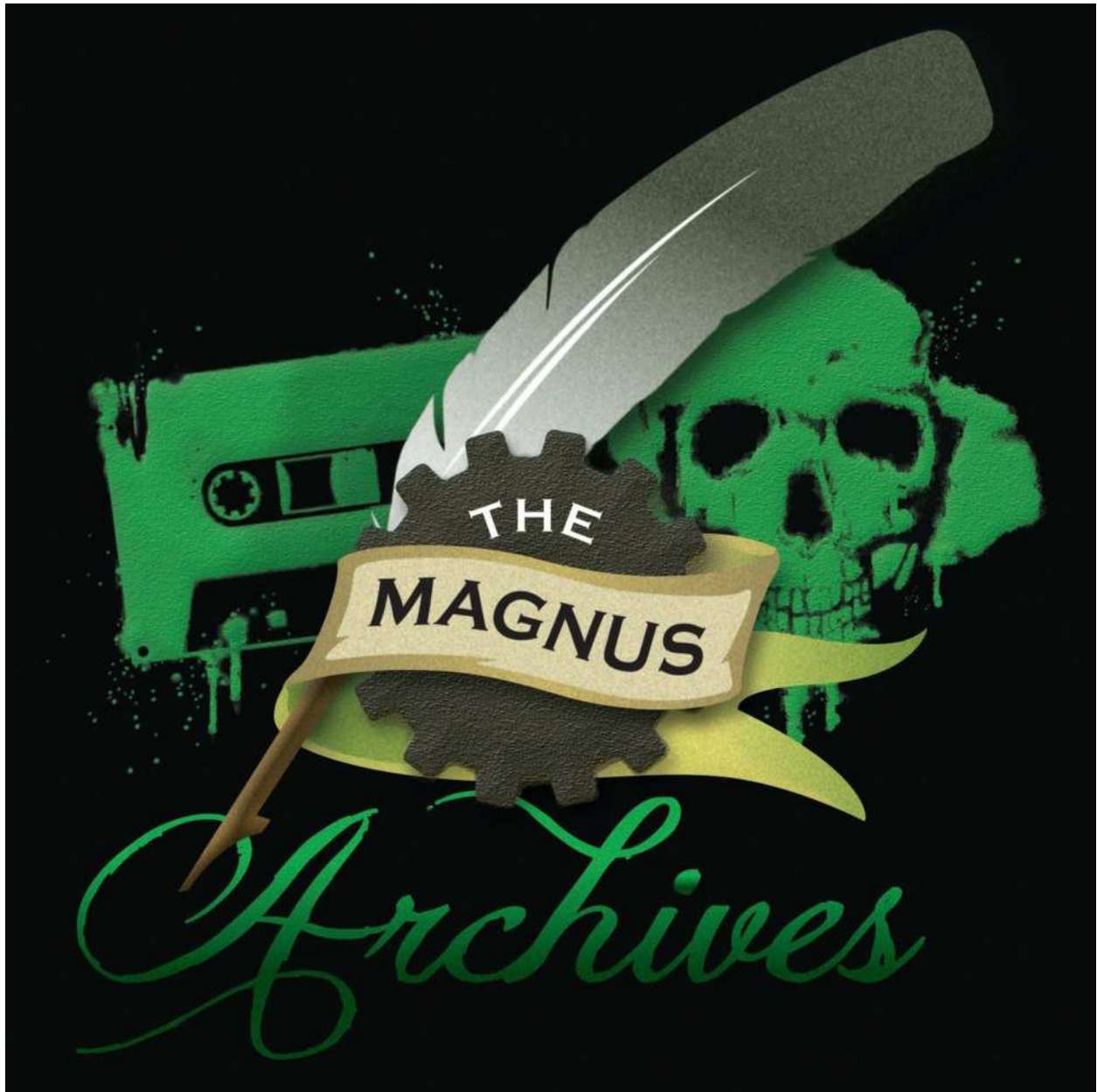


By MagnusAnon



The Magnus Archives: Jumpchain

This world is not what it seems. Though this may seem much like the one you came from, monsters hide beneath the surface. They take many forms, from alley-dwelling mimics waiting to snatch away the unwary to walking, talking hives of parasites, danger can lie around every corner if you're not cautious. But monsters are far from the only thing out there. The Magnus Institute of London, England seeks to catalogue and research the occult in its many forms, and at the time of your entry into this world, the newly appointed Head Archivist, one Jonathan Sims, is about to discover more secrets than he bargained for.

Take +1000 Choice Points, and be careful.

Origins:

Statement Giver (drop-in): You find yourself in your location with nothing but what you've carried with you and that which you purchase below. Even without any pre-knowledge of this world, you're bound to run into something interesting eventually, especially if you go looking for it.

Archivist: You are a seeker of knowledge. You might be a member of The Magnus Institute or perhaps just an amateur paranormal investigator. Regardless, you are driven to find answers, though what you find may shock and disturb you.

Hunter: Maybe you've seen the things that lurk behind the face of the world, or maybe you've only heard rumors, but somewhere along the line you decided to bring the fight to them. Be careful not to lose yourself to the hunt, Jumper, or you may become no better than that which you hunt.

Cultist: Why fight the darkness in the end? You have embraced the corruption of the world in one form or another. It's possible you may not even be human anymore. You may find friends amongst those with similar goals to you, but don't expect to be any more safe from the paranormal than anyone else.

Perks:

Perks are discounted to their origin by 50%. 100CP perks are free to their origin. If a perk is not mentioned to be toggleable, it becomes toggleable post-jump.

Statement Giver (drop-in):

Common Sense (100CP): Something sorely lacking in many people in this world, you stand above the rest in this regard. You have a pretty good sense, one that is almost but not quite supernatural, for when you should quit while you're ahead. When a lurker in an alleyway asks you for a cigarette, you would know immediately to turn him down even if you didn't know he was a monster in disguise trying to lure you in.

Magnet for Trouble (200CP): At will, you may allow yourself to become entangled in the "plot" of whatever world you find yourself in. Even in a world full of conspiracies and other hidden things, you would find yourself drawn to the events that drive the narrative of the world, or vice versa, these events may find you. Either way, should you wish it, you are bound to live in interesting times, for better or for worse.

