

The Urban Phantom



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"An uncaring cosmos outstretches twitching fingers, and pokes holes in chirping midnight. You aren't anyone special or noteworthy. You have no great destiny to fulfill, no divine purpose, nothing beyond an outre twist of fate in your otherwise mundane life. Due to the smallest of otherwise unnoticeable shifts, your entanglement in the webs of vast conspiracies, occult secrets, and otherworldly entities is as unyielding as it is deadly.

There are no safety nets, no exemptions from the consequences. This path is not one of ease, purpose, or safety, and for this reason exactly have you walked it. The time has come for the world to know you. You are now a pale black curse, embodied in the shrill howl of owls and the bumps and crashes of poltergeists. Mouse among monsters, but predator among men, you drink of pitch black streams between cracks in the void. You are the Urban Phantom."

Welcome to the Urban Phantom, Jumper. As said by the words of the original writer, you are now a cursed being, an existence that suffers the world and lives in horror. In the world of the Urban Phantom, you live out your life in an Urban Horror reality, where every corner hides a supernatural monster of unfathomable depth. There is only one available choice for a person in this place and that choice is survival. You must survive for the whole decade if you wish to gain anything from this.

If you have not read the original work, this is here both as a suggestion to do so, but also as a general overview of the setting: Urban Phantom is an urban horror CYOA, where you are tasked to survive threats both universal to the world and individual to you, while going through a story of your choice, whether that story be attempting to escape from a stalker or trying to unveil the conspiracy hiding the supernatural or anything else.

Because of the nature of the original CYOA, this jump is placed under Gauntlet rules, meaning that you start everything out of jump blocked, with the exception of your Bodymod, constrained to still be endangered by the narrative. Your death is very much expected, and survival will require a lot of luck and narrative chance, so your probable death will not cause chainfail. You can choose to either restart the gauntlet with a new narrative (thus no reuse of previous experience), or you can go to the next jump with no purchases, if you happen to die.

Start with 0 CP.



Setting

Four are the ways in which you can enter the setting of this jumpdoc, with each way changing the setting to a degree. These choices alter the version of the universe that you enter, with the general theme of the Urban Phantom always remaining, regardless of what option you choose. Because of the nature of the gauntlet, nothing that you bring from the outside in can stop the setting from being a horror of survival. Any drawbacks you choose, especially in regards to enemies, will overpower this choice and come after you in spite of the setting.

Besides these, where you will start in the jump is only limited by the nature of the jump, being that you are supposed to be going through hardship and survival situations, so you cannot start in a place that will easily lead you to a bunker or anywhere else that will leave you safer than you should be. You could try to use such things while you are within the jump, of course... if you dare.

Genuine - The first way is the closest to the Real World, being one that takes far more to the slashers and the real world horror that is seen in movies than that of the supernatural and inhuman. It may seem as the easiest way, but one should not forget the sheer potential that a human being has for the sake of slaughter and terror. At the bare minimum, the fact that the supernatural still exists but is harder to find, will mean that those who have found it are that much more dangerous.



Strange - The second way takes a step further into the paranormal, leaving the boundaries of the Real World and entering into something far more dangerous. In this kind of world, the hallucinations that a person can have are very much real things that exist beyond the believed afflictions of a mind, and the delusions of schizophrenia are immensely important to be aware of. The Earth has been visited by the other, and it has been left eternally changed.



Unusual - The third way is the world you are entering is deeper into the supernatural than it is in the natural world, where the other has more than visited this world, but stayed within it, changing it deeper and more than anything else. In this kind of world, you not only need to be actively aware of the supernatural around you if you do not want to be disappeared by any matter of creature, but knowing how to defend yourself is a must. Even its natural denizens have charms and tools that they unknowingly use to keep themselves safe.



Haunted - The last way is the way in which the planet itself is the source of the otherness, of the eldritch and the impossible, where the setting itself is an ever deepening chasm into the supernatural. Cryptids exist in every corner and paranormal threats are consistently being contained and lost by all governments. Most of the public have a vague measure that the supernatural is very much real, and it's gnawing at the edges of reality, drooling with the desire to end the world.



Age and Gender

There are no restrictions to either age or gender, as you're allowed to change them to any value that you want to. Of course, you'll most probably still be a human if you're not another race yet, so choosing to be some ancient age can still kill you from old age. As a bonus, though, you can choose any sex at all, including ones that don't exist in the way that you want them to.

Difficulty

If it's to your desire, you can make the world a bit brighter or a bit darker to gain more points from it. Be reminded, once more, that the Urban Phantom demands horror, and nothing will change that fact. There are no ways to gain more safety from the world at large, and living in a more frightening world might only cause you more difficulty.

Normal [-400 CP]: The setting that the Urban Phantom will take place on will be made less horrible and damnable than it is usually supposed to be. This difficulty setting will place the world at the same difficulty as any other, as the Real World itself even. Your chance of dying is no less than the person next to you, and sometimes, the narrative itself will try to make sure that you survive, if only because it's more entertaining that way. The world is a bit safer, you'll notice it, but you'll still be reminded time and again that it's a world of horror.



Hard [Free]: This is the natural difficulty of the setting, and you are, to some degree, expected to be experiencing this level of difficulty when you are within it. Essentially, the world is a nightmare, it's a place where survival requires the will to live, nearly at all times, with little slice of life or joy in its existence. The world is grim, and small little errors are all it takes for you to die, to be dismembered, or to face horrors untold. Even a stray bullet can make its way into the brain of a predator, and you are no better.



Brutal [+400 CP]: Your likelihood of death was significant, Jumper, but it was not as damning as this makes it. Simply speaking, the world is attempting to kill you now, and it will have a damn good chance at doing so. You'll have a far greater chance of death than before, and you'll see all the people and things around you suffering just as much for it as you are. It's as if the world is bending on itself, attempting to cease its own existence out of a horrifying truth. Anything could happen to you, from walking into the wrong corner and meeting an Elder God, to plummeting into an abyss that spawned into the world.



Extreme [+800 CP]: ... there is something to be said about limits, Jumper. This one breaks any of them, with all of the lines being broken through. Because now you are in a situation where your death is near-certain, to the point where opening your eyes into the setting and not immediately hunkering down might just kill you. It's a nightmare out there. The world truly will end soon. Good luck.



Origins

You can either choose to have a history in the world you're going into, having the perks and items you have be seamlessly written into your story, or you can choose to be Dropped into the world with nothing to your name. If you choose the latter, you'll have the further assurance that none of the Old Gods or any such being will notice your existence that has suddenly come into being. They'll perceive you as they would anyone else, as if you were just one more atom that was already there. Any of the origins can be taken with the Drop-in option.

There's a further detail to the origins in this jumpdoc. Namely, the deeper you get into the supernatural, that is, from the lowest of the low at Mundane to the highest of the high on Eldritch, the more you'll have been touched by the arcane and unknown. This does not affect the Drop-Ins in any substantial manner, but for those who willingly choose to have a story in this world, they will undoubtedly have experienced the supernatural in... undesirable ways.

The human mind is not meant for the unknown, and afflictions are only natural to come from contact with such things. This is not, however, something that the setting itself will enforce upon you. You'll have seen the unknown, and you'll have been changed in some manner by it. But whether you'll continue to have afflictions or if you have them at all is not a decree of the setting. The only certainty is that you have been touched by the unnatural, and that will matter if you are not Dropped into the world.

Mundane: You're little else than another face in the street, another person in the human world, living, breathing, being just one more entity that traverses the mundane reality of the Real World, unknowing of the horrors that lie beyond the human. As nothing more than another mundane person, your abilities are vastly more tailored to dealing precisely with that: people. Humans are the ones you predate over and the ones that hunt you down, at least, until your life truly starts in this world...

Paranormal: Congratulations, Jumper, you have taken a singular step into the unknown and got yourself knee-deep into the supernatural. You are no longer a danger specifically to the mundane. No, Jumper, you deal with something close, but undoubtedly different than that. It's the Paranormal that you deal with. The ones that lie between the cracks of the mundane and the supernatural, the creatures of abominable nature made by humans, the dead risen from the abyss of death, and the creatures that lie between worlds...

Supernatural: Now you are truly in the thick of it, Jumper, you are a part of the supernatural world now, one and the same as that of any of the other creatures of this horrible, horrible existence. You're no different than the hallucinations-turned-real, the complete unknowable that harrows and destroys through nothing but its nonexistence, and the entities from eternal damnation that exterminate all that stands around them.

Eldritch: Now you are... something else. Something outside and other than the natural and supernatural world. Something that should not be. You're vastly closer to an Old One, a creature from beyond the veil, or more mundane than that, an alien completely estranged from anything resembling real biology and anatomy than anything even barely close to 'Human' or 'Mundane'. You were stated once before to be a pale black curse staining this world with your nature... now you truly embody this.



Perks

Your perks are discounted by 50% in accordance to the origin you have chosen, and the 100 CP perks are discounted to Free when discounted.

Shadow of the Prince [100]

Your experiences in the Urban Phantom have taught you to deal with the world that surrounds you, making you fortify your mind to endure the things that you experience and to survive in even the worst of circumstances possible. You simply do not falter anymore, Jumper, your mind holding steadfast against the situations around you, with you, even as you were to lose your sanity after seeing the unknown, still actively making decisions and powering through your motivations and actions while your mind is lost.

Survival of the Phantom [200]

You know well what you need to do or where you need to go to ensure your immediate survival, knowing such things even in situations where you should not know them at all, such as being dropped into the domain of an Elder God and still knowing what steps to take to survive. Your chances of survival, when using this perk, will always be, at the bare minimum, sufficient to leave you a chance of survival, no matter how low it may be.

Will of the Damned [400]

It has been known to others that there are limitations placed in the human body, so that one will not outright break their bones and harm their ligaments trying to do anything. Much like a mother being able to find the strength to lift a car to save her child, you have learned how to harness your feelings of overwhelming fear and anxiety to channel power into your body and mind.

The more that you find yourself anxious and in terror, the more that your body and your mind will become increasingly powerful, into your limits and even past them. If you are to use this, these feelings must matter to you in some manner, that is, they can be used in combination with "stay calm" tools, but if you are completely without fear, then you cannot use fear.

Urban Phantom [600]

Your sheer will and desire to live is so overwhelmingly and obscenely high that there is literally nothing that can force you to step down and stop if your will has been decided upon. There can be flexibility given to this, but truthfully, it's a will and intent refined to be so overwhelmingly stubborn so as to remain steadfast even in the face of the Elder Gods, of the Impossible that destroys one's minds, of anything that could cease all that you are, but not your will. Your will to live will stand strong against the universe, and short of your own desire to dampen it, you will not be stopped in your path.

