

Miniseries: Fallen — Jumpchain



Welcome to the world of the 2006 ABC Miniseries *Fallen*, based on the hit book series by Thomas E. Sniegowski. In this world, an ancient war quietly rages across the mundane landscape of reality. You will navigate a hidden urban fantasy underworld populated by Nephilim (the powerful hybrid children of humans and angels), the Fallen (exiled angels living among humanity, pursuing mortal passions), and the Powers (Heaven's ruthless, fiercely loyal elite task force dispatched to purge the unholy). Whether you choose to seek redemption, hide on the fringes of society, or enforce cosmic law with an iron fist, your actions will carry immense weight across the planes of existence.

You begin your journey with **1000 CP** to spend on Origins, Perks, Items, and Companions. Choose wisely, for your survival depends on it.

Origin Selection

Choose your path in this conflict:

- **Nephilim:** Born of both mortal flesh and angelic grace, you represent a volatile, powerful

hybrid nature. Hunted by the Powers and sought out by desperate Fallen, your life is an endless battle for survival and identity.

- **Fallen:** You chose humanity, rebelled, or were cast out of the Empyrean realm. Having traded absolute obedience for free will and earthly desires, you live in hiding, constantly evading the wrath of Heaven.
- **Powers:** You are a soldier of Heaven, an enforcer of absolute cosmic law. Unwavering, disciplined, and relentless, your singular directive is to track down and eliminate any anomalies that threaten the divine order.

General Perks

- **100 CP — Adaptable Nomad:** You can blend seamlessly into any local human subculture, effortlessly memorize unfamiliar city street layouts, and intuitively figure out how to utilize local black markets, transit networks, and bureaucratic red tape without drawing a single suspicious glance from ordinary citizens or local authorities.
- **200 CP — Unshakeable Self:** Your mind and identity are locked in pristine iron. You possess an absolute immunity to existential dread, identity crises, or the profound mental weariness that stems from living for thousands of years or enduring extreme psychological trauma. No matter what horrors you witness or face, you always know exactly who you are.
- **400 CP — Nexus of Prophecy:** You possess the unmistakable gravity of a main character. You will frequently find yourself in the right place at the exact right time to intercept critical secrets, stumble upon legendary artifacts, or cross paths with precisely the people you need to meet to advance your goals.
- **600 CP — Seraphic Resonance (Power Booster):** This perk acts as a massive, sweeping force multiplier for your divine, celestial, or angelic traits. Your standard angelic capabilities—such as universal language comprehension, physical stat enhancements, or elemental manifestations—are elevated to a devastatingly potent, high-tier state. This raw upgrade puts you on an even playing field with the highest echelon of Heaven's elite warrior commanders or the oldest, most dangerous Fallen patriarchs.

Fallen Perks

- **100 CP — Weathered Grace:** You are an angel who has cast off or been cast out of Heaven, retaining your agelessness, baseline angelic languages, and heightened physical conditioning. You can fluidly channel your remaining energy to manipulate local forces—like whipping up sudden winds, throwing localized fire, or bending shadows to obscure yourself—making you a master of using the physical world as a weapon or a shield.
- **200 CP — Cryptic Veracity:** You have mastered a form of precise, double-spoken truth. You can convey crucial, high-stakes information or directions to an ally using words that are technically completely true, yet framed so perfectly that hostile eavesdroppers, celestial scribes, or telepathic interceptors will entirely misinterpret who or what you are actually discussing.

- **400 CP — Veiled Majesty:** You possess a flawless ability to compress and camouflage your supernatural identity within a purely mundane shell. When laying low, your celestial signature is so thoroughly buried that tracking spells, divine senses, and cosmic broadwaves will register you as absolutely, unremarkably ordinary right up until the moment you choose to flare your power.
- **600 CP — The Lightbringer:** You carry the raw, terrifying majesty of the First Fallen. Your presence is an intoxicating mix of absolute charisma and ancient authority, making it incredibly easy for you to sway others to your cause. You aren't just a fallen soldier, but a cosmic rebel capable of wielding a corrupted, devastatingly potent inversion of holy light that can shatter angelic barriers and contest Heaven's elite hunters on equal terms.