Martin's Own Luck (400CP): Like the Magnus Institute's own Martin Blackwood, you have a tendency to survive dire circumstances despite any apparent lack of effort on your part. This is a massive bonus to luck specifically focused on your own continued existence. Luck only goes so far though, so don't push it. There are worse fates than death.

Numb to Fear (600CP): It's not that you're immune to fear exactly, it's more like you're so familiar with fear that it is somewhat dulled in your mind. You're able to not only power through your fear, but also to be able to self-identify why you're feeling the fear and work to justify why you don't need to be afraid. If you were isolated, all alone in a place of nightmares, you would be able to focus on the good things in your life and make it through.

Archivist:

Paranoid Enough(100CP): Investigating the supernatural can be a dangerous business. Sometimes though, your own knowledge can be dangerous when you don't know who to trust, as it may be used against you if shared unwisely. With this, information you desire to hide will be almost impossible to discover. Whether it be through digital encoding or just a really good hiding spot, you will be able to keep a secret if you need to.

Supplementary Investigation (200CP): You only have one set of eyes to gather information, and sometimes it pays to have some assistance, or rather, some assistants. You have a knack for finding people both willing and able to help you investigate whatever it is you may be investigating, whether it be paranormal or mundane. These people will be "mundane" by whatever measure mundane exists in whatever world you find yourself in. This only helps you to find and enlist the help of such people. If you treat them badly they are free to leave.

It Feels Right (400 CP): You have a sense in the back of your mind that allows you to discern whether information you're receiving is true or not. Regardless of the medium, whether it be written, eavesdropped, or heard firsthand, you have an instinctive feeling of the truth of anything you see. This sense is not perfect, but unless you're up against something like a god of deceit or something truly incomprehensible, it shouldn't fail you.

The Bigger Picture (600 CP): It's all starting to come together... As you gather knowledge, people, places and events begin to naturally connect in your mind. You have an incredible talent at stepping back and seeing the patterns in things that most people would miss. This will let you come to conclusions that would be impossible to see looking at each piece of the puzzle individually. Mysteries unravel before your eyes, but what might you uncover?

Hunter:

Time At the Range (100 CP): I hope you weren't planning on fighting monsters without having some kind of combat skills to work with. You know how to operate most modern firearms and have fairly consistent aim. In addition to this, you become able to handle yourself in a close-quarter brawl, able to fight at least somewhat effectively with whatever you have on hand.

On the Beat (200 CP): It seems like you've either worked with Sectioned cops in the past, or maybe you were/are one yourself. You've become adept at investigating "weird" happenings and following them to their source. Through good old fashioned detective work, you can find out if there's any truth to the ghost stories you hear.

Swept Under The Rug (400 CP): The truth is, the law enforcement of this world seems all too happy to ignore the supernatural and let those more equipped to face such threats deal with it themselves. You are able to reinforce this, being someone people will happily turn to in order to solve problems they don't want to face, whether that be hunting monsters or otherwise. This will allow you to get a lot of leeway from law enforcement here, so long as you tend to solve more problems than you cause.

If It Doesn't Bleed (600 CP): There are all kinds of monsters in this world, and not all of them can be killed. Sometimes you need a bit of an edge. Given sufficient time to observe a creature's behaviors, you can discover their vulnerabilities even if they would ordinarily be rather subtle. This time can be greatly shortened by actively being in combat with a creature. Through this method, even if you can't kill a creature you will always be able to at least neutralize them as a threat for a time.

Cultist:

Growing Dark (100 CP): No one ever heard of a cultist without a cult to call their own. With this, you will find yourself drawn to like-minded people, presuming you serve the same cause. If you do not seek them out, these people may instead be drawn to you. Your new allies will always be as willing as you are in regards to any "questionable" actions required in order for your mutual agenda to be achieved.

The Veil (200 CP): With all the real paranormal events going on in the world, how is it that the common man doesn't believe in any of it? While you might not know the answer to this, you at least can take advantage of it. Overtly paranormal happenings caused by you tend to go unnoticed by society at large if you wish, though some more focused organizations such as the Magnus Institute may pick up on your activities. If what you're doing would cause wide-sweeping change people are likely to start noticing something is up however, so don't push it.

Divine Host (400 CP): While normally it doesn't do well to attract the attention of those more powerful than you without reason, in your case it's mostly beneficial. Should you wish it, powerful beings seem to find reasons to seek you out as a servant for one reason or another. Maybe it's that new cologne you started wearing, who knows?

The Jumper's Crown (600 CP): This is the culmination of everything you have been working for, at last. When you find yourself in service to an entity that grants you power, you are able to find ways to increase the power of said entity, usually through a complicated ritual that takes a great deal of time and effort to arrange. If you are successful, the power of the thing you serve will increase astronomically, and you personally will always serve to benefit from such events. Generally this means that whatever power you are granted will be boosted alongside your master, but unique advantages will vary based on the master. You can only ever boost an entity's power in such a way once.

General:

The following perk may be taken by anyone, but you only get the free version if you purchase a perk from the Powers section.

When You Feed Your God...(Free or 200 CP): It feeds you.

Ordinarily, by using powers gifted to them by Entities, Avatars of these entities are able to sustain themselves on the fear caused by these actions. While you may benefit from this for the duration of the jump, by purchasing this you not only keep the ability, but it will also apply to any other powers and abilities you may have. By causing or being exposed to fear, you are sustained as if by hearty food and drink, and you feel rested as your stamina regenerates and any wounds you have mend themselves.

Powers:

That's Powers with a capital P, by the way. These are additional perks tied to the various sources of occult power in the world, known as Entities. There is no power without price, however, and for each Entity there is a unique drawback that must be taken for no additional points if you take any of their perks.

Cultists may choose perks discounted from one Entity of their choice. These powers can grow if you work in service to the Entity your perks come from.