Mundane Perks

The Hobby of a Phantom [100]

For an entity like you to exist in this world, there are things that must be fulfilled so that you can properly survive in the world without losing your life, or facing things worse than that. As such, you have learned the skills and practices of a mundane hobby, anywhere from painting miniatures to reading on the occult. Not only have you learned this hobby well, but you have taught yourself how to use this hobby in ways that increase your chance of survival in this horror world. From being able to reframe your skills in writing into something able to push back against a murder, to using your love for hiking to know how to hide from the government, your hobby will be supernaturally altered to allow you to use it against the world. You can take this multiple times, though only the first one will be discounted for your origin.

Maddening Knowledge [100]

Your maddened mind has given you the ability to figure out the secrets of the world and the plan of others through completely insane and improper methods. You'd be able to make leaps of logic and completely absurd lines of thought that slowly but surely become sensible and correct in their process. Through this you could operate almost exactly like a genius mastermind, even if through means of a mad man, letting you unravel the plans of others and push ideas and thoughts so out of the box that they don't even enter the region around it. It truly does not matter what it is that you're dealing with, through nothing but your overwhelming insanity, you can figure out the information that is avoiding you, and deal with the supernatural around you before it can deal with you.

The Profession of the Phantom [200]

You have professional expertise and ability with a profession of your choice, such as being a Doctor or an Investigator, this profession must be mundane, but your ability in it will have been tainted and remade by the supernatural. This will allow you to do things that a mundane expert in the profession would not be able to do, from a Sniper being capable of forcing their shots through even the obscenely fast, to a Doctor being able to dissect and understand the Alien. These supernatural advancements are powerful, but not all-powerful, they will give you a solid advantage in front of other mundanes in the supernatural world, but those monsters are still terrors to you.

Mad Demon [200]

You have forgone your mental stability and allowed yourself to be afflicted by a mental malady that causes you problems and difficulty in your daily life, anywhere from damaging your ability to socialize to your ability to think properly.

But you have a reason to have done such a thing, for the compensation that it brings you and the possibility of dealing with most of the issues makes it worth the price of losing your mental health. You have an anomalous degree of control over your body and mind in spite of having given such great loss to your sanity, as you're capable of finding bliss and peacefulness even in insanity, and you're capable of using insanity very well.

The more that you allow yourself to lose your mind, the more that you are able to improve upon your skills, and do things that you weren't skilled enough to do before, no matter what limitations assailed you. Of course, short of perks and other means, there is only so much of your mind that you can lose to insanity, so, disconsidering drawbacks and innate issues, you can choose how sane you are, up to a limit at around 80% of the mundane norm.

Experience of the Phantom [400]

You have an overwhelming amount of experience in life when it comes to a particular kind of entity, whether that be humans, demons, spirits, or anything else that can be grouped together in a vaguely consistent group of entities. This includes being able to narrow down the groups to immensely small sizes, enough that you can have this immense experience even with something so few as the Egregores themselves, though the stronger your enemies in contrast to you, the more fragmented the kind of experience you may have.

Consider how, for a person to have such a great amount of experience with other humans, the most they have to do is walk outside into the street and begin gathering such experience, while trying to do the same to the Elder Gods or the Egregores would be insanelly difficult.

The kind of experience that you have against your chosen entity is nearly all-encompassing in terms of how comprehensive it is, though, as you not only know well how to communicate with them, understand them, and hunt them down, but you also know most of what others know about them too. The experience is not an absolute winning card against the entities, but it's enough of a problem that they'll find it difficult to deal with such an experienced phantom going after them.

The Subpar Methodist [400]

You have successfully taught yourself on how to use subpar and obscene resources to make your crafts and builds, even if the things that you are using should be completely unable to function for what you are trying to use them for. They are limited by the fact that, due to their subpar nature as materials, you will require a far greater amount of them than normal to be able to use them for your craft, but you will be able to use them. This use of the subpar and obscene materials has come from the fact that you have taught yourself in the ways of the imprisoned, who have to use everything and anything that they are capable of finding. An example of this is a surgeon being able to use horrifying tools and materials to perform surgery, allowing them to do such things as attaching removed limbs - cut down and refined for the human body - from other creatures, operating them into a person's body through obscene force.

Attributes of the Beast [600]

A fact of your existence has been supernaturally enhanced to an obscene degree, letting you be capable of things that a mundane person would simply not be capable of, allowing you to predate over men nearly undefeated, with only supernatural means being able to truly cause you issue. This would allow you to do things such as being so dexterous that an entire army would not be able to properly pin you down even if they used overwhelming means such as nukes, or being so intensely smart that even entire governments would suffer at trying to unravel your plans. Those that use supernatural means will still be able to get to you if they push themselves, but short of that, you are simply too unfathomable. You may take this multiple times, only the first is discounted for the Mundane.

Maddening Plans [600]

Your mind has learned deep into the ways of the mad men and the demonic cultists, and this learning has led it to a refined capability for planning, with plans that are completely nonsensical and insane in their design, ludicrous or outright impossible in every step of the way, but somehow always having a great chance of success. These are not merely funny ideas and things that a person posing as a mad one could do, but things that are truly drawn from the maddening insights and thoughts of a person without their sanity anymore. These plans, even in situations where the probability of victory is absolute zero, can actively force the world to acknowledge that they are possible, and that they have a significant chance of succeeding against its enemies.



Paranormal Perks

An Exorcist [100]

The world that surrounds you has taught you the skills and expertise needed to deal with the things that you are going up against, and as such, it has firmly taught you the means of an exorcist, and the practices of using exorcism to deal with the supernatural.

Through the use of tools related to the act, whether they be your own mind and will or tools created for the purpose, you can forcefully exorcise the existence of supernatural creatures, removing them from people or places. This method of removal can be damaging to the people or places where it's done, but will absolutely be damaging and horrifying for the creatures that are faced with it, as your skills with this act are sufficient to make Spirits deeply consider their next moves against you.

Refined Existence [100]

Your body has been refined by the time that it has spent in the world of horror, increasing its physical capabilities to near the pinnacle of mankind, scaling upwards depending on your body's natural potential and to the changes you have made for it, though it will always be a step below its plausible peak. This physical capability will always be sufficient to, at the very least, grant you the strength of a high-olympian human being, and your ability to use this body of yours will be enough to give you a chance against the supernatural even if you've never fought before.

A Masterful Hunter [200]

Your time in this world has firmly taught you on how to hunt anything that you might face through nothing but sheer, general hunting ability, letting you figure out how to start learning how to hunt something or how to use hunting skills you've used before against your new enemies. These skills are all refined from the baseline of a hunter that had to spend their entire hunting life doing only one thing: hunting predators stronger than them. This skill is founded on the hunter that must perpetually switch the game, and transform themselves from the prey into the predator through nothing but overwhelming cunning and skill, thus, when faced with creatures stronger than you, your skill at hunting creatures will only get higher.

Fighter of the Supernatural [200]

In your mind there are multiple, nearly countless strategies and methods of combat that raise up to the main frame and show you the way to fight the supernatural that stands before you. Your knowledge of how to fight against supernatural entities is incredible, and though it's not perfected by experience or refined for each entity that you face, your overall understanding of how to wage war against the supernatural is sufficient to call you one of the best in general knowledge.

Not only are you great at knowing how to fight the things that you see before you, but you're also physically skilled in doing so, with your combat skills being that of a professional fighter of supernatural beings, quickly adapting to each enemy you face.

Full-Fledged Soul [400]

Being a person that hunts down the creatures of the paranormal, you have learnt to look deep within yourself, and call upon the innermost powers that you have, being that of your very own, living soul. Whenever you desire, you can outright externalize your living soul, bringing it out from within you in the form of a ghastly copy of yourself that floats nearby, with complete capacity for physical power (equal to yours) and paranormal combat.

This copy of yours has all the powers that you normally have, and can even use the items that you carry to bolster its power, being capable of fighting beside you as an equal ally. However, being that it is your quite literal soul, letting it die or be broken down will cause damages to your existence, and require you to repair your soul back into full form if it is completely or partially destroyed. More than that, but depending on the type of creature that you are, your soul might cause eldritch effects upon the beings that perceive it. Be wary of what you may come to know of yourself.

Unrelenting Hunter [400]

You have learned the means necessary to hold yourself in a state of function even when, for all intents and purposes, you should be well and truly dead, regardless of which means have been used to try and cause your final death. Even if you were to have the very concept of death deeply etched into your frame and forced into your existence, your sheer anomalous nature and capacity as a paranormal hunter would keep you alive and fighting. This means that damage to your physical body will not stop you, no matter how horrible it is, though it will dampen your capabilities.

The Searing Light [600]

Your soul and existence have been blessed by the light of purity, the essence of the pure and the nature of all positive energies in the universe, embodying you with an aura of overwhelming purity that can be actively used by you to blindingly purify your enemies into something 'pure'. The purification that you do is more akin to the complete destruction of your enemies through searing light that dismantles flesh and existence into nothing than anything resembling the prettier versions of purification.

Through the use of this light, you can either eliminate your enemies through the burning light of purity or you can use the definition of pure to change things corrupted by the darkness and corruption of creatures such as the Spirit or the Demon.

This process is slow and difficult, but anything that has been corrupted can be purified into a better state, and even those who are evil can be made into good once more, as long as one persists with the burning light.

The Harbinger of Death [600]

The more that you allow yourself to be immersed in all of the deaths that occur around you and the horrors that you face, the more that you are capable of harnessing the very things that you face against them, drawing the energies of death and despair to your very uses.

This would allow you a number of things, from harnessing the energies of the dead to force your wounds to slowly but steadily cutting away at the lives or unlives of other creatures, to manifesting the very idea of death through a song of horror and despair that attempts to kill anything near it. The only limitations to this are the amount of deaths and despairing that happens around you, and, of course, how much you are capable of controlling.

For one to live around so much death and horror, their existence will naturally be faced with hardships in enduring such cruel concepts, so this power will always come with a degree of difficulty in its use.



Supernatural Perks

Unbreakable Mind [100]

Your experience with the supernatural has taught you on how to protect yourself against the corruption and the possession of the other and the supernatural, with only the worst of the worst being capable of forcing their way through. Even if they're capable of breaking through your mental defenses, you'll still be capable of wrestling your way back into your body, fighting for every inch that they attempt to take, and even if they take it all, you'll still find a way to force your way back through and claim your mind as solely yours.

