

The Crow



The Crow

By: Silentcrypt

Introduction

People once believed that when someone dies a crow carries their soul to the land of the dead. But sometimes, something so bad happens that a terrible sadness is carried with it and the soul can't rest. Then sometimes, just sometimes, the crow can bring that soul back to put the wrong things right.

Welcome to a dark reflection of our world. Where the innocent languish under the cruelties of evil. A world where light and hope are precious powerful things that can be lost in an instant. You'll be here for your choice of ten years or five years, if you take The Crow perk or It Can Rain All the Time Drawback you can leave as soon as your vengeance is complete. Take this 1000 CP, and good luck.

Location

This Jump takes place during the events of the first The Crow movie. If you take The Crow Perk then you may choose any major city on Earth to be your starting location.

Origin

Either Origin can be taken as a Drop In, unless you take The Crow perk. Your age must be 18 years or older.

Innocent - You are one of the innocents who live in this world. Who try to keep their heads down to protect the ones you love. In a world of darkness, you're the light.

Guilty - You're not the victim, you're the victimizer. You could be a member of a gang or just some psychopath who loves the suffering of others. In a world of darkness, you're the shadow.

Perks

Undiscounted

The Crow (1000 CP) - You died. Yet your soul was so tormented by regret, sadness, and anger that the Crow brought you back to seek your vengeance, your justice. You have all the powers seen used by the crow throughout the different mediums. You can heal from any wound, your strength is enhanced enough to toss a grown man across a room with little effort, your agility is without peer, your reflexes as fast as a bullet, you can see through the eyes of your crow and communicate with it, you can witness crimes of the past by touching an object tainted with the sin committed there, you can turn water into wine, you can heal others of addiction, you can ignore pain, you feel no fatigue, you can see the memories of a person you are touching, by touching another's eyes you can send your emotions and memories into them (sharing your pain or your love), and once per Jump you can summon a murder of crows to kill one target who otherwise shouldn't be killable. A side effect of being The Crow is that whenever you kill someone, or any scene from which you took part in the action, things will fall in such a way to leave an image of a crow on the ground. Those you kill bleed out and their blood pools in the image of a crow, glass shatters as you fight and falls in just the right way to leave the image of a crow, or a fire burns the image of a crow into the ground. In future Jumps you can toggle this effect off if you desire. You can also change this image to something else in future Jumps that better reflects who or what you are.

Your strength comes from your Crow and it is your only weakness, if your crow dies then you lose all of your abilities as The Crow. Your crow cannot be brought back from death and will not return until you've finished the Jump. Losing your crow causes you to lose all of the associated powers of The Crow. Also, your Crow must always be somewhere near you in order to grace you with its power. This rule is fiat backed during this Jump and cannot be overwritten via a loophole or any powers or technology. During this Jump if you attempt to use your powers for anything outside of seeking your vengeance you will lose your powers and slowly begin to die again until you've returned to the path the crow has set out before you, this catch will end after the Jump allowing you to use your Crow powers as you wish.

Wounds inflicted upon you by those outside the purview of your vengeance will not heal during this Jump, so be careful.

Those who take this Perk cannot be a Drop In and must take the Drawback **It Can Rain All the Time**, but you can keep the CP gained. As the Crow you'll only be in this world for as long as it takes for you to get your vengeance. However, if you haven't fulfilled your vengeance by killing those who have wronged you within ten years, this will count as a Jump Failure as if you had died. You can be deceived into believing your vengeance is complete, but there will always be something that will warn you of this deception as long as you remain vigilant. Finally, you cannot stick your Crow somewhere where it cannot view you. Meaning, you cannot lock up your Crow in some invincible force field or safe, it can only give you its power if it remains free. **See Notes for more details.**

Buildings Burn, People Die, But Real Love is Forever (100 CP Free to The Crow) - You share an unbreakable bond with the person you truly love. No force on Earth, Heaven, or Hell can ever break, shatter, corrupt, or change that bond. You or your partner could lose every memory, be separated by death itself, or have your memories replaced all together, but none of these things will ever cloud the true love you feel for one another.