The Eye:

AKA The Beholding, or the Ceaseless Watcher. It represents the fear of being watched, of having your secrets revealed, and other similar things. Take the drawback "Observer Effect" for no additional points. **Discounted to Archivist.**

Scrutiny (200 CP): Both at will and when anyone trespasses in a place owned by you, you are able to instill in someone the intense feeling of being watched. This will persist until you will the effect to cease. The paranoia and fear is sure to only grow as time goes on, until it utterly consumes your unfortunate victim.

Statement Begins (400 CP): You are able to, upon asking someone a question, compel them to answer it in excruciating and elaborate detail, whether they want to or not. Interestingly, when you ask someone to describe an event that happened to them, their story tends to be described in a logical, narrative fashion. How curious. In time, you may find that you simply "know" things, without having any source of the information.

Eye Contact (400 CP): You have eyes everywhere now, Jumper. You are able to, with some focus, peer through any image of an eye. They will count as your eyes for the purpose of any ability that functions through eyesight. In addition to this, you are able to read the minds of anyone within eyesight. The things that you may learn with this...

The Spiral:

AKA The Twisting Deceit, or It-Which-Lies. It is the fear of madness, of not being able to trust your senses, etc. Take the drawback "Distorted" for no additional points.

Fractals (200 CP): You are able to distort the senses of everyone around you. Time becomes uncertain, spaces can seem to stretch on forever, and worse the more fearful they become. The stronger their will, the more resistant they will be to this sort of mental twisting.

The Distortion (400 CP): You become an impossible beast in the shape of a human, stronger than your body looks and more durable than you have any right to be. Your most potent ability however, is the creation of doors where there should be no doors. People will not notice their creation, only noticing the door wasn't there before if they were familiar with the area. This door leads to a pocket dimension which consists of an endless, looping corridor of your own design. You can use this corridor as a mode of travel, opening one door to enter your pocket dimension, and creating another to exit it, or you may use it for its main purpose: to imprison poor souls to wander the infinity forever.

A Man Upon the Stair (400 CP): You're not really there anymore, jumper. You no longer exist, not in the traditional sense, at least. Those who look upon you see not physical substance, but an *absence* that their mind struggles to comprehend. Details about you are scarcely understandable, and should anyone manage to comprehend you enough to call to you, you gain the ability to pull them out of reality as you are, leaving them trapped in a non-existent hell. Additionally, at your leisure you may take others on a brief trip through The Spiral, the nonsensical realm where you reside, which is sure to leave its mark on their sanity.

The Lonely:

AKA Forsaken, or The One Alone. It is the fear of isolation, of being alone and cut off from support. Take the drawback "Lonely at the Top" for no additional points.

Lost in the Crowd (200 CP): You are able to make people feel utterly alone, no matter how much support they might have. They will begin to naturally isolate themselves from others, making a hermit of themselves and leaving them vulnerable and ripe for The Lonely's taking. You may choose the method by which you affect someone with this, whether it be through spoken word or a stern glare, the result is the same.

Nothing Beside Remains (400 CP): Are you perhaps another member of the Lukas family? Whether you are or not, you possess the same power as them, access to an alternate dimension that shares the same name as your master, The Lonely. It mirrors whatever world you happen to be on, but it is absolutely uninhabited by any form of life. You may banish individuals in a small zone around you to this dimension, or you may simply use it as a mode of travel similar to The Distortion's ability. Strangely, you also gain seemingly unrelated supernatural talent for making and keeping money. You'll never make a bad business decision again.

Personal Space (400 CP): Companionship, physical contact, conversation, it's all too much, really. At will, you can take on an utterly intangible and invisible form, from which you can

be safely assured to be truly alone. You may fly at your running speed at no cost to your personal stamina, and passing through physical matter is child's play. While in this form, your voice takes on a ghostly echo which seems to come from all directions at once.

The End:

AKA Death, Terminus. The fear of death itself, of encroaching mortality. Take the drawback "Something Missing" for no additional points.

Dreamer (200CP): You dream of death. But not just random deaths, they are deaths destined to happen. When you sleep, you will find yourself in a place identical to where you were when you fell asleep, with one major exception: you will see black tendrils flowing through the world, representing the presence of death in the world. You will learn quickly that those engulfed in tendrils are destined to die, and you can generally guess by the nature of how the tendrils are attached to people how they will die. A man destined to hang himself would be seen hung by his neck from one of these tendrils. Eventually you will see these things even when not dreaming. Perhaps you will have better luck preventing their deaths than the other user of this power.

Cheating Death (400 CP): Going beyond simply predicting death, you have *become* death, or at least one interpretation of it. You take the form of a clearly ancient skeleton dressed in simple clothes. You have no physical needs and are durable beyond measure, your skeletal form quickly repairing itself in the event it somehow becomes damaged. Your main ability however is to go to those who are dying and play a game for their lives. You may summon up the implements needed to play just about any game so long as a form of electricity isn't required. Cards, board games, you name it, you've got it, and you're a master at all of them. Many pieces are carved from bone and that which is not made out of bone takes on a similar grim and worn design. If you win, your opponent will simply die as they would have already. If they win, however, the trick is revealed. They win

their life: by taking your place as Death, doomed to seek another dying fool to pass the torch to. And once they find a "winner" they will gain the immortality they wished, but food and drink will sicken them, and they will crave the death they may never obtain.

Cost of Living (400CP): What is the true value of a life? While you may not know the answer, you will find yourself asking this question often with this power. If at any point your body should die, you will have a near-death experience where you can see your body from an outside view, as you become an unseen spirit. There is only one way to restore yourself: to steal the lives of others. While in this spiritual form, you may grasp the lives of others and take it for yourself. Those whose passing would cause more suffering offer more life to you, so choose your victims carefully.

The Stranger:

AKA I Do Not Know You. It is the fear of the unknown, the creeping sense that something isn't right, also known as the uncanny valley. Take the drawback "Skintight" for no additional points. **Discounted to Drop-Ins.**

Drawing a Blank (200 CP): Did you get a new haircut, Jumper? It looks really... huh. What does it look like? People seem utterly incapable of describing what you look like, and when pressed they will say that you looked "exactly how you'd expect." regardless of what you actually look like. Fake-sounding cockney accent is optional. Additionally, most but not all people tend to believe you belong wherever you are, letting you get away with infiltrating a lot of places without being noticed.

