



Cursed City Resident Jump

v1.0

CYOA by Ordion Anon Jump Doc by LJGV/Sin-God

A long time ago the *Cursed City* was a normal, mundane place. It was a regular city, inhabited by thousands, maybe even millions, of mundane people. And then *It* happened. No one who remained in the city and very probably no one who has entered it since is quite sure what *It* was, only that the government is responsible for *It* to at least some extent. What the survivors, be they parts of the city itself, those *Changed* by the city and the rare few *Before* who did not transform know is that the city has changed. Forever. Welcome to the *Cursed City* jumper. We hope you'll **never leave**.

Take **1000 Cursed Points** to fund your adventures. Also, have a link to the [actual CYOA](#) which this jump document is a conversion of! For the following decade you'll be in this vast and strangely supernatural metropolis. Have fun!

Starting Location

There is one starting location in this jump.

The Cursed City

This strange, largely abandoned city was once home to many people. Now it is home to many things. And also some people, some unfortunate individuals who either survived *It* unchanged or who came after *It* and have managed to escape the city's primary occupants. Now the city is a dark place, one where the light of the sun never graces the streets, as even during the day the skies are overcast and at night the only reprieve one can hope to find from the darkness are rare artificial lights most of which have long since died. This city is large, in terms of actual physical size and distance, and it is eerily

empty. For some of the city's inhabitants, it is BEST when the streets they wander are empty, as many of the city's residents are filled with a powerful antipathy towards other residents. This is a dangerous place, one filled with mighty, unnatural creatures, and disturbingly many of this city's most dangerous residents are distressingly social, befriending each other and the city's less dangerous residents who are eager to purge the city of any bit of normalcy.

Age and Gender

This is a survival jump where you're either an unholy monster filled with a xenophobic urge to kill anything not sufficiently like you, or a human who needs to survive the most aggressively hostile (to humans) place on Earth that doesn't just kill you itself for existing in it (and it's not for lack of trying). Your age and gender are completely up to you and do not affect this jump short of you being a wizened, old person, or a toddler, which would be... ill-advised in either case.

Origins

Each origin becomes an alt-form if necessary at the end of the jump. "If necessary" in this context means "If you don't have an equivalent alt-form" which is guaranteed for *Lesser* and *Greater* residents alike, and if you are a monster jumper without a human form then the *Before* origin gives you a human form whose appearance you can design freely (within reason, most humans are completely mundane in this setting though some exceptions exist) you can use freely in future jumps. **All origins can be used as drop-ins.**

Before [+200 CP]

The *Residents* of the city refer to humans as *Before* which is... concerning. As a member of *The Before* you are a regular person. You could be a *Survivor*; someone who endured the event and came out the other end unscathed (or at least; human), or you could be one of the new *Before*; a human who has come to the city in the wake of *It* to achieve some sort of goal. Regardless, as one of the *Before* you're gonna have an unpleasant time in this mysterious metropolis.

Lesser Resident [Free]

Lesser residents of the city are living creatures that are well and truly bizarre. These beings are friendly, to each other (for the most part) and towards the *Greater Residents*, but they are even more anomalous than most *Greater Residents*! Their powers are more varied in scope, but typically individually less powerful than the stranger abilities possessed by *Greater Residents*. The *Forms* individual *Lesser Residents* take on are influenced by their chosen Lesser Powers.

Greater Resident [200 CP]

And then there's these *Things*. Some information about them is known, particularly the fact that it is known that several of them are *Former Humans* who survived *It* and were radically transformed and changed, both physically and psychologically, during the event. Each of the, as we are calling them, *Greater Residents* of the city are unique entities, but there are some distinctive similarities such as their bizarre deathless existence and the fact that they all cause humans to experience strong emotions,

typically revulsion, when they stand before us in their true forms. All known *Greater Residents* are filled with a profound hatred of humans and seek to slay, and sometimes even devour any humans they can reach. If you are not a resident... It is advised that you avoid these creatures at all costs.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Urban Survivalist [Free]

No matter your origin, to survive here means to survive in a city. While different creatures have different body types and needs (and some have no physiological needs whatsoever!) every lifeform in the city has to explore the streets and empty apartment buildings of the city. This enhances your mobility and your ease while exploring the grim urban streets of any sort of cityscape you might find yourself in. It also gives you skills when it comes to making a living off the streets, able to scavenge and hunt even in cramped hallways or in abandoned malls.