Cognitohazardist [100]

You're skilled in the manipulation of cognitohazard tools and other such things that consistently break the world around you due to their nature, letting you do such things as using a cognitohazard that voids the information pertaining to your person or other such tools without damaging yourself. Through your skill alone you can outright make yourself into a hazard to the mind of others, manifesting this as an affliction and infohazard that makes others have lapses in their thoughts whenever they are confronted with your existence, though this is only a nuisance.

The Shamanic Arts [200]

Through your experiences in the world and the methods that others have taught you, you have learned the shamanic arts and know how to forcefully bind and use the very creatures that seek to bring you into an experience of horror, transforming them into your tools of survival. Your arts are ritualistic in nature and require time to be performed for the purpose of binding and remaking the supernatural entities into beings that serve you in your life rather than actively cause you issues. Though you do have certain somatic spells and charms that have multiple utilities in combat, and your skills update to the shamanic arts of other settings, if they have them, or if an approximation of them could exist.

An Unreal Existence [200]

Your nature has been altered by the experiences that you have had with the supernatural that confronts you, making it so that you are a creature composed more of pure information, a metaphor for yourself given shape, than anything resembling normal physics and actual reality. There will be a cognitohazard making sure that those that attempt to pierce through your existence and try to figure out what you are will find themselves being immensely discouraged by reality to not do so. This nature as a creature more of information than of reality allows you to bend the narrative that exists around you, pushing yourself to be capable of realizing feats of narrative such as dodging nearly exact shots at your person or successfully landing the perfect coin toss to survive a situation.

A Horrifying Enemy [400]

In combat you are a monster among monsters, a creature of complete and utter horror, the worst kind of enemy to be faced in the battlefield, as you completely break any convention of general warfare and overwhelm your opposition through the use of their own strength against them. Your kind of warfare is one where your enemies find themselves at the end of their own blades, or at the very line of fire of their allies, consistently being made to face the horror of fighting against a monster that turns them into their enemy.

Multiple are the scenes that can be seen when you are in the fields of combat, and all of them are horrible for your enemies and even for your allies in terms of perceiving it, for you could do things such as making a platoon of soldiers, all of which believed to be shooting directly at you, only to find that they were actively shooting at their comrades literally right next to them. As if the fog of war had personified into the field, and decided that all of them would have to face its full might.

Maker of Impossibilities [400]

You're a creator, a maker of tools and artifices that can be used for myriad goals, being capable of building new blueprints and figuring out new tools through nothing but your own desire to achieve the creation of new instruments for your purpose as the Urban Phantom. Your creations through this power are obscenely anomalistic, built from nothing but the essence of the supernatural and the unknown, but precisely made to achieve the horrifying goals that you seek.

They must always be created to serve you in your goals as an Urban Phantom, always tied, in one way or another, to the nature of horror and the sheer desire to survive. Thus, you are not allowed to create things such as a mere bottle that infinitely refills itself with water, but you can create a bottle that draws in the blood and essence of other creatures and reforms it into something that you can use. These tools are limited only in the narrative difficulty and time needed to create them.

Power of the Predator [600]

There's an ability that you've mastered that is completely singular in nature, being unique to you to such a degree that nobody and nothing can even so much as comprehend it, much less attempt to copy it or no-sell it when it comes into use, at most being capable of evading it for as long as they can, and slowing it down up to a complete stop when it's under effect.

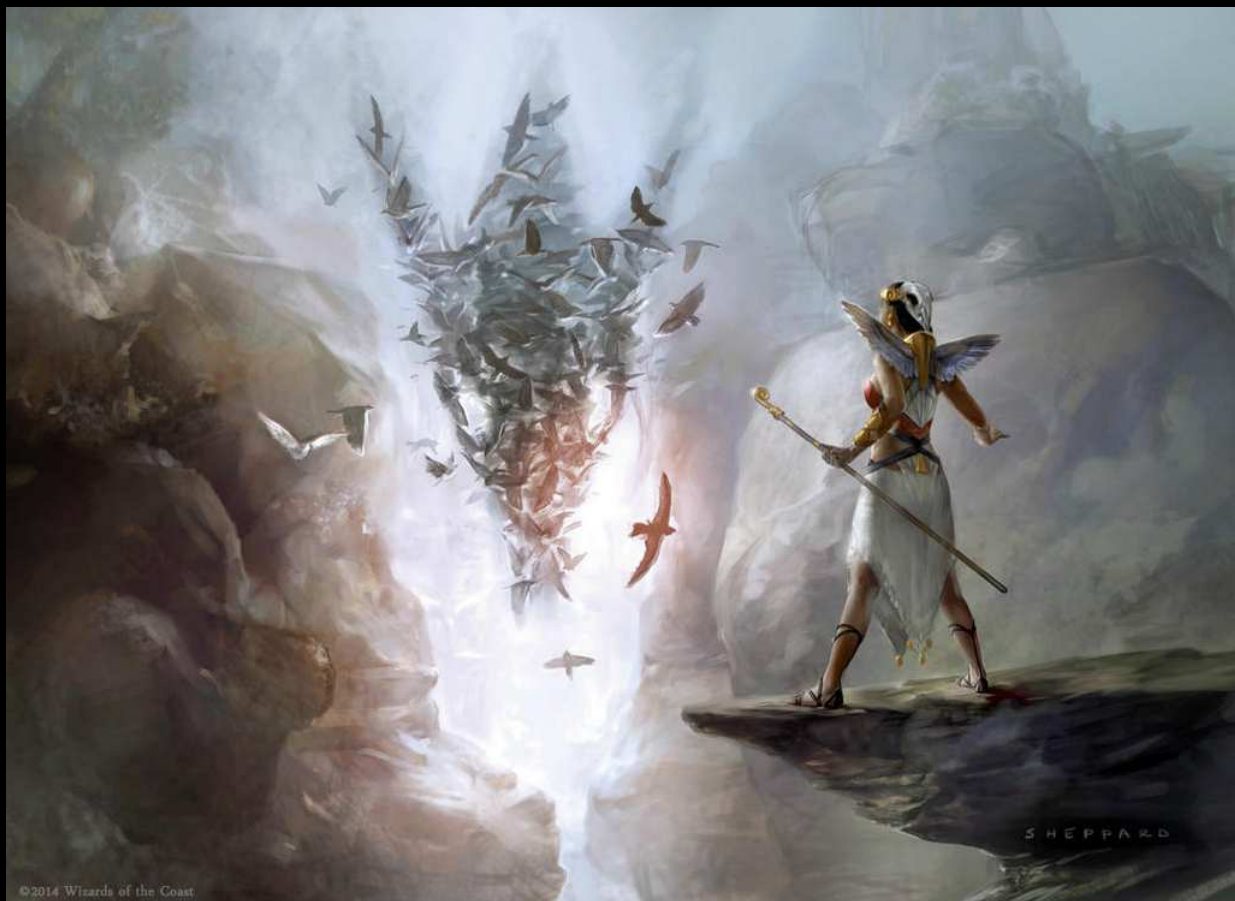
This ability is the kind that allows you grow higher and higher into the ceilings of power through it, with the side effect that the growth that you attain through it will always come with supernatural effects drifting out of you, all of which cannot be stopped or contained, such as growing into a creature capable of facing the Old Ones, but breaking reality just by existing due to it. You can only have one ability through this, but it can be anything that can be conceived of which is not overwhelmingly powerful nor obscenely fast in growth.

Examples of such abilities would be the ability to fuse yourself into the living body of a creature equal or stronger than you, absorbing its power and making it your own with time, before you can hunt for another; or the ability to slowly evolve ever more into an abomination of flesh capable of feats that you were never capable of before.

A Jumper That Should Not Be [600]

The madness of your existence has been completely unleashed upon the world, allowing you to break each and every measure of limitation and conceivable notion of what is and is not possible to you, uncapping your capabilities in every which way. But also, due to the way in which your existence has broken the world, it has allowed you to actively break the laws of physics and even unravel the logic of things and how causality would generally work, all of which are dependent on your skills.

Even from your very first experience with this power, you can use your power to do things such as throwing a pen at your enemy and forcing the physics around it to make it move as fast as a speeding bullet, or to bend the physics around a bullet coming directly towards you, before you even so much as register its movement, and force it to bend around your body. The world of the mundane around you has been broken by your existence, and only your skills will determine how far it breaks.



Eldritch Perks

The Last Survivor [100]

You're narratively blessed to somehow survive the end of times no matter what kind of world's ending or apocalypse you are going to be faced with, even if the entire universe is drowned in darkness or if the literal godhead awakens and destroys everything, as long as there is a possibility of something after the end, you will survive. The apocalypse must be all-encompassing and not aimed directly at you for you to have any chance of survival at all.

What counts as something after the end is incredibly flexible and left vague precisely so as to let you decide for yourself what is "something after", even if the after is nothing but the unending darkness or the awakened godhead destroying all that remains, that might just be enough for you to continue living.

Horrorifying Visage [100]

When it comes to the mundane world around you, you are the monster that forces all humans around you to confront the fear of the unknown and the impossible as their perception is altered by your presence, making them see you as something unknowable, something horrifying. Your nature has been completely changed by the supernatural, forced into something that should not exist, into an entity that defies common sense and the natural order of reality.

Because of this, all entities, human or not, if they are not unknowable themselves, will find themselves horrified by your visage, causing them to stumble in their actions and fail to perform as precisely as they could before. This horrifying visage of yours can be used as a weapon against the world, as you can single handedly cause madness upon people and make even the supernatural be daunted by your presence.

Anomalous Maker [200]

Your sheer experience with the eldritch and the impossible has taught you to viciously adapt to every tool that comes into your use, with the more unnatural and impossible the tools being making it the better for you to make use of them. As long as the tools are formed from impossibilities, your abilities to use them will be completely masterful, as if you were born to use them, made by them for the purpose of wielding them with the expertise of the greatest of the anomalous creatures.

This makes it so that no matter what side effects the tools that you use come with, you will find a way to push through them and adapt to them given sufficient time and effort, with said time only lessening with the depth of the tools' anomaly.

Perhaps, through your incredible expertise in the tools of the unknown, you may even find a way to bring this anomalous nature to tools that do not come with such, channeling the impossibilities of the universe into the mundane tools that surround you.