Not-Jumper (400 CP): Long and thin, with stick like limbs, and far too many joints, like a caricature of a human being stretched out to absurdity. This is your true form now, but you're capable of taking many others so long as it's within human limits. Your true purpose, however, is to Take the identities of others. You do this by killing someone and absorbing them, which retroactively changes history to make it

look as if they had always looked as you do now, including the memories of most everyone who knew the person. This insidious camouflage isn't perfect, and it has a couple weaknesses. One is that audio of the original person recorded on magnetic tape will not be changed by you Taking them. The other weakness is that not everyone will have their memories of the person's appearance change. Usually there is one random person who knew the original who remembers what they looked like, but who's going to believe them?

Angler Fish (400 CP): Oh joy, another of these wretched things loose in the world. You have become an existence not unlike the being known to the magnus archives as "The Anglerfish". Though your true appearance is not well documented, your abilities are. You have the ability to turn living creatures into "shells", hollowed out and taxidermied husks that serve as extensions of yourself. The process is not perfect, and people can usually tell there's something "off" about them if they stick around long enough, but the process also makes them more durable and immune to pain.

The Desolation:

AKA The Lightless Flame, The Devastation, Blackened Earth. It is the fear of pain, loss, destruction, and burning. Take the drawback "Burning Desire" for no additional points.

As an added bonus, taking either perk will grant the user immunity to heat, and a strange waxy sheen to their skin.

Burned Out (200CP): You are able to make an area of land no bigger than a forest clearing uninhabitable to all but yourself and others who serve the Desolation or otherwise have either immense resistance to heat or outright immunity. In this area, water boils, hair and fur burn, and tinder and wood catch alight as if the whole area were the focal point for a great magnifying glass. You can have one such area at a time and you can create a new one at will, removing the effect on the previous area.

Twice as Bright (400 CP): Your control over the lightless flame is more nuanced than most of its avatars, though no less destructive in possible scale. You have great control over heat, able to burn anything within your line of sight without any visible flame to cause it. More potently, you can "charge" an individual or object by touching it and setting a trigger condition in your mind. This condition can be as complex as you can dream up, and once triggered a blast of heat will engulf the target. Whether this is a brief wave of heat and pain or a spontaneous eruption of invisible heat is decided by you at the same time you are setting a trigger condition.

Third Degree (400CP): Like many of the followers of the Desolation, your skin has become a form of strange wax, immune to the heat caused by it. You, however, take it a few steps further. Your entire body is made of this wax, and you may allow it to flow and reshape as you desire. This gives you a respectable amount of durability and regenerative power, and the heat of the lightless flame flows through you, allowing you to horribly burn anything with a touch, though you can dial the heat down if you really want to.

The Slaughter:

It is the fear of pure, unmotivated, needless violence, and has strong ties to war and battle. Take the drawback "The Smell of Blood" for no additional points.

Absent Without Leave (200 CP): Even dead, those taken by war and chaos cannot find peace with you around. You are able to conjure phantoms of those who have died in war to your side to do your bidding, so long as that bidding involves violence. They are single minded in their pursuit, and use the weapons they possessed at the time of their death. There is not a hard limit to the number of these phantoms you can summon, but it becomes more difficult the more you have at the ready.

Grifter's Bone (400 CP): What is that... music? That beautiful, horrible music. When you play music, you may choose to have it cause mindless bloodlust amongst all who hear it, though any

violence caused by this effect will never be directed at you. Alongside the mental effect, your victim's ears will bleed endlessly, and even if they survive your song (which is unlikely as those without any targets for their bloodlust will begin to harm themselves by any available means), their ears will bleed perpetually without any known way of stopping it. The effects of this music are known to work through recordings, though it is usually difficult to get such recordings to function properly.

Total War (400 CP): A terrible rage and violence dwells within you. At will, you may draw on this endless well of hate to empower your physical abilities. With this, you could fight off a horde of monsters with nothing but a kitchen knife through sheer determination. The only downside to this is that it is somewhat difficult to calm your bloodlust following the use of this power, and it will require a significant amount of willpower.

The Vast:

AKA The Falling Titan. This Entity is the fear of our insignificance in the universe, of losing yourself in too much space, as well as agoraphobia (the fear of deep water). Take the drawback "A Matter of Perspective" for no additional points.

Freefall (200 CP): You are able to inspire a strong feeling of vertigo to anyone within your line of sight, making them feel as if they were standing on a great height. This effect is potent enough to bring most people to their knees in order to try to steady themselves. In addition, with a few cryptic words directed at them, you can doom a person to be consumed by an endless sky the next time they are in freefall or stand at a high enough elevation. They better hope they packed a parachute.

High Pressure (400 CP): At will, you can take on a vast and incomprehensible form, so large in fact that if someone looked and saw your hand reaching for them, they would not be able to see the end of it. All they will see is a great dark mass headed their way. There is a caveat to this ability however. When you take on this form, you find yourself in a dark, watery, high

pressure abyss, the only entrance of which is a small man sized hole that appears where you were when you transformed. You cannot exit this space while in this form, but there's nothing stopping the unwary from entering your lair, after which you're free to do with them what you will.

The Coming Storm (400 CP): The Vast covers more than just the sky, but weather and storms as well. You embody the latter, a nexus of cataclysmic natural disasters. You may, with a significant amount of focus, summon any sky-based natural disaster you can dream of, be it thunderstorms, tornadoes, maybe even hurricanes with enough practice. Perhaps, with a great deal of time and growth in this power, you may even call down stellar disasters, bringing down meteors against those who would oppose you.

The Buried:

AKA The Center, Choke, Too Close I Cannot Breathe. The opposite to The Vast, it is claustrophobia, the fear of small spaces, of the underground, of constriction. Take the drawback "Too Deep" for no additional points.

Lost Jumper's Cave (200 CP): Anyone who dares to intrude on places owned by you will regret it if they linger too long. In any place owned by you, so long as it is indoors or otherwise insulated from the outdoors, any who intrude will find that the walls slowly close in around them the longer they linger, until they are slowly but surely buried alive, at which point the area resets and they are gone without a trace. This occurs automatically in places owned by you, though you may also choose to bring this effect to bear against someone who has earned your ire. You may also free anyone buried by this ability, but why would you want to?