Unnatural Adaptability [200 CP]

This city was once home to all sorts of people. Now it is a place of death, violence, and only rarely interspecies camaraderie. You have a strange skill in that you are able to bond with just about anyone. Around you, unnatural sensations, the like that instill fear in people and depraved rage in some kinds of monsters, are dulled a touch. Monsters, if you are human, and humans, if you are a monster, are less prone to violence and fear around you. This is especially true if you take the time to greet other creatures and entreat them, potentially giving you a chance to befriend alien entities and mend bridges. If you want to be less benevolent and are more interested in surviving rather than bridging unnatural divides it's good that you can enhance the effects of this by simply being *like* those you want to befriend and protecting them. For example, if a *Resident* with this perk were to try and befriend humans and act in their defense, humans would sense that on some level and be more open to being friendly to them. On the other hand, a human who seeks to make monstrous friends and allies needs to attack their fellow humans and undermine them when possible, which *Residents* will see and be appreciative of, improving their willingness to befriend the human despite their humanity with their natural antipathy towards you lowering over time (this takes longer to affect *Greater Residents* but even they can become neutral or, eventually, friendly towards you with enough time and effort on your part).

Studying Your Foes [200 CP]

This city is, in its own way, a warzone. Different factions violently vie for control of different parts of the city, and the conflicts are brutal. So if you want to survive you need to be smart. You can study your foes and learn, at breathtaking speeds, a generalized overview of their capabilities and how to deal damage to them. This is not some extremely specific *Observe* ability, but rather a handy power that gives you a greatly enhanced ability to make accurate generalizations based on what you know about your foes. This can help you envision potential countermeasures that weaken what your foes can do. The closer you can be while you observe your foes the more you can learn and

the easier it will be for you to act on your knowledge in ways that are effective and surprising to your foes.

Before

Unchanged [100 CP | Free for Before]

Ah you're one of the most *Unfortunate* of the *Before*. You endured *It*, and were stuck in the changed city despite not being changed yourself. Something about you makes you unnaturally resilient both to externally caused physical transformations and also more subtle attempts to control or influence your actions. The city's residents, lesser and greater alike, are in all likelihood going to learn to be wary of you if they survive encounters with you as your resistance to their less direct tactics grows over time and many of the squishier residents of the city can in fact be killed, even if for some death appears to be little more than a temporary inconvenience.

Somewhat More Than Basic Training [200 CP | Discounted for Before]

Ten-Hut! It seems, *Before*, that you are a soldier. You have completed basic training, are proficient in all modern handheld firearms, and have the discipline of a well-trained and moderately experienced soldier. You can also decide your MOS (Military Occupational Speciality; effectively a sort of sub-career, and set of skills, training, and knowledge that soldiers have beyond their combat training) and your branch of the military. Given the city you're in you'd probably be best served by being in the Army or the Marines but your backstory is yours to create. If you don't want to have the training of an American soldier you can opt to substitute another country's military training.

Contain, Secure [400 CP | Discounted for Before]

Who were you before the *Event*? You had experience with the supernatural BEFORE the city was cursed (or at least before you entered the city), and that grants you experience with unnatural entities, an ability to recognize subtle signs of the supernatural and to determine when larger things are actually signs of the corporeal unnatural entities that stalk this place and other locations around the world. Even ones that others might mistake for different things such as large animals or natural disasters. You have experience fighting the supernatural and you have learned how to determine the weaknesses of such monsters, which can be invaluable knowledge in the depths of the city's darkened streets and blackened alleyways. You also have knowledge and training regarding the strange reality-anchors that some more professional and well-equipped organizations use to combat the supernatural. If you get your hands on the right materials you could create such devices, which would be a game changer against even entities as mighty as some *Greater Residents*.

Psychic [600 CP | Discounted for Before]

Well this could explain a lot depending on your other perks... Not every *Entity* in this world is a horrifying monster or an ethereal spirit. Sometimes *Entities* are humans with unnatural and potent powers. Like you! You are a psychic, and though you need time and training to well and truly hone this impressive suite of powers, even in this early stage your psychic abilities include minor telekinesis, the ability to make your enemies have seizures (even *Residents* so long as they are corporeal in nature), force the bodies of your opponents to go limp, and even read, attack, and take control of the minds of the monsters hunting you down. This power grows as you hone it, and can be used safely

even on stranger *Residents* which can make it an invaluable tool while exploring the city's empty buildings and abandoned stores. This power also allows you to do things like infuse bullets and other weapons with energy similar to faith energy which can be used to deeply wound even *Greater Residents* and you are better at acting on the weaknesses of various *Residents* making you a much more deadly enemy of theirs. This perk also gives *Before* with it to have a 200 CP stipend to use in the *Weaknesses & Powers* section!