Understanding the Impossible [200]

All around you are doorways to the infinite impossibility of the world beyond, which you can always walk through and reach deep into the supernatural, traveling into the dimensions of unreality and falling deeper and deeper into this unknown world. Not only are you now capable of actually bearing witness to the things unknowable and remain mostly intact in terms of physical body and mental state, but you're also capable of blatantly studying these impossibilities and understanding them given time and effort.

If you find yourself capable of studying them down to the core and understanding their nature in myriad forms, you may find that knowing the secrets of the universe you are in might be enough to give you supernatural powers of multiple levels. These supernatural powers can take from the very unknowable effects that you study to cause similar, impossible effects upon the world, allowing you to cause things such as making the possibility of things unravel because of your eldritch powers. Do be careful, these can backfire on you.

The World Ender [400]

In each and every world that you go into, you can start the end of the world as it is know, with the effects of the end of the world being determined by you in terms of how far it will go, from, at minimum, completely destroying a world and leaving nothing behind, to destroying an universe or multiverse as it exists. This beginning of the apocalypse is not done through your own, personal power, but rather through a combination of effects that are all caused by you in obscene sequence that is completely unable to be stopped when it begins, including by you. When the end begins, the world upon which it is started will simply have a cataclysmic entity or event start happening, an unnatural thing other to the world that starts the conclusion.

The Doorway to the Impossible [400]

Whenever it is of your desire, you can become the gateway that unshackles the path of all of the eldritch and the unknown, making it so that even in places that are completely impervious to the existence of the eldritch will find that they are consistently breaching the limits. This can transform any setting into a setting of horror, a world where the supernatural has deeply entrenched itself upon the world and broke it into something else. Even this very world that you come into through this jumpdoc can be changed, as the things that come into the world through the gateway that you have become are all outside of the world, other than it, different than everything that ever was in every way possible. The reason as to why you would do this is unfathomable, though, for an Urban Phantom, horror is only an opportunity.

The Way of Cultist [600]

You know exactly what you need to do to escalate whatever action you perform into something completely disastrous and terrifying, no matter whether you're capable of doing it or not, as you'll force your way through the limits of reality to perform the disaster that you wish to enact. The things that you can do are ludicrous in their possibility, as even so much as gathering water through a singular bucket, again and again, could be endlessly escalated until it gets to the point where pouring that bucket would unleash a tsunami upon the world.

You are not personally immunized against the very disasters that you cause, nor are you capable of accelerating this process without significant use of other perks and/or sheer skills. This process is meant to be slow and grueling, something that you do, again and again, leading to the disaster growing greater with the more time that you dedicate to the growth of it, like a cultist toiling away at the end of the world. But you can, if you must, in situations of immediate danger, realize small versions of this power, effecting disasters of smaller magnitude through the normal, mundane actions that you would usually do.

An Eldritch Entity [600]

There's little else needed to be said, for you have become the Eldritch Monster, the entity that cannot be known, the name that cannot be said, and the horror that should not exist. Everything that relates to you, from your origins to your powers, to your every breath and thought, is reformed in the light of the eldritch. All of your powers attain a singular attribute that you choose, which signifies the impossible idea that has reformed all of you. An example is changing everything about you such that it follows the base idea of the Sword Logic, or a singular concept made completely by you which changes everything about your being.



Supernatural Powers

This section has been made for you to choose how the supernatural has affected you, and whether you have leaned into the supernatural and allowed yourself to be taken in by the powers of the deep. Although there is no stipend for this section, you are allowed to discount a singular power from each price tier, with the caveat that using this discount will cause you a non-flat difficulty in your life, such as being a Windwalker with fear of heights or a Flashstep that gets disoriented everytime they flash. This can be removed in-jump through various means.

Custom Basic Powers [200-300 CP]

For the price of either 200 or 300 CP, you can either choose or make an ability that is above what is normally possible for a mundane human being to achieve, or what could feasibly be achieved given a lifetime of training and genetic modification made for a singular, specific goal. You can either choose from the options already provided in the original CYOA by MythicLegendary, as long as they are constrained to the 4 to 5 SP values, or you can make your own following the baseline provided next.

Windwalker [200 CP]

This power is one of the original powers made by MythicLegendary. Gravity's effects upon you are considerably reduced when it would benefit you. Your acrobatic abilities skyrocket in proficiency as a result, allowing you to jump higher and further, propel your bodyweight with more precision, and generally perform feats of agility outside the normal range of human motion. This does not decrease your weight to others or the force your body can output. Similarly, you are immune to injuries from forces when you are the only moving object, such as falls or your own strikes, but not bullets, punches, or being hit by a car.



Paranoid [300 CP]

This power is also one of the original powers made by MythicLegendary. Your senses are constantly operating on overdrive. Your abilities to hear, see, smell, and so forth are on the best levels in the natural world, allowing you to discern and track by scent, see in crystal clear detail from exceedingly far distances, and so on. Your reaction time is near precognitive, allowing you to anticipate danger absolutely instantly. You are naturally acute to the smallest sensory inputs, such as someone breathing around a corner or a footstep within the same building as you.



Custom Advanced Powers [400-600 CP]

For the price of anywhere between 400 to 600 CP, you are allowed to either choose from one of the original powers at the 8 to 10 SP price values or you can personally make a custom supernatural power such as the ones that follow. These are powers that grant you a direct and significant superhuman advantage in contrast to the human condition.

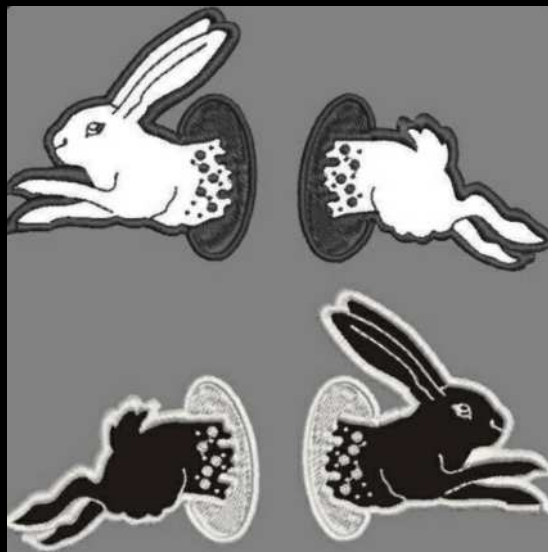
Facestealer [400 CP]

This power has been originally made by MythicLegendary. You may take on the likeness of any person you have come into physical contact with, whether through clothes or otherwise. This includes altering your current clothing to match theirs. You may only have one likeness saved at a time, which you may shift to freely as you desire, but must overwrite your previously chosen likeness in order to become a new person. Of course, you may regain a previous likeness by touching the same subject again. This includes having their voice, general physiology and any disabilities they may possess.



Flashstep [600 CP]

This power is originally by MythicLegendary, with adaptations for the Jumpdoc. You may instantly flashstep to any location directly visible to you with no visible or auditory indicators other than your obvious disappearance. If a target location is not in your visible range, you may mark a location at the time you see it and may return to the marked location if you do not flashstep between returning to the set location and setting the marker. When you flashstep, you may choose the position and posture you reappear in (for instance, you could flashstep to a ledge in a position optimal for climbing up that ledge, or flashstep with your hands already around the throat of your victim). Each time you use flashstep, your lungs are completely emptied, leaving you gasping for air. This means that using flashstep many times in rapid succession or using flashstep underwater may result in unconsciousness without time to catch your breath. Your flashstep does not care about the limitations of where your body begins and where it ends, allowing you to do such a thing as flashstepping into a solid object if that is what you desire.



Custom Master Powers [800-1200 CP]

Once more, for the prices at anywhere starting from 800 to 1200 CP, you are able to choose a power that could be classified as a traditional superpower, the likes of which would provide you either one extremely strong ability or several thematically connected abilities. Once again, you can follow the same methods as that of the last powers, with the following ones serving as your baseline.

Witchcraft [800]

This power was originally made by MythicLegendary and has been adapted to the Jumpdoc. You have an affinity for voodoo, heretical sorcery, and dark arts, allowing you to perform preparative rites and curses to a variety of effects. These include cursing objects such that a distinctly and uniformly negative effect of your choice occurs to whoever possesses it, obtaining favors from malicious spirits in dark contracts, utilizing curses on those whose genetic material you possess, and the other arts of voodoo.

These rites will always require viscera and bodily tissues, using animal blood or organs for weaker effects and human blood or organs for stronger ones, and typically require other components as well. Your speed in performing these is immense, allowing you to quickly set up weak effects such as causing bad luck to your enemies within a couple of seconds with resources, or a couple of hours to set up for the stronger effects such as immediately killing an unprotected mundane being.

These effects can extend to great degrees, allowing you to do things such as gathering enough resources and efforts to cause the death of spirits and ghosts after days upon days of concerted witchcraft ritual. At the limits of this power you would be capable of exerting enough power after weeks of prep so as to cause an anomalous nightmare event across an entire city, realizing an event completely cemented in the unknown that could have even the most protected of humans suffer from spontaneous human combustion.



Abyss Flesh [1200 CP]

This power is similarly made originally by MythicLegendary and adapted to the jumpdoc. Your blood, muscle tissue, veins, and so on are now an inky black, with the exception of your outer skin, giving you a fairly normal appearance save for a greyish blush and pale features. Your body now regenerates exceedingly quickly from injuries, often to the point that lost limbs can return to full functionality within less than a couple dozen minutes.

This regeneration applies to all parts of your body and even if you were to be decapitated or to otherwise have your mental functions destroyed, you'll still regenerate them given enough time. The full volume of your body may change shape like a liquid, but cannot reform into any coherent body except your own, normal form. This does not bar you from temporarily becoming a horrifying abomination made of black liquid meat, capable of passing underneath doors and through cracks in the walls to reach your prey. Because the full volume of your muscle is being used towards any single movement in this state, you are capable of ripping apart flesh and snapping bone in this state up to the full force of your human muscle's combined capacity.



Items

You gain a stipend of exactly 200 CP for you to use in the items section, as a small courtesy for the fate that you are facing. All of your items will come with the option to return to you when you need them, as long as you are in a situation where you could conceivably retrieve them from somewhere. Your items are discounted 50% for your respective origin.

Light of the Prince [100]

Your warehouse or equivalent will be changed, as much as you want, by the touch of the Ebony Prince, transforming it into a realm of horror and paranoia, where fear reigns high and survival is the ultimate lesson. If you do not have a warehouse, then this will serve as one, operating as something of an alternate dimension that you can access through a blatant hole in reality that only you can make.