Dust to Dust (400 CP): You can bury everything, given time. A veritable walking dust bowl, you bring suffocating, choking dust storms wherever you go when you will it. It will engulf and slowly bury everything around you until all is covered in a large blanket of lifeless, inert soil. You yourself are able to

breathe just fine in these storms, and the effect is always centered on you.

A Gravedigger's Envy (400 CP): Dirt clings to your clothes, and your shovel is never too far from your hand. With it you may move earth with ease no matter how hard. Your specialty, as you may surmise, is gravedigging. These graves you dig are not meant for the dead, however, but for the living. Once properly buried (coffin or not), few if any will be able to escape the graves you have dug for them. How lucky they must be, to feel the safety of being surrounded by soft earth.

The Dark:

AKA Mr. Pitch, or The Forever Blind. It is the fear of the dark, of what lies beyond what we can sense. Take the drawback "Lights Out" for no additional points.

As a bonus, taking a perk from The Dark will allow you to "see" in darkness perfectly, regardless of how well you can see normally, or if you have any eyes at all.

Dark Matter (200 CP): To you, shadows have more substance than they do to others. You are able to produce a thick black myst from your fingertips that is essentially darkness in physical form. It will dim light, short out electric lighting, and coat everything in a curtain of shadows. Additionally, you can "shape" the darkness with this myst, allowing you to change the physical dimensions of a place when it is in darkness. A small, nondescript room could hide so much more when the lights are off.

Still and Lightless (400 CP): Your form is made of pure shadow, your fingers sharp like knives, and none can claim to have seen what you really look like. You carry with you a small aura of shadow, through which light cannot penetrate. You may also travel through the darkness you project to any other shadowed place that you know. Lastly, your most potent ability is to be able to harm a person through their own shadow. You may touch and interact with it as if it were the real thing, and any

wounds an individual's shadow accumulates will be reflected upon them as well.

Sandman (400 CP): You take after a strange interpretation of the myth of the Sandman. You may produce a thick, black sand from your mouth which is under your control. This sand is capable of warping the world in a limited sense, with its primary use being to wrap someone up in darkness into a "sack" from which there is no escape. The only way for them to avoid this fate is for them to take some of this sand in hand and splash it into their eyes. This will permanently blind them, but free them from the sack.

The Corruption:

AKA Filth, the Crawling Rot. It is the fear of corruption, disease, rot, filth, and pests such as parasites. Take the drawback "Rotten Core" for no additional points.

Squirm (200 CP): Do you feel that itch? That need to be loved and be a part of something bigger? Well you may get your wish. You have become a walking flesh hive, host to an aggressive species of parasitic, silvery worms that follow your mental commands. These worms are extremely adept at burrowing into the flesh of others, and when they do this you may choose if you want this person to be made into another Flesh Hive, or if you want them to be something of a living bomb, doomed to explode in a shower of gore and worms once the worms have taken root.

Taken Ill (400 CP): Everything rots, Jumper, especially with you around. At will, you may become a nexus of disease and rot. Any who touch you are bound to die from any number of the extremely fatal and contagious diseases you possess, and should you encounter any more interesting diseases, you may add them to your collection. You are immune to your own diseases, luckily. In time your diseases will become potent enough to melt the flesh from bones, yet keeping your victims from dying, and other horrible fates such as this.

Infestation (400CP): Beyond the sickness of the previous power, you bring rot to the very world itself. The longer you stay in one place, the more entropy and decay take hold. Foundations

become septic and rotten, bricks decayed and molded, and soil becomes an unstable swampy sludge. You may focus this power through your touch, rotting walls at your touch to create a new entrance, and other such entropic tricks are possible. To touch a person with this power causes not disease, but decay, though the results may look similar in the end.

The Web:

AKA The Spider, The Mother of Puppets. It is the fear of being controlled/manipulated, of your will not being your own. Take the drawback "Recluse" for no additional points.

Web Development (200 CP): Just like the Web Table was used to bind the Not-Them, you too can bind people and creatures to objects, greatly weakening their power so long as the object exists, and they are unable to destroy the object themselves. To use this power, you must have the target restrained through some means, and the ritual takes a certain amount of time based on the power of the target. In addition, you may produce from a place on your body of your choice an extremely durable, sticky thread not unlike a spider's, which you may use to not only bind someone physically, but also keep them from using any abilities that would allow them to teleport away or phase through physical objects.

Thought For The Day (400 CP): Perhaps you were subject to a similar experiment as Annabelle Cane was? Regardless, you possess the same abilities, namely, the ability to control the minds of anyone you see and force them to do as you will, like puppets on strings. They are aware the entire time that they are being controlled, but few will be able to do anything about it unless physical harm comes to you or them, at which point the control is weakened, though not necessarily broken immediately.

Puppeteer (400 CP): You wouldn't be much of a servant of the Web if you weren't able to manipulate people in more subtle ways, would you? You are supernaturally good at using people as pawns in grand schemes. So good, in fact, that few will think you to be involved until it's far too late. Those who do discover your

workings will be hard-pressed to stop the wheels that you start turning. Let the Mother of Puppets will be done.

The Flesh:

One of the youngest entities, it is the fear of animals being bred for meat, of bodies being twisted, reshaped, and butchered. Take the drawback "Meat is Meat" for no additional points.

Piecemeal (200 CP): Some hungers are too strong to be denied. If you are in possession of an object owned by someone else, you can use the object as a focus to have them lose pieces of their body, one at a time, until there is nothing left of them. You control the rate at which this happens, from an agonizingly slow death over the course of weeks to a still terrifying day of falling apart piece by piece. You may stop this curse at any time, if you so wish. May be ineffective against those capable of regeneration or repair.