"There Ain't No Coming Back" (600 CP) - You have a dark and evil power to kill literally anything. Any weapon you wield can be used to kill entities who should not be capable of dying. A sword in your hands could even pierce the skin of Superman, if you ever met him. Also, if you kill one instance of a being then you kill ALL instances of that being. This means, if a being projects itself into a reality via an avatar if you destroy that avatar then you kill the being itself as well.

Innocent: 50% off for those with Innocent Background

Musician (100 CP Free Innocent) - You are skilled with a single musical instrument of your choice. You are capable of using this instrument to make hauntingly sad music or appropriately rage inducing music.

Mechanic (200 CP) - You are skilled at repairing any vehicle on earth today. You could easily turn the rusted remains of a Dodge Charger into something that looks like it just

rolled off the manufactory floor with just a couple weeks dedicated work. You also have a knack for finding the right parts for any vehicle you are trying to repair as well as getting a nice discount on any parts you may need.

Blending In (400 CP) - You are capable of blending into a crowd so seamlessly that even if someone looking specifically for you were to look directly at you, they wouldn't notice you. This only works if you are around at least five other people.

"It's Not Death if You Refuse It..." (600 CP) - Once per Jump, or every ten years, you are capable of resurrecting yourself. If you are the Crow then you can use this 1 Up to instead resurrect your Crow once per Jump, however this will count as if you had used it yourself.

Guilty: 50% off for those with Guilty Background

Dealer (100 CP Free Guilty) - You are skilled at finding, buying, and selling in narcotics. If another dealer could get \$50 for a product you could easily get \$75. You're also intelligent enough to not get high off your own supply, increasing your resistance to drugs.

Stalker (200 CP) - You are unnaturally skilled at finding, tracking, and tailing your victims. You know just where to stand to blend into a shadow and how to act so your victim overlooks you when glancing around.

Take the Fall (400 CP) - You can easily stage a crime to appear as if someone else had done it. You are exceptionally skilled at getting those who were close to your victim accused and convicted of crimes you yourself committed against their loved ones. This works best if accusing someone like a husband or son of killing their mother or someone of similar relation to your victim.

"I Know Why Jesus Wept..." (600 CP) - This power allows you to see the weaknesses of those you look at. Someone who has never heard of a Vampire before would know immediately all of their weaknesses with just a glance or that a crow is the source of The Crows powers. You can also use this power to see visions of the future when you meditate. These visions are rarely clear and require a bit of interpretation, and they extend no further than a week.

Items

Undiscounted

A Crow (100 CP Free/Required The Crow) - For those who purchased **The Crow**, this is your Crow. It will give you all the powers of being a Crow, kind of like a Lantern Ring. It will need to stay somewhere nearby you in order to grant you the powers of **The Crow**. It is very intelligent and will do its best to stay out of the way of dangerous things, but it does have the unbreakable habit of being nearby whenever you fight, unless you don't care about its power and send it off somewhere else. The point is, if you want your powers as The Crow then your Crow must always be somewhere nearby watching you. This could lead others to piecing together where your power comes from. For those without **The Crow** perk, this is just a very intelligent pet crow. (Yes, it's an actual Crow not a Raven.)

Your Companions (Free/100/200/400) - You may use this option to import a maximum of eight companions for free who then receive 600 CP each. Each subsequent purchase allows you to import eight more companions who also receive 600 CP, and so on and so forth.

Your True Love (Free Requires It Can Rain All the Time Drawback) - If you so desire, at the end of this Jump the true love you lost will be resurrected and may join you in your travels. Their memories can either be dulled to the point that what happened to them this Jump will not affect them or they can have the memories removed altogether. They'll receive 600 CP that they can retroactively spend on this Jump as well. A single companion can be imported into this option if you so desire.

Innocent: 50% off for those with Innocent Background

Musical Instrument (100 CP Free Innocent) - Pick any musical instrument. Your instrument cannot be damaged by water and is extremely durable.

Motorcycle (200 CP) - Choose any real world motorcycle. You get a version of it that requires no fuel and will be fully repaired after a day has passed if destroyed.