This can be used to force your tools and items to evolve themselves, though your companions may not necessarily go through the process of evolution through survival as the items may. You, personally, can come into the warehouse changed by the Prince to use the effects of the endless survival to hone yourself into things that you could not become otherwise, since endlessly surviving battles is a good way to die.

Horror of the Flesh [200]

There are places all around the world, always near your present location, where you'll be able to find the opportunity to acquire things that are necessary for your immediate and short-term survival. It matters not where you are and how utterly impossible those places may be, you'll always be able to find the things that you need to survive, whether they be actual weapons, shelter, food, water, or even anomalous single-use items that will give you a chance of survival against a future enemy.

These must always be necessary for your actual survival, and will never provide you enough for you to be comfortable and not anxious about the future, on whether you'll be able to take the next opportunity or not.

Relic of the Abandoned [400]

There's an artifact in your possession that causes you both immense anxiety and a deep sense of dread, bringing your will to live to rise infinitely high, along with your anxiety, and letting you make those feelings of horror and dread overflow into your enemies. Though your mind will be placed in such a state of complete and constant horror, you'll always be capable of keeping yourself under tight control while under the embrace of this relic, with even your completely maddened actions being those that you would've been willing to perform before the relic.

While under its effects, you'll find that your body is enhanced into the superhuman, in proportion to how strong you already are in your base state, multiplied as if there were multiple of you in existence. Even if you knew nothing of the battle for survival, through this item alone and the sheer will to live that claims you, you could force your way out of the grasp of the unknown.

Reason to Live [600]

You hold in your possession a rather special item, one that is completely designed by the very soul that powers you on and which changes according to what you most need to keep going forward and to continue feeling the motivation to live in the world that you live in. Not only will this item change and adapt to help give you the motivation to keep moving forward, but you'll find that as long as you wish for yourself to continue living, the narrative of the world will be bent around you to make sure that you live to see another day.

Even if your mind were to be completely broken, this item would adapt, and one day you would heal and continue wishing to see a new dawn once more. This item will serve not only you, but also the people around you, taking any form that it needs to take, whether it be an item that all can share in together, or multiple divided items.



Mundane Items

A Specialized Tool [100]

You have acquired a tool refined by the supernatural and perfected by the hands of man for the purpose of survival in some way or manner. This tool must be one that was created to specifically be used with mundane, non-supernatural entities, though they can be used against other things if you are creative. Whatever tool you choose will come with a supernatural effect attached to its existence, such that it's capable of accomplishing its goal with far more effectiveness than other tools.

If you have taken a blade, its handle will guide your hand and your movements will be improved. If you have taken a book it will have far more exact and correct information than it should. If you take a government ID, it will pass through nearly all checks. Make good use of this, Jumper. You may take this multiple times. Only the first is discounted.

Manacles of the Prisoner [100]

You have a pair of manacles that are bound to your hands and which provide to you a direct link to the supernatural, placing you as a bridge directly into the essence of the unknown world. By having these manacles locked on your person, you are capable of always perceiving the world of the unknown and the impossible, and thus, you will be capable of grasping into things that you should not be able to grasp.

It matters not what you grasp from the world beyond, you'll be able to find a way to use it in some manner to ensure your survival in ways that others, not privy to this world of horrors, would not be so easily able to. This includes things such as physically wrenching a secret away from the world and understanding and using it for your survival, or grappling with the entity immune to the physical grasp of mortals. Your link and bridge into the unknown is impossibly large, but how much you are able to traverse depends only on you.

Costume of a Phantom [200]

You have clothes that have been created by you through both mundane and supernatural means to make it so that you can effectively perform a number of actions with a far less fear of wounds and a vastly greater effectiveness. These clothes, from the base, are already perfected such that most mundane attacks will be lessened in power, such as small guns fire dealing less damage than normal. Other than that, they will have a special effect towards the purpose it was made for, such as the clothes made for an artisan providing a significant, noticeable boost to your dexterity and ability with an artisan's tools. You can have as many sets of clothes as you desire.

Fetters of the Prisoner [200]

Your feet have been imprisoned by anklets that guide your path through the world, letting you take steps that lead you directly into a horror-filled path to anything that you desperately want, no matter what it is. The path is difficult and harrowing, the kind that would be more than capable of killing you, but which will always give you a solid chance of survival if you put things on the line. But more than that, the path will always lead you precisely where you want to go and to what you want to have, as long as it is something that you sincerely desire with all of your desperation and dread.

House of the Damned [400]

You have the keys that lead you directly into a residence heavily fortified against everything that stands outside of it, scaling to the setting itself, the defenses of the house are sufficient that only the top tiers of the place can break through it after a significant amount of time trying to break through, and even the god tiers will need solid minutes of effort.

Inside of the residence you'll find that the place is exceedingly bigger from the outside, looking only like a simple, common shack from the outside, but from the inside, the house transforms into a field of combat, whether that be an urban city, an actual battlefield, or anything else.

This field of combat will have been perfectly created for the purpose of putting you in a situation where you must survive against an entity that you have chosen, such as another human being, an alien creature, or anything that you can even remotely conceive of (and some that you can't even conceive of either). Nothing can be brought outside or inside the house other than that which will provide you with only experience and knowledge on how to deal with the entities you have fought outside of the home.

Don't abuse it to never interact with the setting, for the house is not designed for such a purpose, and narrative fate will make sure you have to interact if you would otherwise.

Collar of the Prisoner [400]

Your neck has been chained by a collar that has bound itself to you and has provided your body with a supernatural degree of resilience, allowing you to survive against things to points that should have you leagues into your death. This would keep you alive for truly the most obscene of punishments, letting you keep your life even if, proportionally, your body has been massively damaged, such as multiple lacerations and amputations and yet still being alive. Even a complete decapitation might see you still holding barely on to your life as your body takes over your mind. It takes a truly nightmarish amount of punishment to kill you, though you can still be killed.

Artifact of the Phantom [600]

You have acquired an artifact, a tool created from the very essence of the unknown and the impossible flows of the supernatural, making it a tool of obscene capability. This tool has been touched by the very darkness that harkens this world, the Ebony Prince himself, and thus the minds of the beings around it will be afflicted by sights of horror and anxiety. The tool is more than capable of giving you a chance of survival against even things that would overwhelm you through their anomaly, and let you hold your own against an entire army or the impossible aliens for seconds longer than you should. For example, a Phantom could carry a Kinetic Weapon that shot projectiles through nothing but anomalous nature, letting you fight against entire platoons of soldiers even in your very first battle.

You can buy this multiple times. Only the first is discounted.

Chains of the Prisoner [600]

Your body has had an incredible amount of chains draped over, pierced into, and literally chained around and into your flesh. These chains are completely under your control, some of them simply sway in the air around you, some remain chained into your body until you command them to move, but all of them are under your control. You could send them forth at speeds equal to your sprinting speed to restrain, bind, lacerate, and cause exhaustion and difficulty against anything that exists. Your enemies may dodge them, they may resist them, they may even break away from them and force you to wait for the chains to return, but as long as your chains lay on your enemy, they will feel the tiring weight of the imprisoned. You can have as many chains as you are capable of controlling and using.



Paranormal Items

An Exorcism Set [100]

Somewhere in your possession is a collection of tools that have been created and gathered solely for the purpose of serving you in the process of exorcizing the things from the supernatural realm. Through the use of these tools, you can not merely damage the supernatural, but wound them in ways that they will not be able to return from, wounding the ghosts in ways that the wound bleeds through, and forcing even the undead to feel their existence be broken away. These are, of course, not absolute effects that cannot be countered by anything in existence, but they are immensely powerful, and your skill with the tools will help you in your hunt against the unnatural.

Poisonous Craft [100]

From somewhere in your person there comes a tool forged from undeath and harnessed from your very flesh, remade into something that breathes with anomaly, and lives through means purely unnatural. This tool carries with it the diseases and the horrors from the world from which the energies and means of construction were brought from, making it so that using it against other creatures allows you to poison anything in the universe.

You can use it to bleed poison into any of your weapons, and even if what you're fighting against is completely immune to poison, this tool will be capable of spreading its anomalous pestilence. That is not an absolute power, an endgame thing that can easily bring down everything, but even the gods will find that they, too, can bleed.

Trapping Mechanisms [200]

You possess a great number of tools and instruments made for the purpose of trapping your enemies in myriad forms, whether it be for the purpose of capturing them alive or to kill them outright, there's enough in your possession to hunt down a world of supernatural creatures. Your tools and instruments are all kept in a nearby dimension, one parallel to the world, filled with horrifying creatures that attempt to scratch the surface of the world and cross through, but which you can always use to grasp these tools of trapping. This comes with a number of guides that show you which tools to use and in which ways to help you hunt down your enemies.

A Second Heart [200]

In your chest there is a second, beating heart, that can be perceived by outside means if you do not already have something clouding the perception of such things. This heart beats with unerring anomaly, being more of a metaphysical thing (even if it's noticeable from the outside) than something completely physical.

Even if someone were to remove it from you, its beats would still go outside of your body, and would still provide you with power long until the heart is properly transplanted into something else.

For as long as the heart is connected to you, your ability to survive and to keep your body will be anomalistically increased, allowing you to outright survive your decapitation or multiple gunshots made directly at your vital organs. This comes with the addendum that while your survivability will be vastly increased, this increase will only be for immediate events, such that the forespoken gunshot wounds would eventually start bleeding through and making you die, while the outright decapitation would find you simply drop down dead from the fact that you need a brain.

Crown of the Prince [400]

There's a crown that follows you around which you can take and place atop of your head, letting it fall upon your existence and provide you with a full connection to the dimension of horrors, channeling its powers of unreality to your uses. Through the use of the crown you can channel these powers and use them for multiple purposes, with the main one being that of skillful telekinesis, further enhanced with unreality to cause anomalous wounds upon the things that you grasp, regardless of your intent.

You'll find that this telekinesis allows you to keep your own against numerous groups of supernatural entities, fighting against them equally as your depth of supernatural nature can equal the worst of the worst. It's an unrelenting power that can scarcely be broken through.

The Bell [400]

Your existence has successfully tied itself to a bell that exists in a metaphysical dimension, away from the prying eyes but capable of being found through extreme mundane means or skillful supernatural ones. This bell has a singular, but exceedingly powerful ability that only through obscene power or skill can be noticed and countered by other creatures: whenever you are to die, the bell will toll, and you'll regress to a narrative moment that will give you a chance to try and fight once again.