Takeaway (400 CP): Meat is meat at the end of the day, or at least that's what those who follow The Flesh tend to believe. You're able to encourage others to share these beliefs however, making people more comfortable with the idea of cannibalism, especially if they eat any food from you that is made out of people, knowingly or not. In addition, when you remove pieces of a still-living creature's body, the pieces will grow back, giving you a lasting supply of meaty goodness so long as they remain living. Lastly, your most potent ability is to be able to grow in power and, well, size, the more meat you consume. Stronger, more durable, and so on, with just a balanced diet of meat and meat byproducts.

Boneturner (400 CP): Like one Jared Hopworth, you have gained great power over the manipulation of not only bones, but other body parts as well with practice. You may pull pieces out of living creatures, simply reaching through them as if nothing was in the way and pulling out what you want. From there, you may install these pieces into yourself and others, slowly modifying yourself into whatever shape you want without worrying about compatibility and other such issues. Turning your talents

towards others, you can twist them into horrifying flesh beasts, whether they are willing or not. Make them perfect, Jumper.

The Hunt:

One of the oldest entities, it is the fear of being hunted/chased, of becoming prey. Take the drawback "Thrill of the Chase" for no additional points. **Discounted to Hunters.**

Children of the Night (200 CP): You have become the local equivalent of a vampire. Increased strength, speed, and reflexes are to be expected, but from there things differ vastly. Most vampires are unable to speak normally, instead using a kind of telepathy to communicate their intentions that tricks people into thinking they're actually talking. Communicating with people this way will have them respond as if you were extremely charismatic, making them putty in your hands if you play your cards right. You have a gruesome method of feeding, using your shark-like teeth to tear out the throat of a victim and then draining all of their blood with a tubular proboscis-like tongue.

Nightfall (400 CP): The Hunt never ends, there is only the next prey. When hunting your chosen prey (whatever form it may take), you gain increased strength, speed, reflexes, and stamina, that scale almost endlessly with your prey, though this takes time and you can still be easily killed if your prey overpowers you before you can catch up to their level. In addition, you are capable of killing normally immortal avatars of other powers should you become powerful enough. The main downsides to this power are that the stronger you get, the more bestial in nature you become, and when you're not hunting anything you are only as powerful as a tough but still normal human.

Exceptional Risk (400 CP): Do you hear the blood? That desire to hunt and kill to your heart's content? While you don't gain quite the physical capabilities of the other avatars of the Hunt, you make up for it in potential. The longer you go without hunting, the more you start to build this potential, until you

let the beast within loose. A starving beast is at its most dangerous after all, and you become dangerous indeed. You take on an altogether more feral appearance not unlike some depictions of werewolves, and your physical abilities and sense can go far beyond that of most any other path if you wait long enough to use it. Just take care not to lose yourself to the frenzy.

Items:

Gain a +200 CP stipend for this section alone. Items discounted to their origins are 50% off. 100 CP Items are free to their origins.

Statement Giver (drop-in:)

"Valid" Identification (100 CP): In the digital age, being someone without appropriate paperwork such as yourself can cause... complications. This is a set of documents that will always take the appearance of whatever you would need to provide proof of your current citizenship of wherever you are, and that you are most definitely not an invader from another universe.

Strange Mask (200 CP): A white, porcelan, nondescript mask. When worn, people around you will assume that you look absolutely normal regardless of what you really look like. Even if you were a hulking abomination before God, with this, you could blend in amongst humanity if you wanted to.

Breekon & Hope Delivery (400 CP): You have a phone number for a very... unorthodox delivery service. When called, two indistinct cockney gentlemen will arrive in a white van, take whatever you need delivered, and make sure whatever it is gets into the hands of the intended recipients, no questions asked, *no exceptions*. These two seem to have a way of getting into places they have no right being and leaving unharmed.

Safehouse (600 CP): Sometimes you just need a place to wait things out while things go to hell outside. This is one such place. It might be a nondescript apartment in the city, or a remote log cabin in the middle of a dense forest. Whatever it

is, it is the perfect place to lay low when you need to. It has a replenishing stock of food and water, self maintaining utilities including running water for both bathing and restrooms, and it even has barricades for the doors and windows ready to set up in the event you need to convert the place into a fortress.

Archivist:

Tape Recorder (100 CP): A simple, nondescript tape recorder. While it may seem rather antiquated, it does carry one major benefit: any audio recorded on this device cannot be altered in any way regardless of its source. Even if reality was shifted to change history, the audio recorded would still reflect the original recording.

A Treatise by Robert Smirke (200 CP): This is a book written by the famous architect Robert Smirke, describing principles of architecture that, when used properly, have the ability to contain paranormal phenomena and reduce them to minimal levels in the area. You may use these methods to contain dangerous artifacts and individuals so long as no damage is done to the building, at which point the protection becomes increasingly unstable. Note also that these techniques are designed to keep paranormal events from escaping the area, it does nothing to prevent them from getting in.

Experiment Notes (400 CP): What are you planning to do with these? You've somehow gotten your hands on the research notes regarding a "failed" experiment performed at the University of Surrey. They were testing some theories on ESP, seeing if the feelings of people in one room could affect the feelings of someone in a nearby room. The "projectors" were known arachnophobes subjected to images of spiders in the hopes that it would generate fear in the "receiver", one Annabelle Cain. Instead of the results they expected, she was turned into an avatar of The Web, and the rest is history. Through these notes you will gain plenty of insight into the nature of fear and what it can accomplish.

The Archives (600 CP): This place of knowledge consists of all statements, both recorded and written, collected by the Magnus Institute through the years. While there's a lot to sort through, there's plenty of valuable information to be found should you have the patience for it. As a bonus, you may find your collection grows in future jumps, as new statements of true paranormal activity appear on the shelves.

Hunter:

Firepower (100 CP): Wouldn't do well go out there with nothing to defend yourself with. Pick a modern firearm, it won't require maintenance and it comes with a replenishing stock of ammunition located in your Warehouse.

Hunter's Journal (200 CP): A worn, leatherbound journal, filled with illustrations and descriptions of some of the more common monsters in the world. The description includes feeding habits, usual habitats, and weaknesses if they have any. This journal will not include any unique monsters, just those that you could run into somewhat regularly. The journal will update in further jumps with the descriptions of any common monsters found there.