Nephilim Perks

- **100 CP — Angelic Heritage:** You possess the standard baseline abilities of a half-angel hybrid. This grants you noticeably enhanced physical strength, agility, and durability. Your grace responds instantly to your immediate intent and survival instincts without the need for command words or theological concepts.
- **200 CP — Terrestrial Spark:** Your raw human emotions—passion, love, righteous fury, or a desperate need to protect—directly fuel and magnify your angelic gifts. When your heart is fully invested in a conflict, your supernatural output spikes dramatically, and your fighting instincts sharpen to a razor-focused, unpredictable edge.
- **400 CP — Defiant Martial Soul:** You have forged an incredibly resilient, combat-hardened soul through constant evasion and asymmetric warfare against Heaven's elite hunters. You possess master-level tactical wit, advanced martial prowess, and an unshakeable willpower that keeps you moving, fighting, and winning even when completely outmatched on paper.
- **600 CP — The Redeemer:** You have the power to genuinely forgive and redeem Fallen angels. By channeling this energy, you can cleanse an angel of their sins, heal their spiritual corruption, and safely return their soul to Heaven. Post-Jump, this ability scales to work on any spiritual, karmic, or mystical atonement or redemption-like effect across the multiverse.

Powers Perks

- **100 CP — Empyrean Vanguard:** You are one of Heaven's elite warrior angels, built for absolute discipline, combat efficiency, and maintaining cosmic order. Your powers operate with absolute, clinical precision. When you are actively enforcing a directive, your supernatural senses cut cleanly through ordinary physical illusions, and your strikes hit with the literal weight of absolute authority.
- **200 CP — Bloodhound of the Empyrean:** When you are looking for a specific target, you can sense the micro-disturbances they leave in the local environment—a subtle distortion in the air or residual traces of supernatural energy. Tracking an entity through a crowded city becomes as easy as following a glowing neon trail.
- **400 CP — Zealous Conviction:** You possess an absolute, ironclad immunity to fear,

doubt, and emotional manipulation. When you commit to a mission or a directive, your focus becomes razor-sharp, allowing you to ignore physical pain, distractions, and moral gray areas that would cause lesser warriors to stumble.

- **600 CP — Commander of the Host:** In combat, you are a master of coordinated planar warfare, able to direct allies with flawless efficiency. Furthermore, your presence commands absolute obedience from lesser celestial beings, spirits, or summoned entities; they find it mechanically and spiritually painful to disobey a direct, lawful command from you.

Companions

- **50 CP — Import/Create:** Import an existing companion from your warehouse or create a new one. They receive 800 CP to spend on their own build.
- **100 CP — Canon Recruit:** Take any canonical character from the *Fallen* miniseries as a permanent companion.
- **300 CP — The Whole Crew:** Import or create up to 8 companions at once. Each receives a full budget of 800 CP.

General Items

- **100 CP — Unremarkable Local Ride:** A completely ordinary, everyday car that perfectly matches the local environment. It has an endless gas tank and is replaced if lost or destroyed.
- **200 CP — The Drifter's Wallet:** A wallet that automatically replenishes funds at dawn every day to cover basic necessities.
- **400 CP — The Lightbringer's Codex:** A journal that acts as a low-level active radar for grand destiny, offering intuitive warnings about upcoming betrayals or shifting agendas.
- **600 CP — Archangelic Blade:** A sword forged from pure celestial steel capable of igniting with blinding holy fire, capable of ending immortal beings and shattering conceptual barriers.

Fallen Items

- **100 CP — Flask of Earthly Solace:** A flask filled with high-quality, non-emptying liquor that brings deep physical comfort and clears away spiritual weariness or existential dread.
- **200 CP — The Rogue's Cipher:** A box of chalk and knives used to leave marks that form a supernaturally hidden code only readable by other exiled or fallen entities.
- **400 CP — Remote Temple:** A secluded, ancient sanctuary completely invisible to celestial tracking and divine scrying, serving as a flawless stronghold.
- **600 CP — A Piece of Hell:** A relic that bleeds cold, defiant energy. It allows you to corrupt local conceptual laws and masks you from cosmic authority. Post-jump, it expands into a personal pocket dimension.

Nephilim Items

- **100 CP — Ward-Inscribed Amulet:** Masks your supernatural signature, rendering you undetectable by the Powers or tracking Fallen.
- **200 CP — Endless Motel Voucher:** Guarantees a room at a motel once per day. As long as you don't stay more than two nights in the same place, you cannot be located or ambushed inside.
- **400 CP — The Talking Companion:** A highly intelligent animal companion (like a border collie) with a perfect telepathic bond and supernatural radar for threats.
- **600 CP — Seraphic Catalyst:** A relic that allows you to stabilize the physical forms of others, ensuring they can channel divine energy without burning out. Post-jump, it regulates volatile power sources across the multiverse.

Powers Items

- **100 CP — Pristine Vestments:** Durable clothing/armor that never stains, mends itself, and offers resistance to dark, corruptive energies.
- **200 CP — Celestial Astrolabe:** A brass device that tracks cosmic alignments, pointing toward significant sources of fallen grace or tears in reality.
- **400 CP — Shackles of Holy Mandate:** Glowing chains that lock a target's supernatural abilities down to a mundane state, impossible to break or bypass via teleportation.
- **600 CP — A Piece of Heaven:** An anchor of the Empyrean realm that suppresses corruption and heals wounds. Post-jump, this acts as a portable pocket dimension or a direct anchor to a high-order celestial realm.

