

DEADBOLT



Welcome jumper, to the Place, where it's always night and the undead roam the streets. Don't worry though, it's not too bad, these undead aren't mindless (most of them, anyway).

Faced with nothing else to do, the undead naturally turn to a life of gangs and partying- of which, four local syndicates in particular have been on the move recently, enacting a plan orchestrated by the ex-reaper "Izban".

This is not to say it's going to go without a hitch- The God of Life, tasked with "helping the undead towards the afterlife", has his eye on this plan and is dispatching one of his primary enforcers and bogeymen, a reaper, to work their way up the gangs ranks to take down Izban. Either way, it's going to involve a lot of corpses by the end, so take these:

+1000 Corpse Points

Origin/Race:

You begin among your kind.

Zombie (Free):

Transformed into undead after dying of a drug overdose, zombies make up the rank and file of the undead with by far the most members. They appear vaguely troll-like, with green skin and blank eyes, not helped by the fact that they tend to err towards simple-mindedness. Members of the urban gang “Zombie Kingz”, they currently distribute and use ash (the gang is heading towards destruction at the hands of the reaper) from the city tenements.

Vampire (-100):

Dying because of the betrayal of a lover, vampires are tall, pale, good looking, able to walk on walls, and notably promiscuous. Dubbed “Incubi” and “Succubi”, they make up the core of the attendees of the many nightclubs around the city. Ruled by a few vampire royalties which double as club and brothel owners, the vampire gang “1000 Year Royals” most closely resembles a high-class mafia, producing ash for the other gangs.

Skeleton (Free):

Skeletons are produced after a human kills themselves. While they are significantly more durable than zombies, they experience a constant sensation of extreme cold which drives them to kill themselves to alleviate it. Certain skeletons, known as liches, may temporarily be free of the cold by reviving dead skeletons, making for a nasty cycle of the grunts killing themselves and the liches putting them back together. Izban has gathered them in a military group known as “The Dredged”, based on the harbor, by promising them a solution.

While you won’t suffer from this cold, you also won’t have the benefit of a “crowd” to rely on, and you’ll have a harder time making allies among the other undead.

Demon (Free):

Demons are from Hell, the land beyond the docks. As you would expect, they have red skin, horns, fangs, and pale yellow eyes. They are more subdued than their name would suggest, with relatively even temperaments (aside from their fear of the River Styx). Brought from across the river to serve as mercenaries for Izban, their gang, which resembles the Yakuza, is very close-knit, unified under their common leader the Patriarch.

Reaper (Free):

A reaper is the natural enemy of undead. They have the same candle-holder-esque body as the Candles, a skull (missing a jaw) for a head, and black blood. Undead attempt to kill a reaper on sight unless they are disguised as a skeleton, but in exchange they gain the support of the God of Life and his legion of Candles. While it is possible for a reaper to strike out on their own, their primary purpose is to reap as many undead as possible, and as such will only receive patronage so long as they complete missions for the God of Life.

Perks:

Lifeless (Free All):

Like all undead, you don't need to eat, sleep, or breathe, and don't age. However, you also feel the curse all undead do as shadows of their former selves. The difference is, you get a choice. You may, at will, enter and exit a state of emotional muteness; the sensations your body experiences themselves are not muted, but your emotional reactions are. This may, for example, give you the chance to ignore the pain of a hail of gunfire to focus on identifying your assailant. Try not to stay in this mental state for too long, though- as the undead know, it can quickly become a living hell.

Big Guy (200):

Like the zombie Bouncer or the vampire Bartender, you can take a minimum of two straight to the face a point-blank range, and a hell of a lot more to the body, before going down. Similarly, you also can swing with enough force to put most peashooters to shame. These traits combined make you a nightmare to fight in melee combat- don't overestimate this, however. In a Place where the gangs are all armed to the teeth, their numbers and range could easily get the best of you.

Whether or not this trait manifests itself in your appearance or not is up to you.