Bloodstained Knife (400 CP): This is an artifact of concentrated violence blessed by The Slaughter. With it in hand during combat, hundreds of years of combat flow through your mind as you become a whirlwind of death and blood, able to fend off even truly inhuman monsters with pure skill. The main downside of this is that it can be difficult to discern the difference between friend and foe while you use it, so be careful where you swing that thing, okay?

Hunting Ground (600 CP): Like some other Hunters, you have found yourself a place where you find yourself in your element when you intend to do some killing. What form it takes is up to you. It might be a forest you've memorized the layout of, or an alleyway in an area you know the area of. The main benefit of it is that if you find yourself in combat here, you will be much more competent and effective than you otherwise might be.

Regardless of how powerful you get, this bonus will always be noticeable.

Cultist:

Grimoire (100 CP): No, this isn't going to give you the ability to cast magic. What this is is a worn tome with a detailed description of one entity of your choice from this world, meaning The Dark, or The Flesh, or The Slaughter, etc. This includes things under their control, actions that can be used to gain their favor, and actions which will draw their ire. At the beginning of every jump you may choose to have it depict a similar powerful being with all the relevant information that would imply. With this you should be able to avoid stepping on any toes without meaning to.

"Supplies" (200 CP): Sometimes getting what you need without arousing suspicion can be tricky. When you need somewhat specific but cheap materials for a ritual or other magical working, this will have it dropped into your warehouse ready for use. For example, if you were an acolyte of The Flesh and you were looking to make some meat monsters, this would take the form of deliveries of meat to your warehouse on a regular basis so long as you needed it. Or for The Dark you might find yourself with an abundance of blackout curtains. This can never take the form of anything unique or from too specific a place, like wood from a certain grove, or the blood of a virgin. You can change what these supplies are at the beginning of every Jump, or otherwise every 10 years.

A Lonely Statue (400 CP): This eroded and ancient statue has seen better days. It seems to have been made in memory of someone, but the name on the inscription has worn away, leaving only the phrase, "Never forgotten... ". Wherever you place the statue, most people will unconsciously avoid the area, as if they didn't even know it was there. Only those you specifically bring into the area will break the effect on their minds, and they will be able to enter freely without being subtly driven

away. Those touched by the Entities may be able to ignore this effect entirely.

A Place of Worship (600 CP): This abandoned church will serve as a suitable place to gather a more... unconventional congregation. In this place, there is an altar that will allow you to sacrifice people in order to empower any deity/divine force/fear entity that you happen to be in service to. The form the altar takes depends on what you are serving. For the Dark it might be a pool of pitch-black, stagnant water. For the Vast it might be a genuine bottomless pit. The path to ascension begins here.

Artifacts:

Discounted for items related to your Power if you've taken any perks from one. Examples of some known artifacts can be found in notes, though you may design a custom one within reason.

Minor Artifact (200 CP): In the event none of the above items satisfy your needs in terms of artifacts, this encompasses those objects suffused by one of the Powers that is usually man-portable in size or otherwise minor in its effect.

Major Artifact (600 CP): If you intend to commit some large scale occult workings, this is the item for you. Artifacts of this type tend to be game-changers, but often come with costs or restrictions, and are more often than not stationary or at least difficult to move around.

General:

The Library of Jurgen Leitner (**800 CP**): Oh dear, Jumper. What could you possibly want all of these for? Fine, this is a copy of the collection of powerful paranormal books, tomes, and other assorted reading material collected over a lifetime by one Jurgen Leitner. These books are thought to be amongst the purest expressions of the power of the Entities, and their destructive power shows it. Though each one varies in its effects, they all have one thing in common: if a reader reads one of these books from the beginning all the way to the end, they *will* meet a

gruesome end without fail. Some have been shown to have beneficial uses if you only read a few sentences from them, but they are as volatile as they are powerful. As you're paying a premium in order to gain this collection, they will come with the bonus that the books will not react badly by being placed near others from opposing powers like the original did, so you may store them like you would any ordinary book. For details on the known books from this collection, you may read more here: https://the-magnus-archives.fandom.com/wiki/List_of_books

Companions:

Canon Companion (200 CP): You know the drill here. If you can convince someone to come along with you, you can bring them with you to a world hopefully better than this one. Just... be careful who you bring, y'hear? The last thing the multiverse needs is Jane Prentiss running around turning people into Flesh Hives.

OC Companion (100 CP): Each purchase nets you a companion you can decide the general nature of. They get 600 CP to spend, a free origin, and any associated freebies minus the item stipend.

Companion Import (varies): 100 CP per companion or 400 CP for 8 of them. Each gets 600 CP, an origin, any freebies, but no item stipend.

Drawbacks:

As you may have noticed already, almost all power in this world comes with a price. So if you want more power, you're going to have to pay up, and not in money. Maximum +800 CP.

Incompetent (+100 CP): You are just barely capable of filling the role of your origin. How you got your position is anyone's guess, though you likely faked your way into it. If you are a drop-in, this just makes you more generally incompetent at everything you do.

Fearful (+100 CP): You find yourself easy to rattle, with the slightest jumpscare sending you jumping into the air. This will unfortunately make you an attractive target to the powers that be, so expect to be out of the frying pan and into the frier more often than not.

Entity Drawbacks begin here:

Observer Effect (+200 CP): Touched by The Eye, your empathy is heavily outpaced by your curiosity. You would watch a man be taken by dark powers without even attempting to help him just so you can see what happens.

Distorted (+200 CP): The Spiral's madness has touched you, leaving you uncertain of your own surroundings. You lose track of where you are, and time seems more... fluid somehow.

Lonely at the Top (+200 CP): With the Lonely at your side, you believe you don't need anyone. You are driven to only look out for yourself, willing to step on the lives of anyone so long as it would serve your ends.

Something Missing (+200 CP): Touched by The End, the trappings of the living are not for you. Food and drink make you feel sick, and you have a feeling deep within you that you're missing something, though you know not what it is.

Skintight (+200 CP): Through the Stranger's touch, you will always stick out like a sore thumb. Something about you seems wrong to people. Perhaps your eyes look like those of a taxidermied animal, or your skin more closely resembles plastic than flesh.