+100 CP Drawbacks

- **Wanted:** High bounty; local law enforcement and opportunists will pursue you.
- **X-rated:** The world is grittier, more violent, and focused on dark themes.
- **Double Trouble:** Every foe has an invisible, identical copy that acts as a psychological Schrödinger threat.
- **Low Budget:** The world has "cheap" aesthetic flaws like visible wires and old monster designs.
- **Thugs for Days:** 10 aggressive thugs target you for a fight daily.
- **Silent World:** Global human population is reduced to 7 million.
- **Stalker:** An ordinary human tracks you, protected from your detection/exposure powers.
- **Angered Factions:** A local faction views you as an enemy immediately. (Can be taken multiple times).
- **Heroic Sayings:** You unintentionally speak in cheesy, dramatic one-liners.
- **Rough Childhood:** Your in-universe history is abusive and traumatizing.
- **The Weirdo:** People avoid interacting with you unless absolutely necessary.
- **Team Up:** A bumbling local joins your party and gets credit for your successes while you take the blame for failures.
- **Knowledge Lockout:** You lose all meta-knowledge of this setting.

- **Stranded:** You wake up alone on a deserted island.
- **Plot Anchor:** You are forcefully dragged back into the center of the main story regardless of efforts to hide.
- **Kick the Cook:** You are a terrible chef; all food you prepare is vile.
- **Scarred:** You bear prominent, horrific, and disfiguring wounds.
- **Always Left Behind:** Allies and companions constantly leave you to clean up their messes.
- **Honorable:** You must inform enemies of your intent to attack/arrest them, giving them time to prepare.
- **Nightmare:** You suffer vivid, indistinguishable-from-reality nightmares every night.
- **Inconveniences:** Constant minor annoyances like stubbed toes, spilled drinks, and dead phone batteries.
- **Extended Stay:** Increase jump duration by 10 years (Max 10 times, 110 years total).

+200 CP Drawbacks

- **Friends from Beyond Your Dimension:** A godlike entity manipulates events to make your life more dramatic/entertaining.
- **Sore Thumb:** Experienced entities instantly identify you as an extra-dimensional foreigner.
- **Dead or Alive:** A severe criminal profile and massive bounty; anyone who recognizes you will try to turn you in.
- **The Good People:** You are forced to run mundane errands; refusing makes the community treat you like a monster.
- **The Bad People:** You are treated like dirt; refusing to help results in being blacklisted from all aid/resources.
- **Wider World:** The setting is larger and more dangerous with more hidden factions and rogue supernatural creatures.
- **Dark Minions:** Physical manifestations of malice spawn and attack you on sight (invisible to others).
- **Blinded:** You lose your eyesight permanently; cannot be bypassed by supernatural senses.
- **Pet Food:** The natural world is hostile; creatures (excluding humans) will hunt and try to eat you.
- **Publicity:** All mistakes are public knowledge; media smear campaigns are orchestrated against you.
- **Thou Shalt Not Kill:** You are incapable of taking a life; your attacks are never fatal.
- **Selective Amnesia:** You forget the plots/events of previous jump settings.
- **Total Amnesia:** You have no memories of your life before this world (includes forgetting the Jumpchain).

+300 CP Drawbacks

- **Amnesia:** You remember nothing except your chosen origin's skills and background.

- **Living in Exciting Times:** Frequent chaotic anomalies result in direct attacks against you or your safehouses.
- **Competent Enemies:** Adversaries receive a boost to intelligence and tactical awareness.
- **Just A Child:** You begin as a newborn; the 10-year clock starts only upon reaching legal adulthood.

+400 CP Drawbacks

- **The Importance of Education:** You must spend 10% of your time as a student; failure leads to jump failure.
- **Find and Seek:** You must locate 12 MacGuffins annually or face immediate jump failure.
- **Not So Shiny Toys:** Warehouse access is locked; gear/weapons from previous jumps are inaccessible.
- **Friendly Problems:** You are alone; all companions, followers, and pets are barred from entry.
- **Mortal:** All external perks, powers, and supernatural traits are disabled; you are baseline human.

+600 CP Drawbacks

- **Boss Rush:** Upon finishing the 10 years, you must defeat every enemy you faced during the jump in a sequence of 1v1 duels before moving on.

Ending Options

- **Stay:** You may choose to remain in this world permanently, integrating yourself into the hidden society of Nephilim, Fallen, and Powers.
- **Return:** You may return to your point of origin or a previous home, keeping your new powers and gear, as if this were just a dream.
- **Move On:** You may depart this realm and continue your journey to the next Jumpchain world.