Lesser Resident

Who Says You Can't Go Home? [100 CP | Free for Lesser Resident]

You are attuned to an area, by default for this jump it's the city but in future jumps you can select this location yourself and can, once per jump, designate somewhere else your home. In your home your powers are noticeably enhanced, you don't damage or harm your allies, and you can sense intruders and those meaningfully don't belong such as people who withstood a curse that affected the whole area and affected you but somehow left them untouched. You are also much harder to meaningfully harm, though you are still as easy to hit as you were before you simply seem to have extra vitality given to you by virtue of your home's goodwill. In territory you are the lord of this perk's effects are felt to a lesser extent than when in "Your home" but it's still enough for you to be stronger when you have the home-field advantage so to speak.

Softening Them Up [200 CP | Discounted for Lesser Resident]

You are especially good at working with bigger, meaner beings. You have a variety of skills and tactics that allow you to effectively prepare your enemies to be sliced and diced by some of your altogether more frightening cousins, siblings, and neighbors. Something about your fighting style makes it highly compatible with various other monsters and creatures. You are also able to more easily draw the friendly notice of bigger, scarier creatures than yourself who are amenable to hearing you out and working with you.

The Cool Monster [400 CP | Discounted for Lesser Resident]

You are especially popular among your own kind and others like you. The closer to you something else is, in terms of stuff like its physiology, abilities, attitudes, and interests the more they'll like you. With this, so long as you aren't some completely unique being, you'll never be alone. And to make this better for jumpers, this counts any and all alt-forms you have at once, such that if you have any alt-forms that are similar to a given creature they'll feel some of the effects of this even if you aren't currently wearing that form. This can be used to become a leader quite easily, given the right circumstances and the right forms, powers, or even attitudes.

Powerful Friends [600 CP | Discounted for Lesser Resident]

Lesser Residents, even in groups, are only so dangerous. The reality is that the smartest of the *Greater Residents* are dark masterminds who use their lesser neighbors as clever traps, cannon fodder, and to handle the weakest of the *Before*. But you are a touch smarter than your peers. You're also a touch more charismatic. You know how to work with *Greater* beings in ways that are mutually beneficial and conducive to your shared goals; a city for *Residents* only and you find it much easier to understand beings more powerful than you and to befriend them. Beyond that, you gain minor buffs based on the

differences between you and your more powerful allies, buffs that are keyed to their skills, abilities, and to a minor extent their attitudes, which are permanent and persist across jumps.

Greater Resident

Greater Loadout [Free & Exclusive to Greater Resident, Mandatory]

Greater Residents are unique entities. Each of these strange monsters naturally commands the respect of smaller, lesser non-human supernatural beings and displays at least one, though usually two, unique powers. Some of the *Before* swear these beings have names and can communicate, suggesting that they retain malevolent sentience.

This perk is uniquely available to *Greater Residents* and exists to facilitate the creation of such a being's monstrous form.

Each *Greater Resident* has four universal traits that help them earn their dreaded status. The first trait they share is their **Vile Power**. All *Greater Residents* are physics-defyingly strong, with even the weakest ones being capable of shattering human bones with "weapons" made from styrofoam, and they have supernatural resilience able to shrug off bullets shot from handguns and they can easily endure high-caliber bullets (which only pierce you up to an inch or so). You have regenerative abilities, such that you can regenerate even from a nearly-dead state in minutes and once per jump you can fully regenerate from death as part of having this origin.

The second trait that *Greater Residents* share is the power of **Revulsion**. Humans are attuned to the natural and repulsed by supernatural things of sufficient strength, and *Greater Residents* are certainly strong enough to trigger this quasi-genetic fear. Even disguised *Greater Residents* (including the few that can control humans or take fully human forms) are strong enough to trigger this strange instinct. Humans are terrified of you, and they can subtly see through your best efforts to disguise yourself. Beyond that you find them revolting due to you viewing them as something akin to particularly gross insects. They fill you with a powerful rage, making you want to squish and kill them. **In future jumps Revulsion is toggleable so you can use your monstrous form around humans without wanting to kill them and without terrifying them, but when it's active you gain greater strength against humans and you have a greater ability to terrify them, as well as feel a strong urge to kill them. If relevant these traits extend to non-human humanoids though to a lesser extent and the less human-like they are the weaker these effects become.**

The third trait all *Greater Residents* share is a curious disregard for physical needs. You no longer need **Sustenance** of any sort. You do not need to eat, sleep, or drink, though you can do so if you would like to. You are even able to eat humans, though they don't taste particularly good to you.