Zombie:

Undead Man Walkin' (100):

Simply put, your bodies been jailbroken. The natural limitations that stop your muscles from over-exerting themselves or force you to keep some stamina in reserve have been removed, and you no longer feel pain or go into shock. Where humans may need to find themselves in a life or death situation to muster enough strength to escape, your full force can be behind every swing, should you will it. You've already died once, after all.

Keep in mind that these limitations are in place for a reason- for example, if you hit hard enough you'll have to give your body some time to repair the muscles fibers in your arms.

Kinship (200, Discount Demon Drawback):

People tend to look down on zombies, seeing them as stupider and squishier than the rest of the undead. What they don't realize is that this can be used to your advantage. At will you may cause local low level "grunts" of your race to flock to any groups you form, gang or otherwise, seeing you as "one of them". The dumber and weaker, the more they gravitate towards the group. This includes loyalty as well; while you may have to keep lieutenants on payroll, the mooks will be content being paid pennies on the dollar out of stubborn loyalty.

Closed System (400):

You have gained the talent of linking your nervous system between your head and separated parts of your body. As long as the separated part is relatively intact, you may connect to it and move it as though it were attached normally. Additionally, you gain the ability to "pop back on" separate parts as if they were made of legos to no harm to yourself, as long as the cut is clean enough. While there is no limit to the range of this ability, you only have the senses intrinsic to any given body part (e.i. A hand will only be able to feel around blindly).

Druglord (600):

How do the undead take drugs without a functioning nervous system, anyways? Well, now you know. You have the seemingly magical (or literally, more likely) ability to produce addictive substances which affect nonexistent physiological systems. Whatever effect the drug has on its intended recipient (e.i. Heroin gives a high to humans), will be replicated in the subject. The only requirement is that the subject is similar enough mentally to the intended recipient for the drug to function. For example, while you may easily produce undead affecting heroin, a shoggoth or other eldritch creature with a radically different mental landscape would not be affected similarly, if at all. The crowning achievement recreatable with this perk is the recreation of the "feeling" of being one race in another (as ash does for the undead with the feeling of being human), although only temporarily.

Vampire:

3D Orientation (100):

Humans and most undead are generally not very good at thinking in a three-dimensional space. You are different. Mentally, you become better at wrapping your head around 3d spaces and problems, and no longer feel vertigo or uncomfortable off the ground. While mainly helping you maneuver like a proper wall-walker, this also incidentally slightly improves your aim.

Vampiric Nobility (200):

You are nobility, and others of your race know it. Much like the head of the 1000 Year Royals, Madam Stella, as you age, you will find that it has become easier to rule through fear and manipulate the masses into going along with any plans you choose. While collectively the group could probably easily overthrow you, you are also skilled at pitting themselves against each other; for example, any guard blabbing about performing your dirty work is quickly offed by the others for a raise. At the higher levels (once you reach one-thousand years old), the group is scared enough of your wrath to collectively ignore just about any cruelty you should commit (such as randomly killing members of the group), so long as it does not directly affect them.

Bat... People? (400):

There are regular vampires with human-like appearances and wall-walking abilities, and then there are nightcrawlers, humanoids that are far more bat than man with enhanced hearing. You have gained the ability to replicate this dynamic, able to change what percentage of each species is present in hybrid races you become. As if with a slider, you may, for example, increase the amount of bat in your vampire form to grant echolocation, elongated fingers, and eventually flight at the expense of the human side which grants durability, sight, and tool use, or vice versa.

Phylacteries (600):

You have gained the capacity to, once a month, produce one of the signature phylacteries of the vampire gangs, mapped to a consenting living thing of your choice. These have the powerful effect of reviving the entity they are mapped to ten seconds after their death, repairing any physical damage which caused it an infinite number of times. You may produce the more typical vial form, or you may map two creatures to each other, causing them to become each other's phylactery (although this process may only be performed once per person). There are four limitations on these phylacteries: the first is that the benefitted must be within 10 meters (range extended to a city block for mutual phylacteries) for the revival to work. The second is that any one person may only have up to 6 vial phylacteries mapped to them at any given time, alongside one mutual phylactery. The third is that once broken phylacteries are rendered worthless, and the fourth is that phylacteries will give off a clear link to their user to many forms of supernatural sight.