This regression can be noticed and, though nothing will be capable of riding along with it, there are creatures that need not to even attempt to follow it, for the Gods themselves are Timeless, and so are other creatures that defy the concept of time. But otherwise, you'll find yourself in endless regressions, always capable of forcing yourself to survive another day.

A Pure Weapon [600]

You've acquired possession of a weapon that is utterly blessed by the very concept of purity itself, changing the very essence of the weapon into something created for the sole purpose of eliminating a singular enemy with overwhelming force of pureness. Because of the way that this weapon was created, even you, personally, might find that it will do a constant, but heavily diminished damage to your body, if you are a supernatural entity too.

This damage could never compare to what it does to your actual enemies, though, as it burns your enemies alive with the light of purity, forcing even the worst of the supernatural to feel the pain of the light. Through this weapon alone you could face down a Demon Lord and, while pushed back and forced to retreat, you would still be able to stand tall for long enough to prove yourself as a thorn in their side. You can buy this multiple times. Only the first is discounted.

Corpses of the World's Ending [600]

An obscene amount of corpses exist in an endless void somewhere in your warehouse or a different place where such a thing can lay, these corpses are the remains of all of those that you have killed before, but also the remains of copies upon copies of those you have killed.

You're capable of bringing these corpses out of the void and into the world, providing them with the very same unlife that you actively hunt down, but forcing them to act on your behalf for a small length of time. Under your will, these corpses become your army of the undead, of the very creatures you have destroyed and forged into a weapon against all of your enemies, perhaps, against their very own previous allies.

Bear the danger of summoning those that are too strong for you or capable of breaking through the control you have over them before the time is out, as you might find out that summoning your past enemies is a foolish choice, just as you may find that it is your key power. But hold nothing back as you become the very tide of horror that you seek to unravel.



Supernatural Items

The Means of Summoning [100]

You own numerous tools made for the purpose of the summoning of supernatural entities, no matter what they may be, from demons to ghosts to the aliens to creatures from beyond the veil. These tools come with the books on the subject of summoning and thus the means of having anyone capable of grabbing them and eventually discovering how to summon any matter and amount of supernatural entities. Through the proper use of these tools, you can do anything from communicating with these creatures, summoning them en masse into the world for any purpose, or anything related to the path of summoning.

A Confounding Mask [100]

You have a mask that conceals everything about you, to the point that information that pertains to you simply does not leave your presence, and others can only figure out things about you from the inference of information that are other than yours. This means that you can do things such as actively fight against a person by consistently trying to get to their blind sides as they can only tell that they are at all being attacked because of their senses going haywire about the blatant hole in the physical space that they are sensing around them.

Your enemies would have to actively make use of every sense in their capacity to be able to keep up with you during battle, and figuring out what you are or what you're capable of is another horror in and of itself, as they can only find things out through experience.

The Chain of Power [200]

There's a metaphysical chain that you can grasp from within your body and use it in the world outside, though only against things that are inherently born and formed from the will of the supernatural, such as demons or thoughtforms. Through this chain you can wrap these creatures, wrestling them in a battle of wills and desire to live that will eventually have either one of you defeated, and in the case that you succeed, you can forcefully bind them into a contract of power between the two of you. This contract of power allows you to keep a tenuous, but useful connection with the other supernatural creature, giving you the ability to take its power for your own use, and to bring it forth in the actual, real world.

The Ring of Unreality [200]

You have a ring that allows you to physically cross into the world beyond the known world, allowing you to enter dimensions parallel to the world with nothing but a step, but also permitting you to walk into a dimension that always will be there in any setting, unless you optionally choose to not have it.

This brand new dimension comes in the form of a place of unreality and horrors beyond the known world, all of which are consistently attempting to scream, crawl and force their way into the real world to wreak havoc upon reality. Through your ring you can not only step into this dimension but, to some degree, skillfully survive within it for small lengths of time without further skill. The things that you can find here are horrifying in nature, but infinite in possibilities, and even traveling on the surface of this dimension alone might just net you with tools that you can use to give you a tiny bit of advantage in the world.

A Screaming Weapon [400]

One of the weapons that you own has not merely been tainted by the definition of corruption, but completely drenched in it down to its deepest recesses, to the point that it actively wraps the world around it in a corrupting aura that harms the things that exist around it. This weapon has gained with this corruption the capability to completely destroy the corpses of the enemies that you face, with the action of obscenely destroying the bodies of said enemies allowing the weapon to corrupt and take in their essence, enhancing this tainted weapon.

The more enemies that you kill and the more corpses that you drown and corrupt with this weapon, the more that you'll find it growing stronger, carrying with it the effects and natures of the creatures you have slain.

The Unknown Entity [400]

Your abilities have provided with you a link to an unknown entity, one that is completely impossible to comprehend, recognize, or at all name, with even the very words that you read being broken and rebuilt to attempt to name it. This creature of unknown nature from beyond the void will be an impossibility that screams and tears its way into reality, but which also provides you with a number of helpful actions and supports.

One of the obvious ones is that it can outright break through the fabric of reality and realize a number of attacks against your enemies, though being limited by the fact that the longer it stays around, the more of reality is broken, and the greater the probability of you, too, being affected.

But there are other things that it may be capable of doing, from being able to provide to you breaks in the boundaries of reality and fact, letting you tap into fiction to understand arcane secrets or see past the spacetime to understand things from beyond, to any other thing in this vein of power. It's naturally not an omnipotent being, and you'll not find it capable of things beyond the general limitations of this setting and its price, but it will prove rather useful.

Suit of the Possessor [600]

You've acquired a suit of living flesh and screaming horror that binds itself to you and permits you to fuse yourself into the existence of anything else that you desire to fuse into, no matter how immensely powerful it may be. You can use this capability of fusion to force yourself to meld into

the existence of something such as a titanic monster that ravages the countryside or a harrowing elder god tearing the universe apart.

Of course, you must find for yourself the means to at all attain a chance and opportunity to even attempt to fuse with any entity that you choose, and the fusion is not an immediate process, but a slow process that takes a narratively significant amount of time. Whichever creature you take as your fusion will completely become one with you, transforming both of you into a singular being, thus, you'll need to ensure the continuation of your selfdom and other such things if you do not want to have them afflicted by the fusion.

There will be, by jumpchain fiat, a degree of security on such things to make sure that you can always come back into what you want yourself to be/remain being, but the dangers are there.

An Item That Should Not Be [600]

In your possession, there is some kind of an artifact that consistently and completely defies the reality and the world around it, causing any number of breaks in the frames of reality and the lines of causation, which you can harness into effects that are desirable by you, so long as they remain based on impossibilities.

These effects can range from an infinite number of possibilities, such as being capable of straight up deleting entire spans of land or blocking natural disasters through breaks in reality, constrained only in power by the fact that you cannot do things that are too world-breaking in capacity. Due to the nature of the artifact, the effects that it causes will always cause damage to the very setting that it affects, as reality and the conceptions of the natural world are not meant to be broken, and this damage may cause problems in the future for you and others.



Eldritch Items

Relic of the World's End [100]

There's an emblem that you carry in your person, a small ornament that carries with it the effect of not only beginning the end of the world, but also making it so that the apocalypse actively follows you, for better or for worse. This must be an actual apocalypse scenario, an end of the world as it is, that will come not from within the setting, but completely from without it, in the form of eldritch entities or completely unnatural events and their likes. The events of the apocalypse will consistently happen and be noticeable around you, forcing your allies and enemies both to suffer from the end of the world, as you continue being the epicenter from which everything falls.

Child of an Elder God [100]

You have acquired an egg, a shell of an Elder God, that allows you to nurture and use it as it grows into a full-fledged god of the outer reaches, vastly beyond the universe through an infinity of infinities. Through your nurturing hands, this Elder God will be capable of reaching that complete transformation in a narratively, immensely long amount of time, but reachable sooner or later, before the end of your chain.

It will scarcely provide you with its full power, no matter in which stage of life and how much you have tried to connect with it, but it will always be there to consistently wreak havoc in the reality that surrounds you. The world around it will always be broken in myriad manners, as the Elder God destroys the very foundations of spacetime and general reality around it, which you can, given time, find ways to make an use of in your horrifying life.

Path to the End Times [200]

You've acquired a map to the apocalypse, one that shows you precisely where each and every single artifact of the end times can be found in the setting, no matter whether there are such things in the setting or not. If the world does not have artifacts and means to bring about the apocalypse, it will start having those, with such artifacts being littered across the world in ways that relate to the settings, such as cults that already exist having artifacts that they are searching for, and the like.

This map does nothing more and nothing less than showing you the location of these items, with some guidance so that you go for the correct set of items, and, at times, the location of lore where you can understand what they are and what they do at all. Others can, in fact, find the artifacts first and cause the end of the world before you do, or, at least, before you can take the artifacts and stop said end of the world. You can toggle whether this item is active in a setting or not.

Doorways Into The Infinite [200]

All around you are doorways to the infinite impossibility of the world beyond, which you can always walk through and reach deep into the supernatural, traveling into the dimensions of unreality and falling deeper and deeper into this unknown world. Through the liminal and unreal spaces that lie in the world beyond, you can not only find ways to wrap the unreality into your existence to use it with or as your powers, but you can also use it to walk into other dimensions and locations in the real world. These are not quite the same dimensions as those found in the Ring of Unreality, but rather dimensions that simply, don't really exist, except for when you are there, at which time they start to affect things around them.

Breaks in Reality [400]

All around you are the blatantly unreal cracks in the fabric of reality that follows your existence due to its changed nature of not being meant to exist anymore. These cracks in reality can be outright grasped with your physical hands, as the shards of unreality that exist around you are useful for a myriad of purposes, from slashing through anything they attempt to go through to holding strong against nearly everything that tries to break them. Though, these shards are also damaging to your very existence, as they are, after all, breaks in the universe itself, and though you can learn to diminish these wounds or otherwise heal them over time, they'll never quite stop being at least minimally damaging to you due to their nature.

Surgery of the Elder One [400]

You have had one of your vital organs or parts of your body surgically replaced with the impossibly human organ of an Elder God, which has perfectly fused itself with your body, completely replacing the former human organ that you used to have. Your very nature has been completely changed, transforming you into an entity that carries with it a weight of unreality and impossibility, allowing you to physically unravel the things that you touch, turning them into the nothingness of non-existence the longer you hold them. More than that, you can use your transformed existence as an unreal, impossible entity, to actively harm the minds of your enemies, by allowing your nature to flow through the world as an aura of impossibility that wounds the mind.