The final trait that all *Greater Residents* share is a natural inclination towards the darkness, and an ability to see through darkness with zero difficulty. Some *Greater Residents* have a natural weakness towards light but that's a rarity.

Beyond that each of the *Greater Residents* has an array of fascinating physiologies. **From the following list of six traits select two to form the basics of your new form from a purely physical standpoint.**

Quadrupedal: Your form is capable of getting down on all four basic humanoid limbs (arms and legs) and using them to adjust your gait so you are faster. This lengthens your arms so they can reach the ground. You are also stronger and tougher, and you can opt to walk around as humans do and simply adopt your quadrupedal stance when it'd be beneficial. Your arms are still arms and retain opposable thumbs, so this transformation is less dramatic than it sounds and focuses on utility rather than appearance.

Multi-Limbed: This enhances the number of limbs (giving you as many pairs of arms or legs as you wish) you have, allowing you to run faster, attack more, and grapple more easily. Your limbs all grant you versatility and you can even hide your additional limbs. They are also coordinated so they won't get in the way of each other when active, but must be close to where your original arms and legs (so no arms sticking out of your head or legs coming out of your shoulders).

Tailed: You possess either a tail or tails, and they are long enough that they can be powerful far-reaching weapons. Your tail(s) will also be prehensile, allowing you to use it with incredible precision and they will be strong enough to support your entire body weight (though if you have multiple tails as opposed to one tail the strength is evenly distributed across all of them so you will need most of your tails to support your weight). Your tail(s) can end in a stinger but without the right *Greater Weapon* the stinger will just be a powerful appendage rather than a vector for some deadly condition.

Multi-Organed: You have multiple vital organs, including critical ones like brains and hearts but this facet also gives you multiple heads and necks, which can retract or extend and even fully head inside your body. Your extra organs enhance your stamina and make killing you MUCH more difficult, and your extra brains are less advanced than your central one but allow you to survive decapitation and your enhanced regeneration will allow your main head to regrow in hours or days at the worst (though you'll be somewhat crippled by a lack of a central brain). Your extendable necks come with the inherent advantages and weaknesses of an extendable neck (when extended).

Flier: You are a winged being and can fly. Sadly flight is one of the few things that strains your normal ability to exist without sustenance and you have an internal wellspring of flight energy you tax when you fly that is replenished by eating meat. Your wings can have any design you want and you can have multiple smaller wings if you want, but just know that your wings are among your more vulnerable anatomical bits and can be damaged with much greater ease than the rest of you (though they are also just as easily able to regenerate so them being damaged is an annoyance not a serious problem).

Aquatic: You are an amphibious being, able to exist underwater and outside of water with equal ease. Beyond simple things like the ability to breathe water as you can air, your form morphs when submerged making you stronger and physically larger when underwater or shortly after you exit it. You are also broadly bigger, stronger, and tougher, and you gain fins and webbing that you can retract at will, and which will not

hamper your speed and agility on land meaning that enemies able to lure or pull you out of water will not find you weakened by being on land.

This perk is free and mandatory for *Greater Residents* but you can spend 50 CP to purchase two additional traits, or spend 100 CP to get all six of the traits if you wish.

Awakened Antipathy [100 CP | Free for Greater Resident]

At least some *Greater Residents* are former humans. You are one such being, and this makes your rage against the *Before* particularly keen and deeply personal. Your reasons for the specificity of your hate towards them are yours to decide, but when you see something that reminds you of why you hate them you temporarily gain greater strength, speed, and endurance, allowing you to better destroy whatever reminds you of your hatred. Beyond that, if you have any allies in your immediate vicinity they also gain a minor buff to their speed, strength, and endurance that scales somewhat based on how much they respect you and the degree of hatred you feel towards whatever has reminded you of your hate. You are not alone in your hate, why should you be the only one who benefits from it? You also retain this ability in other forms and in future jumps,

Brotherhood Brawling The Before [200 CP | Discounted for Greater Resident]

One reason why *Greater Residents* are so respected and admired by *Lesser Residents* of the city is because of their contributions in the conflict against the *Before*. The reality is that even Abominations and Eviscerators, the best direct combatants among the *Lesser Residents* struggle against groups of properly trained and armed *Before*, and even less directly powerful *Greater Residents* do not. That affords you and your ilk the loyalty, respect, friendship, and admiration of the rest of the city. Now you take a semblance of this everywhere you go, as the more you contribute to a community the more the community likes you, especially when you directly protect the community and provide for it in a meaningful way, and this enhances the respect and loyalty you get from the city itself as well as its bizarre inhabitants who see you as a natural leader and respected protector.