Skeleton:

Sentry Duty (100):

Like other skeletons, after a brief windup, you may sink into the ground at will to lie in wait, bringing your equipment with you. While you will be able to spot hostiles out of the spot you are submerged in, albeit with a greatly diminished field of vision, the same can not be said for your enemies. Great for ambushes.

Jumper The Tinkerer (200):

Much like a certain lead scientist, you have a particular set of skills which lend themselves well to defeating an experienced foe. First, you are given a minor boost to investigatory skills, stacking with the number of instances you have seen of the enemies work, letting you discern specific skills and abilities. Second, the information you gain from this investigation you are skilled at applying to the fortification of a specific compound; in the reapers case, for example, you would be able to figure out their usage of the Lighter to travel through vents, and block all of the vents with explosives.

Kingpin (400):

You have the skill set of a mob boss. In particular, you are very good at finding out and promising everybody what they want, stringing people along, and getting favors. One of your specialties, combining all of these fields, is getting otherwise shrewd people to accept delayed gratification as payment; you could get the zombies to sit on the ash instead of snorting it, or band together with a small armada of skeletons with nothing more than a vague promise and a plan. These bonds are weak early on but get stronger with time- as long as (you say) the end is in sight for a specific plan, you'll find people willing to put up with a surprising amount.

Be careful what you promise, however. You may find that if you don't deliver, the ties you worked to establish may now be focused towards you as a common enemy.

Reanimator (600):

Like the skeletal Lich, you have gained the mysterious ability to channel magical energy out of your hands after a brief windup. This magical energy may be used to reanimate recently slain (within one or two days) undead, so long as the object of the reanimation was undead *before* the revival (you may not animate human corpses). There is no limit to the amount of undead able to be reanimated via this method besides the time it takes, the magical energy unable to be depleted by resurrection.

The secondary feature of this energy is to shoot out a blue "ball" which, upon making contact with weak undead/magical constructs, will convert them fully into ash, killing them. Doing so necessitates a brief cooldown period while the energy restocks. Undead killed in this manner cannot be revived, be it by this perk or phylacteries.

Demon:

Deal with the Nice Fellow (100):

You would think that people would think twice before calling on demons, right? Apparently not. People have a difficult time wrapping their head around why exactly working with you might be a bad idea. While they are no more willing to compromise their beliefs or less able to identify violations of those beliefs, they have a tendency to ignore what should probably be pretty serious red flags. Red skinned stranger shows up at their door asking for work? Sure! What could go wrong?

Profiteering (200):

When you go searching for it, you will find it has become significantly easier to find work as a “private military contractor”. Localized conflicts and warzones seem to spring up wherever you look, necessitating someone of your particular skill set to “resolve” the situation. You have a measure of control over the scope and intensity of these conflicts, which can vary from increased petty crime to all-out war in the streets. This effect is dependant on you being in the location and attempting to exploit it; raising hell is a business, after all.

Infernal Sniper (400):

To begin with, you are an excellent sniper, able to lie in wait for hours and accurately blow your targets brain out in the brief window they submerge. That, alone, would not be enough to be a true elite, however; you have also gained a special ability which sets you apart. When looking through the scope of a gun, rifles in particular, you are able to see through the outermost layer of most buildings as if they didn't exist. In the right hands, these tools combined are equally able to wipe out an entire base as they are to provide protection for one.

Patriarch (600):

While the ruler of Hell is often thought of as a serpent, a dragon would perhaps be more accurate. His blood, the blood of the Patriarch, now flows through you. This comes with a variety of side effects, the most obvious of which being your elevated position in the demonic food chain. In accordance with this, demons, especially those below you in power, feel a compulsion to obey your commands. Subtler but no less potent, your unhallowed bloodline has also granted you the authority of a sovereign. Once you establish a territory as yours, your hold over its inhabitants and it will only strengthen over time; your loyalists flourish, enemies falter, and fanaticism for your cause grows. This scales to the strength with which dominion of the territory was established- a simple declaration might increase local sympathy for your cause, but a full-scale takeover of the local government would permanently cement your iron grip over the area.

Like father, like son.