Tome of the Elder Gods [600]

There is, in your possession, a book of the end times, created by the very Elder Gods that assail the world you are in, and connected to the very concept of the apocalypse and the raptures that take over all of the world. This book will provide you with the means from which you can learn to cast spells and realize impossible powers in exchange for repairable, but powerful wounds to your psyche and being.

What they're capable of is immense in capability, mirroring powers equal to that of the Master Powers, being infinite in possibilities that you can harness, and even being capable of stepping into the domains of the Grandmaster if you are willing to wound your mind even further than normal. As long as you willingly study this tome, you can break this world down with the impossible spells of those Elder Gods.

Blood of the Ebony Prince [600]

You've acquired a replenishing vial of the Ebony Prince's essence, of his vital energy itself, congealed into a dark substance that actively afflicts your mind with visions of horror, pushing you, regardless of how resistant you are, to gain paranoid thoughts and to feel horrifying delusions. These can still be resisted normally and will not, necessarily, cause you to do things against your will, but they will be there, and they will be significant before your mind whenever you handle this vial, even if it's far, far away from you, as long as it's in your possession its enough.

You can use this vial and drop the blood into other creatures, no matter what they are, and suffuse their existence with the powers of the Urban Phantom, granting them the capability to develop any of the perks and powers contained in this jumpdoc. Their transformation, caused by the drop of blood, will cause them powerful afflictions in their minds, as they will be completely, fundamentally changed by the nature of the Ebony Prince: no matter what they do, they will always be creatures of anxiety, of the will to live, of the overwhelming need to survive.

You cannot use this on yourself. No matter how you attempt it.



Companions

You have the standard option of companions, being that you can create or import a companion for 100 CP per character, or a total of 400 CP for the common 8 characters. Your companions must have a story in the world, and they will be obligated to come with an origin, thus being affected by the origin as you would have been.

They have a stipend of 500 CP to use in the jumpdoc, but they are allowed to take drawbacks that affect them personally to have more CP. These companions are actual, living beings, and they cannot and will not have fiat-backed loyalty and love for you, these must be developed naturally and can be broken depending on the circumstances. As is expected, these companions are not allowed to take companions of their own. You gain the courtesy of being able to pick or make two companions to start with.

Drawbacks

The original CYOA and the current jumpdoc goes under the assumption that you will take Universal Threats twice and Individual Threats thrice, this is not required, but it is suggested. You're allowed to take as many drawbacks as you want to, though you will always be affected by these drawbacks in ways that actually cause you harm and difficulty, in accordance to the price of the drawbacks.

This means that regardless of whether you are capable of bringing things in from the outside, whether through the bodymod or the jump toggle, you will be affected by the drawbacks in some way, shape or form, even if your perks or items would otherwise nullify them. Such perks and items can assist you, certainly, but not nullify the drawbacks. They are drawbacks for a reason, and as a Jumper in the Urban Phantom, you are bound to suffer in this horror.

These drawbacks are adaptations of the original drawbacks of the Urban Phantom CYOA.

Throw The Gauntlet [Toggle]: Such an interesting idea, Jumper. This is something that you can, indeed. Change the parameters of the jumpdocs from a gauntlet into a normal jump, forgoing the body mod restriction and losing the chain fail protections in the process. This may make the jump easier, but so can it make it vastly harder. The drawbacks still hold their fiat, and at the end of the day, the setting is still designed to be cruel and punishing. But if you feel this is the choice for you, then so be it. Gain a thousand CP if you choose this.

Addiction [+100]: You've become addicted to illegal substances during your time in the Urban Phantom, whether because of the horrors you have seen or because of the grim darkness of the reality that you live in. Because of this addiction, if you do not actively search for the illegal

substance that you are addicted to you'll find yourself suffering from withdrawals and difficulties that make your daily life a proper suffering existence. This addiction can be combated and even eventually defeated if you struggle enough, but the withdrawals will still come back from time to time, even while weakened.

Deformity [+100 CP]: You have something of a deformity in your body that is clearly visible and cannot be removed through any means. This deformity has caused you to truly, sincerely, be a rather ugly person, incapable of making normal interactions with others without having them be repulsed by your visage. This will affect even your companions, as normal, mundane people will be cruel to you naturally or be exceedingly apathetic to you because of your deformity. Your companions might be a bit nicer. Maybe.

Foreigner [+100 CP]: Previously, you would have had the chance of picking where in the world you might have started, but now you are bound to start somewhere in a highly unfamiliar, foreign place in the world. You will not know the local language and you will have an incredibly hard time adapting to the people and the language that is used around you. You will most certainly be treated poorly and have the government and people around you possibly hunt you down or consider you unfairly. This may happen even in extreme circumstances.

Insomniac [+100 CP]: You have an incredibly difficult time at getting any sleep at all, with your ability to keep sleeping being nightmarishly hard. You can't sleep for much more than a couple of hours at a time without waking up and being unable to sleep for double the amount that you managed to sleep. This will affect you even if you are a sleepless entity that shouldn't need any rest at all. Your insomnia will definitely cause you some hardship. Do remember that complete lack of sleep for too long causes anything from hallucinations to straight up death.

Phobia [+100 CP]: You have an intense fear of something mundane, such as a common object, a situation, or a creature. This can be anything from a fear of heights, darkness, mirrors, cockroaches, or anything else. Your fear doesn't just make you feel afraid and at unease around the source of your fear, but it sincerely makes you attempt to get as far away from the source of your fear as you can.

Trying to fight against your fear is a nightmare of nightmares, being something incredibly difficult for you to force yourself through, and the more you face your fear, the harder it will become to face them again if you don't give yourself rest. Face your fear enough and you might lose your mind.

Weak [+100 CP]: You have some kind of condition that makes you physically weak, pushing you into physical weakness even if you have the means to push your body into greater levels. Even at your peak you'll still be weaker than an olympian, being, at most, comparable to an athletic person. An athletic person with your condition, that is, whether that condition be something like asthma, a blood disease, outright cancer, or anything else. Trying to exercise will definitely strain

your body, and trying to make your way into good health will be quite harrowing. Not to speak of the fact that the condition will be chronic, so you can only remediate at best.

Impoverished [+200 CP]: You're completely lacking in any sort of property or currency, being either homeless or always having a house with a rather unenviable condition, with some degree of danger being had around it just by virtue of its location or lack of security. You'll always be in the struggle for food and housing, for water and the simplest resources of shelter. These will always persist no matter what you do in the narrative, though they can be mitigated to some degree.

Mute Psyche [+200 CP]: Your mind and your soul are both rather fragile and easy to take a hold of. If you're not actively paying attention and trying to control it, you'll find that you can be easily tempted, possessed, manipulated or outright broken by the things around you. With enough attention and control you may be able to have a mundane amount of resistance to such things, but even at your absolute best you will not breach the superhuman levels of defense. The circumstances around you will most probably cause you to see vivid illusions, to feel extreme panic, and to truly be tainted by the horror of the world.

Psychopath [+200 CP]: You are, quite simply, a person lacking completely in empathy and the capacity for human connection, being unable to connect even with animals, having violent impulses and a complete lack of remorse or anything resembling a normal human way of thinking. Because of this you are unable to take companions, as your inability to care for them at all would already have rebuffed them at this point in time.

Schizophrenic [+200 CP]: You are afflicted by the mental disorder of Schizophrenia, making you constantly hallucinate things and have a hard time in distinguishing reality from illusion. Not only that, but you are also afflicted by delusions that may or may not be true and real in this world. Your disorder will not be helpful to you, it will always be a problematic thing in your existence in the Urban Phantom, causing you to hallucinate things that are not there when you most need to see things clearly, or making a situation of persecution even worse with multiple delusions. There might be ways to lower the impact of this, whether through prescribed drugs or therapy, but these can only do so much.

Criminal [+200-400 CP]: You have been declared a criminal by the local government and as such, you are being actively pursued and hunted down by the authorities around you, even if there aren't, or shouldn't be, any authorities. They will pursue you with the professionalism of a proper police organization, being capable of tracing your paths and unraveling your capabilities given enough time. You have a fair chance at facing them, but that means they will absolutely rise up to meet you in terms of how capable you are, at least a solid one or two orders of magnitude below.

For +400 CP instead you are not merely called a criminal, you are an enemy of the state, an entity that must be eliminated through any means necessary, including the nuclear option. Not

only will you be faced with the best of the best in terms of personnel and equipment, but they will actively use supernatural means and other methods to get to you. They will be more than willing to perform rituals and sacrifice themselves if that means they're capable of either eliminating you, or using you for nefarious means. Your chance at facing them is distinctly unfair to you, as they are at least an order of magnitude less powerful than you individually, but absolutely stronger than you in collection.

Deadly Game [+400 CP]: The world is unforgiving, and its lack of forgiveness has taken the lives of those around you. For each companion that you have, whether bought through the jump or acquired in the setting, flip a coin. If tails, that companion will die in your playthrough. If less than all of your companions die on this way, then you will die in their stead. All of the deaths are absolutely unnatural, grim, painful, and utterly nightmarish in design, from being taken apart at the core by an Old God to being tortured by a revenant corpse of a former friend.

You must have companions to take this, otherwise, you'll instead have to number a sufficient number of times to pay the price of this drawback. Whether it is you or your companions, dying in this manner will cause you severe discomfort at the remainder of your death, though this can be mitigated or outright disregarded through whatever means you have. This discomfort will always only be a minor problem, nothing that cannot be dealt with, even through nothing but time.

Marked [+400 CP]: There is an occult design permanently etched into your very essence that draws the paranormal to you, to the point that no matter what you do, you will always be confronted by every kind of Universal Threat that there is in this setting. It matters not where you go or what you do, what used to be possibilities that you could very well face, have now become certainties. You'll undoubtedly walk into a room that was blessed to never have the paranormal, and find it drowned in the anomaly. You'll find yourself stepping into the domains of the Old Gods, drifting into the dreams of the Machine Angels, and straight into Hell itself. Make no mistake, this will not happen in ways that unfairly cause your death eternally, never leaving you a chance to win. These will happen in ways that leave you a chance, low as it may be, to still survive without dying once. It will be a horror though.

Powerless [+400 CP]: You are, quite simply, no longer connected to the supernatural, in any way whatsoever. Not only does this reframe the origins once more, making it so that even the Eldritch is no longer as connected to the unknown as it once was, but also makes it so that you cannot, under any circumstances, use any ability supernatural in nature. This includes, if you are using the Jump Toggle, anything from outside of the jump that does not conform to things possible to the Origins. That is, you cannot come in with mental powers or the strength to destroy planets, but you can come in with blessings of divine beings. Whether as a Jump or as a Gauntlet, you cannot take any of the supernatural abilities. The perks of this document are still allowed.