Apartment (400 CP) - You receive a modest two room, one bath apartment. This apartment is fully paid for and all utilities are always paid for by Jumpchain on your behalf. In future Jumps it can be placed anywhere in the world you desire. The apartment is fully furnished to any theme you may desire and is very difficult to locate for those searching for you.

Tattoo Parlor (600 CP) - This is a small tattoo parlor completely owned by you and staffed by very skilled NPC's. Anywhere this is placed it will become a hit to those who seek to add art to their skin and will bring in just enough money for you to live comfortably.

Guilty: 50% off for those with Guilty Background

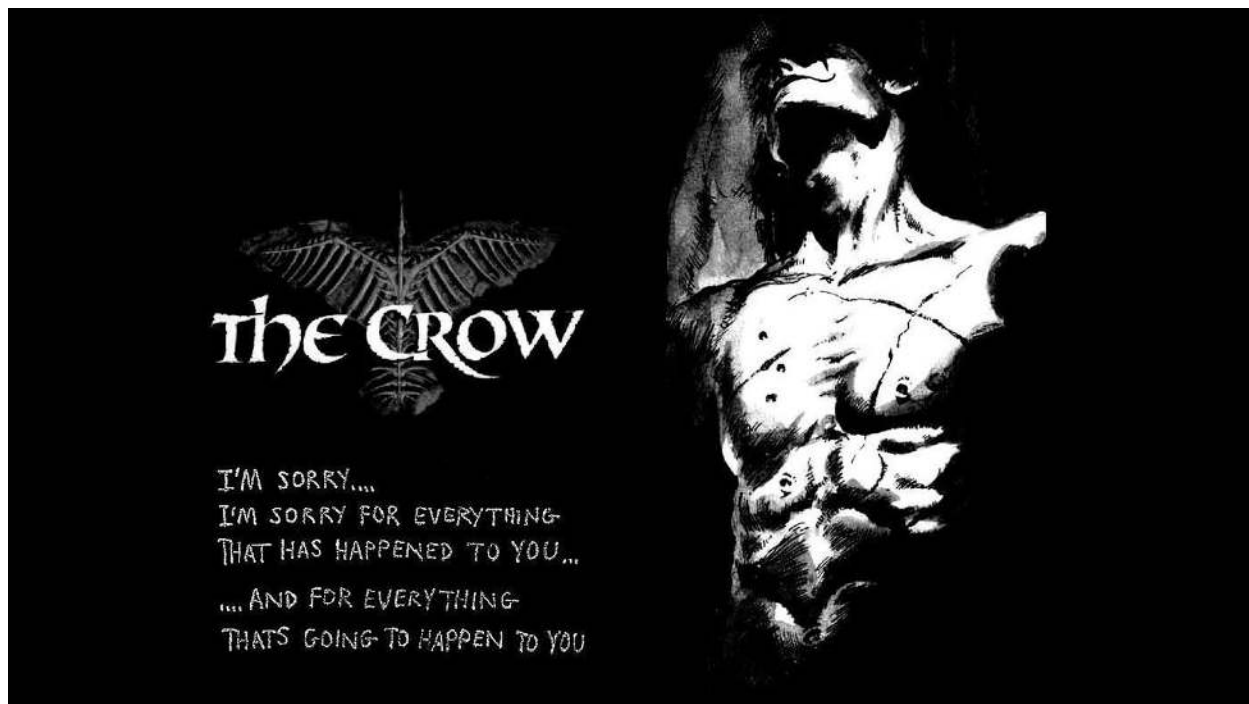
Drugs (100 CP) - This is a stash of any one drug of your choice. It replenishes weekly and can provide a decent income if sold.

Muscle Car (200 CP) - Choose any real world muscle car. You now own a version of it that requires no fuel and will be fully repaired after one day if destroyed.

Guns (400 CP) - You get three crates filled with guns. These guns are mostly civilian model weapons, but there are a few military weapons as well. You can sell these guns for cash or pass them out to your gang. You'll get another three crates, after you've sold the first three, every month.

Gang (600 CP) - You are now the leader of a gang of 100 people. The type of gang is up to you and so is their dress code and behaviors. They can be a gang dedicated to selling drugs, guns, or just hitmen for hire. The members of your gang bring in a steady stream of revenue, though you'll need to find a way to launder the money on your own, unless that's one of your gang's things. This gang will follow you to future Jumps as followers and any upgrades you make to them will also carry over.