Reaper:

Defunktorum™ (100):

You gain a toggle-able mental version of Deadbolt's soundtrack, aptly described as "funky and a little filthy". The soundtrack is updated with new songs matching your adventures in much the same style. Comes with an optional gramophone.

Professional (200):

You aren't like the gangs and their thugs. Where they rely on numbers and strange magics, you rely on skill, experience, and a mastery of the fundamentals of combat. Due to your extensive training, you are a far better shot than most, reliably able to hit headshots with but a moment to aim. Additionally, you excel at using cover, be it table, cabinet, or car, with a knack for peeking out at just the right time to catch your opponent off guard. Sure, you might not be the flashiest, but when the chips are down, you'll have the upper hand.

Blood on the Dancefloor (400):

When you've shot up as many hideouts as you have, you start to see some similarities. Well, "some" would be an understatement. In raids against enemy compounds, fortresses, and hidey-holes, you are nothing short of a force of nature. For one, you seem to have a preternatural instinctive knowledge of guard positions and building layout, able to casually walk up to the building in between patrols, and run circles around the guards once inside. Your specialty, however, is creatively controlling light, attention, and sound to stay one step ahead of the enemy; you might, for example, slaughter the sentries and sneak into the main hall while the enemy investigates the noise, or shoot out a light through the window and lob in a grenade while they crowd around it.

Now I Am Become Death (600):

Whether as an aspect of their patron, the God of Life, or a facet of their nature, reapers have special dominion over death as the only beings able to send undead to the afterlife. This is now an ability you possess as well. You may, upon killing any creature, act as a psychopomp for its soul (should it have one), guiding it wherever you wish. The uses for this are varied; sinners could be sent to heaven, saints to hell, or either of their souls could be trapped on the mortal plane. The only way to interact with souls that are trapped on the mortal plane with this ability is to move them (either to a different physical location or to the afterlife). This comes with enough of a rough grasp of the nature of the afterlife wherever you are such that you will never accidentally send a soul somewhere you did not intend.

Keep in mind that this ability, depending on the local cosmology, may step on some toes. Even if you have sent a sinner to heaven, if the gatekeepers realize, they will be barred from entering; likewise, should you prevent a soul from leaving the mortal realm, and the afterlives bookkeepers notice, you just might make some very powerful enemies.

Items:

Ash (100):

Your very own refilling supply of the hottest drug to hit the market- undead use it to feel alive again, but in very large quantities it can also be used in a number of rituals, as Izban is planning to. Worry not, this version, unlike the original, is not made out of the deceased.

Deluxe Taxi Service (200, Discount Reaper (and) Blues Drawback):

This slick black 80s tinted window limousine, summonable with a snap of your fingers, will take you anywhere you want to go within a metropolitan area, no fee charged. The trunk can fit a ludicrous amount of weapons, and the cushions are surprisingly comfy. The car has two main supernatural properties: the first is that your enemies will completely ignore it while you are outside of it. The second is that it is near impossible to track the car from one location to the next. The car comes with a caveat: the car door will not open before you have gotten rid of or otherwise distracted all hostiles around it (wouldn't want them banging up the paint job).

Backup (200):

Just about the opposite of Deluxe Taxi Service- once per month you may, at will, summon three vintage cars worth, 3 per car, of professional 'cleaners', no questions asked. They will be of whatever race you picked in this jump, and half will have the Big Guy perk. If you took the Demon or the Reaper (and) Blues drawback, your backup will be of the demonic or wax (combat restriction lifted) variety respectively. They will follow any orders you give them until a couple of hours have passed or they die, whichever happens first. Notably, these are *backup*, so it takes them around ten minutes to arrive- you'll have to hold out until then.

Lighter (200, Discount Reaper or Skeleton):

You have come into possession of the characteristic lighter gifted to reapers by the God of Life. Like them, with but a flick of the lighter you can turn into smoke and quickly move through the vents of buildings, killing any human-level creatures standing directly in front of the vent when you exit. Exactly how is not known, and best not dwelt on.