Burning Desire (+200 CP): The Desolation always craves more destruction, and its invisible flames touch things near you unbidden. Water boils when you try to drink it, and you will leave scorch marks where you sit. Word of advice, don't try to kiss someone, or they will greatly regret it.

The Smell of Blood (+200 CP): The Slaughter's violence has marred your soul. You have a hard time solving problems without the use of violence, as it just seems so much easier, and you find yourself irritable and prone to rages. Better watch that temper of yours.

A Matter of Perspective (+200 CP): The Vast has shown you how insignificant you and everyone else are in the scheme of things, and you act accordingly. It seems almost as if you don't care for much of anything anymore. People's lives, The world in peril, these things just don't matter.

Too Deep (+200 CP): Thanks to The Buried, you crave the indoors. The more surrounded you are by solid material the better. Conversely, being outdoors makes you uncomfortable. It is not so much agoraphobia as it is a nagging discomfort and a strong desire to be inside.

Lights Out (+200 CP): The Dark has marked you, and because of this, the light will never comfort you again. You have terrible light sensitivity, with even lightbulbs requiring you to squint and shade your eyes. The Sun itself might very well blind you were you to look at it for even a moment.

Rotten Core (+200 CP): The Corruption brings with it the obvious telltale sign of its loving embrace. The smell of rot sticks to you, being detectable from a distance, and you have the appearance of sickness regardless of if you have any diseases.

Recluse (+200 CP): The Web has already made your decision to take this drawback for you, because as you know, free will is an illusion. You are more than happy to dance the steps assigned to you, as knowing that it doesn't matter has freed you from the feeling of responsibility.

Meat is Meat (+200 CP): The Flesh has shown you its truth, and with it comes a terrible craving for human flesh. Even worse, you desire to share your new diet with others, whether they are willing or not.

Thrill of the Chase (+200 CP): The Hunt exists as a driving force for you, the act of chasing your prey being more pleasant than the strongest drug. You will forever be chasing the next high, one after another.

Entity Drawbacks end here

Phobia (+400 CP): Choose one of the Entities. You have a powerful fear that falls under this Entities domain. Because of this, you will be targeted by its agent and are guaranteed to run into one of its strongest avatars sometime before the end of your stay.

Curiosity (+400 CP): You just can't help yourself, can you Jumper? You seem to have the same problem as many who give statements to the Magnus Institute. Even in clearly dangerous situations, your curiosity gets the best of you and compels you to take a closer look at things that might very well kill you or worse. Just... try to stay away from any suspicious coffins.

Impostor (+400 CP): A creature much like the NotThem has taken your appearance. They seek to cause mischief in your name, always wherever you aren't. You are likely to spend most of your time here cleaning up after their messes.

The Extinction (+600 CP): There is actually a little known 15th entity, by the name of The Extinction, though it is still a fear in its infancy. It represents the fear of cataclysmic change, of a world without humanity, of being replaced by something else. With your arrival, however, it has become a fully fledged Entity, complete with great and terrible avatars. At least twice within the next 10 years, a ritual will be attempted by its followers that will wipe out all human life, and you with it regardless of if you are human or not. You must prevent this from occurring or fail your chain.

Future-Without-Jumper (+600 CP): When you entered this world, you inadvertently created a new Entity, one focused on a very particular set of fears, namely your fear of losing the chain, as well as any personal fears you may have. Its avatars will specifically target your weaknesses, and will hound you at every turn. It will grow in power as time goes on, and by the end of your stay its avatars will be able to challenge you regardless of your strength. Worst of all, if the followers of this Entity are successful in performing its personal ritual, you will be trapped forever in the state of Chain Failure, stuck in a world that hates you personally and never to continue your travels.

Notes:

-It is unknown if the Entities actually have their own minds and plans, or if they are just mindless forces of power and fear that cause events in their wake.

-If an entity's ritual is successfully completed, reality will shift to entirely consist of the fear that entity represents. One example is The Dark's ritual, which would cause light to stop existing as a concept.

-The current rituals are doomed to fail as they are now. It's impossible to bring only a single Entity into the world as they're all closely connected. The Jumper's Crown perk is a workaround for those who want to only serve one Power.

-All properties from the items section can either become a warehouse attachment at the end of the jump, or they can continue to be inserted into the world as you continue your chain, your choice.

-I left origins vague and didn't put a location roll intentionally. If you want to be an Archivist working at the Magnus Institute, go for it. A Section 31 Police Officer as a Hunter? Cool. Do whatever works best for your story so long as it makes sense. The meat of the story mostly takes place in London so a location roll was kind of redundant.

-Minor Artifact examples: The closet that's always pitch black on the inside, the meat grinder that allows you to produce meat from yourself without actually losing the body part, the mirror which makes people feel like they're being watched.

-Major Artifact examples: The Panopticon, greatly boosts powers gifted by the beholding (and other information collecting powers)but destroys those not marked by it. The Black Sun, an artificial dark star that produces darkness instead of light and kills those unprepared when they look upon it. The Coffin, which compels those nearby to open it and step inside, leading to The Buried, a dimension built to choke and crush its victims forever, from which death is no escape.

-Just because a power is cheaper does not mean it is outright weaker. All powers have potential for growth, the cheaper ones just have more room for improvement while the expensive ones have less.

Patch Notes:

Version 1.0- Jump was made. Woouooooo

Version 1.1- Added missing drawback, "The Smell of Blood"

Version 1.2- Delicious Fear Edition: Added new perk, "When You Feed Your God" under general perks. Fixed typos. Buffed Web Development. Added new drawback, "Curiosity". Bolded origin discounts in the Powers section. Changed The Desolation's fire immunity to heat immunity as it's more thematic.

Version 2.0- St. Valentine's Day Massacre Edition:

-Clarified some of the functions of When You Feed Your God.

-Added a new perk for each Power and divided some powers that got to be too much of a grab bag into multiple perks. Goal was for more options, not trying to invalidate people's choices.

-Added Artifacts to the Item section.

-Widespread description changes for many perks, clarifying capabilities and growth potential.