Drawbacks



You may take up to 1000 CP in Drawbacks.

Obligatory Choose Your Medium (0 CP) - If the original The Crow movie isn't your cup of tea, then feel free to insert yourself into any of the movies, tv show, or books that you desire. Alternatively, you can also choose to not be connected to any of those shows and have this story focus on you.

Land of Darkness (100 CP) - Wherever you go, this world just seems so bleak and dark. You could be on a beach in Hawaii and still the world around you would seem dead and depressing. It rains almost all the time and when it's not raining the sky is blotted by pollution and dust storms.

Suddenly, I Heard a Tappin' (100 CP) - Crows and Ravens tend to follow you everywhere you go. They will constantly go out of their way to annoy you or play pranks on you. When you try to sleep they'll tap at your window all night long.

So the Crow Spirals Down... (100 CP) - Choose any one substance; alcohol, a drug, a medicine, or even just sex, you are now deeply addicted to this thing. Not even a Crow could purge you of your addiction and if you try to quit you'll just suffer through withdrawal until your time in this world comes to an end.

Nothing is Trivial (200 CP) - Whether you're the Crow or not, people in this world have a knack for discovering who you really are and what weaknesses you have. For The Crow this means figuring out that your Crow is your weakness. If you're a Kryptonian, well there's no kryptonite in this world but there is ritual magic that can be used to curse you.

Victims Aren't We All? (200 CP) - You have a severe case of bad luck. You always seem to stumble upon crimes being committed that you aren't supposed to see. You get dragged into events by pure circumstance you never would have otherwise. You lose your keys all the dang time and other little things just keep stacking up. Expect to get caught up in gang wars at least once a week, or something equivalent.

Mother is the Name for God... (400 CP) - You have a deeply rooted desire to protect the innocent. Often jumping into dangerous situations to rescue complete strangers and risking the ire of some serious gangs and criminal overlords. If you see a crime being committed you cannot help but intervene no matter what. For a Crow this can prove to be VERY dangerous, considering you will temporarily lose your powers during such instances. An example being of when the Crow healed a woman of her addiction only for her to slash at him with a knife, a wound that never healed until he completed his vengeance and moved on to the afterlife.

Life is Just a Dream (300 CP) - You've lost all of your memories of any life you've lived outside of this Jump. You have no knowledge of any powers or abilities you might have nor of your status as a Jumper. To you, this is the only world you've ever known. This will last until this Jump has ended. This does not take away any outside powers, but you'll not know you have those powers or even how to use them.

Little Worm (400 CP) - You lose ALL of your out of universe powers, abilities, and items. You also lose access to your warehouse and any companions also lose all of their out of universe powers. You only have what you've purchased here.

Slight Case of Death (400 CP Requires Little Worm) - Not only have you lost access to all of your out of universe powers, but you've also lost access to any powers purchased here. If you're a Crow that means you were resurrected, but were not given any useful gifts to aid you in your quest for vengeance and your Crow is the only thing keeping you alive.

Big Fucking Hook (500 CP) - You are being hunted by the Crow he has both of the 600 CP Perks and his Crow is smart enough to bugger off and hide. The Crow of your enemy will always be within a 5 mile radius of the Crow, but good luck finding it.

We Do Not Recognize Our Souls Until They Are in Pain (600 CP Cannot be taken with The Crow) - You are not a lost soul seeking vengeance, you are the Crow. I mean, you're the literal Crow who has been tasked with aiding a sad soul to seek out their peace. Your ten years here will be spent as a Crow ferrying dead souls to the afterlife and aiding burdened souls in their pursuit of vengeance. As a Crow you are very vulnerable and lose access to all of your out of universe powers and items.