Zombie:

Security Camera (100):

Like many things in zombie thinking, their surveillance is crude but effective- they mount a zombie head on a chain, and train it to scream when it sees non-zombies. Now you, too, can take part in this facet of zombie culture, with no less than six zombie heads which can be conditioned to react to anything you want, as long as it's not too complex. Examples of what you could train them to react to includes skeletons, loud noises, and dogs.

Hellhounds (200):

Hellhounds are the three-headed canine undead incarnations of animals that died from abuse. They have an advanced sense of smell and don't flinch when taking damage, making them ruthless attack dogs. This purchase nets you about a litter worth of fully grown hellhounds. Should one of them die, you will receive a puppy which will grow into a hellhound over the course of a month.

Kingz Palace(600):

Any good distributor needs a sweet crib to deal out of, and you're no different. You now own a four-story mansion, big enough in volume to put just about any other house to shame. While it is slightly run down with paint peeling off the walls here and there, it comes fully stocked with amenities such as TV, radio, furniture, lights, and even a chandelier in the central room. Stored in a basement is a small arms cache of guns, and more weapons can be made out of construction equipment lying around the place. All in all, this house could probably house and arm 18 comfortably, or maybe even 36 uncomfortably.

Vampire:

9mm Pistol (100):

What it says on the tin. Holds 10 rounds which restock daily, will kill low-level zombies in a single headshot. Good accuracy, decent stopping power.

Ash Totem (200):

A grotesque, meter high pike caked with bones and scar tissue like a fucked-up popsicle, this ash totem can be primed once per month through physical contact. Exactly sixty seconds after touching the totem, it will activate, turning any weak undead or low-level magical constructs within roughly the area of a large house into the drug ash. While this is currently used solely for ash production, with a little creativity it could also be turned into a weapon to be reckoned with.

The Bloody Mary (600):

Your typical two-story dimly-lit nightclub, about the size of a large house. Comes with a bar, a basement and accompanying strobe lights, as well as classy wallpaper, lamps, and furniture. Included are two vampire Bartenders with the Big Guy perk who serve as bouncers, and an incubus and succubus pair that serve as waitstaff. Inside 6 vial phylacteries are scattered throughout the building, mapped to anyone of your choice, making you or them all but invincible while on the premises. They may not be taken off the premises, and, upon breaking, will be restocked within a week.

If imported into other jumps it will be particularly popular with their supernatural denizens.

Skeleton:

Warm Clothes (100):

A light yellow fur-collared jacket atop a blue shirt, worn by skeletons. Look and feel extremely comfortable and broken in before ever being worn, and will clean and repair themselves with time should they be shot, stabbed, or bled on. When worn, they slightly boost the willpower of and weaken the effect of the elements on the wearer.

Explosives (200):

Between Timur and the technicians, The Dredged are especially dangerous among the gangs for their knowledge of explosives. This purchase provides the fruits of that knowledge in the form of equipment. The first is a grenade launcher, loaded with a single shell, which, while limited in terms of quantity, makes for a great distraction and is almost guaranteed to wipe anything you point it at off the map. The second is five landmines, which blend into the ground and are armable at a moments notice. Note that these are shaped charges, so while the radius of the blast is reduced, the power of the explosion itself is significantly increased. Both refill weekly.

Corpse Portal (600):

The end result of Izban's scheme, the corpse portal stands at nearly the full height and width of a large warehouse, is composed of approximately one hundred zombie and vampire corpses attached together, and is encircled by runes written on the ground with ash. Once per jump, it may be activated, opening a gateway to a divinely attuned dimension of your choice. Once activated, it will remain open until willingly closed by the opener or destroyed.

Post-jump, the portal can be kept in the warehouse or stored in an empty warehouse-equivalent outside of it. If moved, the ground on which the ash-runes are written will have to be taken as well to preserve the function of the portal.

Demon:

Supernatural Bat (100):

No, not the vampire kind. This otherwise mundane metal bat, imported from Hell, has the magical property of catching fire mid-swing. Popular with low-level demons. Fire extinguisher not included.