Senseless [+400 CP]: You have completely lost one of your core senses, in particular one that will consistently prove to be a problem to be lacking in, such as sight or hearing, but not taste.

The way that your lost sense affects you will always cause you difficulty, such as a blind person being unable to drive due to the fact that they literally cannot see forward.

You'll be changed such that, while under the effect of the drawback (but not after), you'll lose your ability to understand the base concepts behind the senses, such as light and color of sight or sounds for hearing, even if you understood them before. Not even supernatural powers will be able to completely override this drawback.

Individual Threats [+400 CP for the First Three, +100 CP for each of the following ones]:

Individual Threats are, quite simply, the Stalker characters consistently perceived in Survival Horror stories, such as the Nemesis of Resident Evil or the Pyramid Head of Silent Hill. They are creatures, individual in nature (though they can be amalgamations of creatures that are essentially one), which go out of their ways to hunt you down, using everything that they have.

Not only will they hunt you down, but they will be actively fiat-backed to always, given sufficient time, find you and engage you to achieve their goal (which will always be as equally undesirable as death, which must be the best option). This narrative fiat, though, does not ensure their success at their endeavor, they will always find you, and they will hold an unforgiving amount of survivability - you'll face them more than once - but your chances of victory are always fair. Though so are theirs. For the purpose of this jumpdoc, you have the option of either creating your own, custom Individual Threats, with the caveat that, once again, they must pose a significant, fair threat to you, or you can choose from the list of Individual Threats from the original CYOA.

The following are examples taken from the original CYOA:

The Concrete Delver

A creature that lives underneath the cracks of the urban sprawl, the Delver slips between the storm drains and the structures of the city to hunt down creatures at the dead of night. A nearly 30 foot long creature, it casually slithers at incredibly fast speeds, moving through matter as if it simply did not exist before it, and being more than capable of diving down into and out of the deepest parts of the Earth and the buildings.

During its stalking, it will actively burst out of any available spot, at times, possibly straight out of the air itself, slithering from the skies to the ground, to attempt to swallow you whole and completely destroy you from every direction within its body. Beware the feeling of premonition that surrounds it, for the moment you feel it, it might already be too late.

The Owl Prince

This creature, more insect than owl, hunts you down through means far worse than the physical. It does not kill by talon or beak, nor does it simply cause anomalies and mysteries to eliminate you, what it does is something vastly worse than anything so merely physical.

No, the Owl Prince is the hallucination behind the back of your eye, the delusion, the unfathomable horror that keeps confronting you every second of your life since you see it. Because that's all it takes, you lock eyes with the Owl Prince once, and something horrible will be bound to happen to you. Perhaps not death, perhaps only the horrible death of a companion, but it's not the event that is the worst part of it. It's everything before and after, the hallucinations, the delusions, the sheer, unadulterated, dread. It matters not how strong of mind you are, after seeing the Owl Prince, you will feel fear.

Universal Threats [+600 CP for the First Three, +300 for each of the following ones]:

Universal Threats are based on their rate of encounter, the likelihood and frequency with which a mundane being might encounter them. The rarer a Threat, the greater the danger it poses. This means that, in the one to five rating of Very Common to Very Rare, the higher up you choose, the more likely you are to die, regardless of what you're capable of. Very Rare choices are not absolute certainties of death, but the death chances are completely unfair to you, and facing them will require significant strategies and effort.

In contrast, Very Common choices are the fairest in regards to your chances of death, though the sheer quantity might cause you hardship. You'll find that, whether you only take high ratings or low ratings, the Universal Threats will, absolutely, have the possibility of causing you greater issues together than they would alone. That means that even if you only pool the lowest ones, they might prove a sufficient threat together to seem like the highest one. The highest, too, may also prove to be so utterly outside of the domain of the reasonable that they might cause issues with each other and leave you a slightly bigger chance than usual.

If you have chosen the **Hard Difficulty** and either the **Strange** or **Unusual** Mode of Play, then you can expect the **Very Common** to wander at least near you from time to time, such as a bi-daily basis. While if you have chosen something so horrible as the **Impossible Difficulty** paired with the **Haunted** Mode of Play, then you can expect even the **Very Rare** to appear at least once in the year. Remain wary of the fact that no matter which difficulties and modes you chose, even **Normal** and **Genuine**, the **Very Rare** are still out there, the Supernatural are still haunting, and there is still no freedom left from this world.

Your choice of Universal Threat(s) will be sincerely consistent in your narrative, enough that they could be regarded as the main antagonists in your life's story in the setting, not quite hunting you down like the Individual Threats, but being universally apparent from time to time to mark their presence in your life. You can choose to make your own, custom Universal Threats yourself, or choose from the ones already available from the original CYOA, much in the same manner as the Individual Threats. In light of that, the following are examples from the original:

Mankind [Very Common]

What is there to say about the Homo Sapiens Sapiens?

Well, they are creatures capable of unending cruelty, and their capacity for destruction and horror is so immense that even the unfathomable may find their infinitude of existence be surprised at the capacity for horror in Mankind.

These are the creatures that you'll be consistently, nearly every day of your life in this setting, as they attempt to do any number of cruel things to you. Murderers that attempt to take your life out of nothing but sadistic desire as you walk through the streets, serial killers that actively plot your downfall from little other than a desire to see death, and any manner of criminals and deranged that attack you. Beware everything and everyone, Jumper, there has been more than one who has been felled by those closest to them.

Artificials [Uncommon]

Oh, the unforgivable, the alien-made-by-the-human, the products of knowing by cruelty and foolish ambitions! The artificials are the creatures that should not be, the end results of endeavors that should never have been attempted, the genetic abominations, the clones of mankind, the biological weapons that destroy every notion of mundane combat with their supernatural artifice.

Normally, seeing these creatures would require a significant lack of luck, a curse upon your person, or the stupid desire to wander into the laboratories of the Cults to see what they have made. But now, now they are out there, now you'll see them, you'll understand what it feels like to have a creature that releases spores that destroy you from the outside out.

Old Ones [Very Rare]

Oh. Foolish must one be to choose the Old Ones as the Threat of their lives. For these are the creatures that find in their equals only the very being that has caused this world such horror. Only the Ebony Prince can be contrasted to these creatures. These are the gods of the old: Baal, Moloch, Thoth.

These manifested myths exist in truth, and though they usually do not cause effects perceivable in the setting, at times their actions are so horrendous that none can find an answer to them. Entire plots of land disappear, countries sinking into eternal darkness, and civilizations transformed into ravening maniacs in search of endless destruction. Their followers will hunt you and so will their underlings, but sooner or later, their eyes will be upon you, and heaven-forbid you get even the most minimal attention.

Conclusion

Do you still remember what I said at the start? This jumpdoc and the original CYOA expect you to Fail. Maybe you won't. But it will depend on your chances and narrative to decide. Either choose for yourself whether you have Succeeded, Partially Failed, completely Failed, or follow the next option. This choice happens at the beginning of the Jump, by the writer of the Narrative, though death can happen anywhere from the very first breath to the last before the Conclusion.

Flip a coin. If heads, your endeavor was Successful, with significant losses incurred along the way. If tails, flip the coin a second time. On this second flip, if heads, you endure a Partial Failure, meaning that you may have completed or partially completed what you set out to do, but either paid a price higher than the reward you received, or never received true closure in the end. If tails, you endure a complete Failure, meaning that you incurred serious losses along the way and never obtained what you set out to. This generally means that you have Died.

If you have Died, you may repeat the jump again with the same options chosen in the first time. With the caveat that everytime you try again, you'll try in an altered world, and you'll still keep your memories from the world before. Sometimes, it's not worth it. If you have completed your 10 years here at last, then you may choose from the usual following:

Return Home: Maybe the Urban Phantom was a step too far in your chain. It truly breaks the mind of an entity. So you may Return Home with your purchases and have the grace of Jumpchan with a cleansing of your mind to make sure your health is fine and you only bring back what you want.

Stay Here: What a surprise. You can stay, if you must. Beware of the Ebony Prince, he will continue to make this world a Hell for a long time. But maybe you can do something about it. There are whispers of a being. A phantom...

Move On: Be Not Afraid, Jumper. You can leave. And Jump-chan will make sure your mental health is set back to a healthy state.



Credits

The setting and inspiration for the jumpdoc are to be credited to the writer of the original Urban Phantom CYOA, u/MythicLegendary. This Jumpdoc was made so that the CYOA could be played in the Jumpchain-format and multiple balance changes have been made to adapt the CYOA to Jumpchain. One-to-one builds are most probably not possible, though you may be able to approximate them.

Artist / Name of the Art (Location)

Dusty Ray / Unknown Name (Cover Art)

Borja Pintado / Shub Niggurath (Second Cover)

ChromaBlueAlt / The Red Room (Genuine Setting)

Dragan Bibin / Dead of Night (Strange Setting) / 'Mom (The Origin of the World)' (Origins)

Simon Stalenhag / Unknown Name (Unusual Setting)

??? / ??? (Haunted Setting - Unidentified)

Cynthia Sheppard / Heroic Rescue (Normal Difficulty) / Interpret the Signs (Supernatural Perks)

Bomb-bear 爆弹熊 / Shoggoth (Hard Difficulty) / Skull (Paranormal Items)

Dan Peacock / Intruder (Brutal Difficulty)

??? / Call of Cthulhu Artwork (Extreme Difficulty)

Takato Yamamoto / Deviated Pleasure Horn (Mundane Perks) / SHU-RA (Mundane Items)

Xabier Urrutia / Still 19: The Blood Trail's Fate (Paranormal Perks/Eldritch Perks/Eldritch Items) /

Still 7: Fang (Supernatural Items)

Vyacheslav Safronov / Fall (Windwalker) / Some (Items)

Hypnothalamus / Capriccio and the Innovative Composer (Paranoid)

Kikkujo / ??? (Facestealer)

Matt Ritchie (?) / ??? (Flashstep)

Guilloteeeen / Black Milk (Witchcraft)

Virgin Finlay / 106 (Abyss Flesh)

Junji Ito / Mimi No Kaidan (Mimi's Ghost Stories) (Conclusion)

Trevor Henderson / Hey Wait Up (Farewell Art)

The original CYOA can be found at: <https://imgur.com/a/9OHAvfJ>



Have fun!