It Can Rain All the Time (600 CP The Crow must take this Drawback) - You've lost someone you loved and your soul is burdened with their death. When you arrive in this world you will meet someone that you will fall head over heels in love with. Your love will be something out of a fairy tale, but its ending will not. They will be taken from you, and you will be forced to watch helpless as it happens. Their deaths will be gruesome and horrific and the images of their death seared into your memories and soul. If you have a loved one as a companion this pain can be inflicted upon them instead if you so wish. However, no magic or power will be capable of bringing them back to life and during this Jump, you will be deprived of them. If you are The Crow then you can choose to replace the Crow of one of the movies or books with yourself. Before the ten years of this Jump is up you must hunt those responsible down and kill them, if you fail to do so then you will also fail this Jump which will end your Jumpchain. Your death and consequent resurrection has left your memories foggy, but you do remember the names and faces of the ones who killed your love.

Conclusion

Stay - You may choose to stay within this world, if for some reason you wish. Probably not a good idea if you're The Crow.

Go Home - You can return to your original world with all the perks, powers, and items you've obtained thus far in your Jumpchain.

Leave - Continue your journey throughout the multiverse.

Notes

This Jump is mostly based on the first The Crow movie.

The Crow - The restrictions of needing the Crow for your Crow powers will follow you to future Jumps, but only affect the powers you receive from the Crow itself. If it dies it won't come back until the end of the Jump or if you use your 1 Up from this Jump to resurrect it. Also, if your Crow does die then you lose those powers associated with it. Since you no longer have a burning need for vengeance after this Jump you will not be penalized for using the power of the Crow for things outside of vengeance.

Just as a heads up, while your Crow is vulnerable in the physical sense, it can also be used by magical practitioners to steal your Crow Powers from you. How you fanwank this in the future is entirely up to you, but I imagine other magical users in other Jumps could replicate this effect if you're not careful. They could probably even use it to harm you in other ways as well, but that's entirely up to you.

If you have out of Jump powers and abilities these will NOT be affected by The Crow. If you go outside of the purview of your vengeance to help someone and get injured the powers of The Crow will not heal you, but if you have a healing factor from X-men or something then that would.

A Murder of Crows - The power you get from The Crow, this does NOT function like **"There Ain't No Coming Back"** and will ONLY kill a single target that is within 100 feet of you and within your physical line of sight. So, if you're using a spell of some sort to witness others

from a distance this will not work. This can also be cancelled if you do so before the first crow reaches your target. It will not affect anyone who might be in the path of the crows. Finally, when you use A Murder of Crows then you lose your power as The Crow until the end of the Jump, ten years has passed, or you use "It's Not Death if You Refuse It" to resurrect your Crow.

A Crow - In future Jumps this Crow is what gives you the powers of The Crow, if it dies you lose those powers until the next Jump or you use the 1 Up. The Crow has a habit of being curious whenever you get into a fight and will ALWAYS be somewhere nearby watching. This habit can NEVER be broken no matter what magic, perk, power, or technology you use on it during this Jump. No it wouldn't be satisfied watching your fight on a TV, it HAS to be nearby and witnessing it with its own eyes. However, if you feel you do not need your powers as The Crow you can send your Crow off somewhere else, but you'll lose the powers as The Crow until it returns to you. If your Crow isn't somewhere nearby and watching you then you lose access to your Crow powers, like if you had a Lantern Ring but didn't wear it. For this Jump only your crow can ONLY be a crow, but if you have some way of altering it in future Jumps it can be whatever you want it to be. Think of your Crow as a Lantern Ring, it has to be near you in order for you to use its powers. While you may have the power to make the powers of your Crow inherent to yourself, any such attempt will always fail during this Jump and your Crow may just decide to abandon you for the insult.

"There Ain't No Coming Back" - This perk doesn't one shot things. It simply allows you to turn any weapon you are currently wielding into something capable of killing anything. As for the 'all instances' bit, this does not mean if you kill Superman in Universe 1 that Superman in Universe 2 also dies. It only kills those things that are capable of splitting off splinters of themselves and spreading them throughout the universe. It also will not kill an AI that has split off a piece of itself into a different body unless that body is connected to the main AI somehow, meaning if you kill one Reaper (Mass Effect) it won't kill all Reapers.

It Can Rain All the Time - After you've achieved your vengeance or this Jump has ended you can choose to have the memories of the event erased from your memories or have them dulled to such an extent that they no longer affect you. This also applies to your companions if they took this Drawback or if they were the victim of this Drawback.