The Big Gun (200):

This oversized minigun, weighing nearly two hundred pounds, is a monster of a weapon. The Big Guy perk (or another strength-enhancing perk) is required merely to be able to lift it, and the recoil on the gun could itself break a weaker man's arm. That said, no finer weapon of exists this side of the Styx for dealing with groups. After a brief ramp-up period (roughly five seconds long), the gun reaches its full capacity, shooting ten bullets a second, each of which moves with enough force to rip through doors, walls, and any undead in its way like butter. Refills full of ammo once a month.

Birthing Chamber (600):

All demons are born and raised in birthing chambers, which themselves are all nestled deep in the land of Hell. All except one, anyways. You have, through some method or other, acquired a birthing chamber. The exterior appears to be a reddish tinted brick building, which, once inside is revealed to be lined with pulsing, tumorous growths. Upon entry of a sample of a sentient beings non-magical DNA into one of these growths, a small fetus of the same type will be formed inside the tumor. Over the course of a month, it will slowly grow to adult size before the growth pops and it is released. Once grown, these minions undergo accelerated infancy and childhood for a week, during which they are particularly mentally pliable.

Comes with a demon mother who will maintain the health of the interior growths and oversee the growth of the tumor-children. This mother can be instructed to instill particular lessons into the children during the psyche's malleable infancy phase such as "loyalty" or "fear of the river Styx".

Reaper:

Cat (100):

Life, especially as an undead, can get fairly monotonous. Once you strip away the basic needs of humanity that consume so much time, it can turn out that you're not left with much. This cat is a response to that, soothing boredom and loneliness to tolerable levels and providing companionship. Probably.

Comes with a note that reads: "Life is not meant to be spent alone".

Reaper's Scythe (200, Discount Reaper (and) Blues):

Charon's magnum opus, the reaper's scythe stands a bit taller than your average undead upright. The handle is made of mundane wrought iron, but the blade itself is clearly otherworldly, seeming to slide through swaths of undead with an unnatural ease, and weighing significantly less than it probably should. Just try not to think about how many souls went into making this thing.

Fireplace (600):

Installed in a location of your choice inside your warehouse are a fancy polished wooden fireplace, an interior grate, and a comfortable padded armchair. Through this fireplace, you may speak with the God of Life. He commands a sizeable amount of Candles, and the reaper themselves. His primary goal is to help undead to the afterlife by killing them; to this end, if you are undead (if you haven't taken any race changing drawbacks) during this jump, it may be difficult to get him to listen to you, although you'll always be guaranteed at least an audience. Perhaps offering to kill a few undead might help?

After the duration of your stay you will gain your own God of Life, a separate entity from the one in the Place and not sentient. Outside of the Place, while not at full power, he retains the ability to see through any fires within a gigantic (state-sized) area concurrently, and fully understand and process all information gleaned in this manner. He is tireless and will follow any orders you give him, although he has no way of interacting with the outside world aside from gathering information for you (which he always relays in verse).

Companions:

New Gang in Town (50/200):

You may import companions with 500 CP to spend on an origin, perks and items for 50 CP each, or 8 for 200 CP. They may not take drawbacks.

Sniper Support (100):

Events will conspire such that you will meet and befriend either Vall (Izban's demon mercenary sniper), one of her underlings, or a rogue candle. Regardless of origin, they will be of roughly the same skill level, possessing the Infernal Sniper perk and not much else. They will support you throughout the jump, and are quite loyal. At the end of the jump, should you offer them a spot as a companion, they will gratefully accept.

Drawbacks:

Reaper (and) Blues (+100/0):

You now serve as an enforcer for the God of Life. He will give you locations and directives such as “kill all undead in this location”, which you must at least attempt to complete. If you are not a reaper, your appearance will soon spread among the undead and they will become hostile. The jump now ends after you stop Izban (or kill him in the Other Place), in roughly a month assuming you succeed in all the directives asked of you.

Reapers may take this as a toggle, but do not gain any points from it.

Only Resemblance of Class in This God-Forsaken-Hole in The Ground (+100):

Like Madam Stella of the 1000 Year Royals, you are utterly disgusted by the undead, never mind the fact that you are one. In particular, you will have extreme trouble interacting, or even looking at some of the more unpleasant looking undead like nightstalkers and zombies, god forbid you be one yourself. Regardless of your own appearance, as long as you are inhuman you will be afflicted with a nasty case of self-loathing for the duration of your stay.

Charon's Comin' (+100, Demon Only, Mutually exclusive with Mr. Wick):

You have been exiled, forced by the Patriarch of Hell to brave the River Styx alone. You now begin the jump on a small dinghy on the Styx, nearing the shore of the Place. Be careful, and remember the nursery rhyme:

Splish, splash, in the Styx we go
Charon's comin', swim real slow

Splish, splash, in the Styx we go
Mama's not watching, she doesn't know

Splish, splash, in the Styx we go
One by one by one he throws

Splish, splash, in the Styx we go
Always remember that we drown slow

Hemolysis (+100/200):

Normally through the processes that sustain the undead, natural repair and healing similar to a humans occur. This is no longer the case for you- your body has stopped producing red blood cells, any injuries you have will have to be stitched back together without the help of blood clotting, and broken bones will not heal. Zombies gain an extra 100 CP for taking this option as their bodies begin to deteriorate naturally over the course of their stay, culminating in total paralysis due to rigor mortis in the last 24 hours of the jump.

Mr. Wick (+200, Mutually exclusive with Demon):

Your body has been replaced with a black candle-holder-esque substance and your head with a lit candle (it will never run out of wick). You are now a Candle, a servitor race of the God of Life. While you can choose to ignore most of his orders (at the cost of making an enemy of him), you are compelled to follow his directive never to engage in direct combat. However, seeing as how all undead are now hostile to you (they can be talked out of it), it may be in your best interests to keep your head down and follow orders. Should you choose to do so, he will have you running errands and collecting intel for the reaper, which isn't the safest job in the world. At least one candle has died doing it.

Your wax brethren are intensely loyal to him and will not help you if you attempt to desert. In fact, if you make enough of a nuisance of yourself helping the undead, he will likely send them to kill you (they'll snipe at you instead of engaging directly).

Limbo (+200/300):

This Place is adjacent to Hell (literally, as well) but, normally, you would be shielded from the full brunt of its effects. That is now past tense. Firstly, the Lifeless perk toggle is now always on for the duration of your stay. Secondly, your race now heavily negatively affects your mental state; zombies are stupid and crave ash so intensely they'd gut their best friend for it, vampires are simultaneously obsessive to the point of mania and immensely fickle, and a demon's normally surprisingly subdued temper becomes a raging inferno.

Skeletons who take this get an additional 100 CP, and instead of a negative personality trait their protection is merely fully revoked- they experience the freezing cold all other skeletons do in its entirety.

Famine (+300):

I'll try to be quick:

You have one hour upon entering the jump to kill Izban and Timur, and permanently shatter The Dredged, stopping the construction of the portal or you fail the jump.

You should too.

End Choice:

Go Home

“How long have I been in this Place? Months? Years? Decades?”
| You’ve had enough, and decide to head home. |

Stay Here

“The cold sand is inviting. While none of us would admit it, we were terrified of the deadly dark of the Styx.”
| Could be worse. |

Move On

“Oh, I wonder what the Other Place is like? Does it rain there? How warm is it?”
| Onwards, to the Other Place. |

Notes:

- First time writing a jump, hope I didn't fuck it up too badly.
- 100 CP perks and items free for origin, rest discounted.
- All races become alt-forms post jump, if you took Candle then you get both the race from the drawback and your origin race as alt-forms.
- For discounts, origins function as normal with the Candle drawback.
- All properties may be attached to the warehouse or inserted into the next setting.
- You may import any weapons you have as any of the weapons offered.
- Charon's Comin' Drawback Translation: Charon will attempt to sink your boat or throw you overboard/drown you.
- Phylactery Perk: Mutual phylacteries = people who have made each other their phylacteries.
- For the purposes of the chain, dying and being revived by a companion with Reanimator/ a Lich counts as dying. Dying and your soul being trapped by Now I Am Become Death also counts as dying. Dying and being revived by a phylactery does not.