Favored Enemy [400 CP | Discounted for Greater Resident]

As a *Greater Resident* you are a natural enemy of the *Before*. You can and may well have other foes, as each *Resident* of the city is a free-willed being and has attitudes, thoughts, and emotions, and a small number of organizations created by the *Before* have monsters of their own that they'll unleash if they feel the need to do so, but your favored foes are humans. You have a remarkable ability to find your favored foes where they hide, not only aided by the city itself and many of its inhabitants but propelled forward by destiny and your own sharp senses to find even small things left behind by humans that betray their proximity. You are also a mythic enemy of theirs, and they whisper dreadful tales of what you do to them and what mangled corpses or signs of devastation you leave behind, making them scared of you even before they encounter you. This enhances the effectiveness of your efforts against them, and makes you an altogether deadlier predator. If you take this as a *Before* you can select Lesser or Greater Residents as your favored foes. In future jumps you can select new favored foes for this perk to apply towards. If you are part of a party or group they also benefit from this, though to a lesser extent than you do. Still a group of monsters with this perk's effects are a nightmare even for a trained, armed, and competent group of *Before*.

Monstrous Monarch [600 CP | Discounted for Greater Resident]

Sociality is a dangerous trait in any kind of creature. As powerful as *Greater Residents* are, they get outwitted and sometimes even outgunned by groups of clever *Before* when they act alone. Thankfully you are not alone and you don't have to be. You are a cleverly social entity, more than capable of befriending strange creatures and you specialize in uniting groups of people and beings against common foes. Beyond that you have an unnatural keen sense of empathy, able to understand the silent desires and intentions of other beings. These traits make you an incredibly social being, and if you are the deceptive kind even allow you to more effectively infiltrate and disrupt groups of *Before*. Non-human entities are more friendly towards you and you have an incredibly rare ability to enhance non-humans and to turn humans into non-human beings (turning *Before* into *Residents*), and in both cases those whose forms you modify are filled with a powerful loyalty towards you and a strong urge to do your bidding. How taxing this ability is depends on how much you enhance or transform beings (and is naturally more taxing on stronger beings), and it's far easier to use on those who willingly acquiesce to these transformations and enhancements than those who don't. You are much better at enhancing existing strengths than creating new abilities but with enough of an investment you can give people abilities derived from your own powers.

Weaknesses & Powers Section

Some of the inhabitants of the *Cursed City* have been changed by *The Event*. This is as true of seemingly normal humans desperately hiding in office buildings as it is of the strange and hulking monstrosities that roam the streets in search of people to devour.

This part of the jump doc is divided into different sections. We'll be beginning with *Weaknesses*, which anyone of any origin can take. Taking *Weaknesses* can allow *Before* and *Lesser Residents* to become... stranger, and to purchase some of the *Greater Weapons* which are offensive abilities that are only available to *Greater Residents* by default. All *Greater Residents* must take one *Weakness* but afterward, any additional *Weaknesses* taken allows the *Greater Residents* to discount an additional Greater Weapon or Greater Ability per unnecessary weakness. All *Lesser Powers* can be purchased by anyone of any origin, **(though Lesser Residents get to purchase one power here for free (and have to purchase at least one, though there is otherwise no cap on their ability to purchase lesser powers))** and the rest are discounted and *Greater Residents* get two lesser powers for free.

Weaknesses

Weaknesses wear off at the end of this jump. Weaknesses also affect you, to a lesser but still notable degree if you equip alt-forms.

Blackflowers: This amusing weakness isn't something that'll kill or even harm you outright. "Blackflowers" exist throughout the city (but are decently rare in all but the most verdant places) and these flowers smell incredibly good when crushed, filling the air with unique pollen that attracts even those without this weakness but is irresistible to those who have selected this flaw. You are capable of defending yourself while delighting in this scent, but you are filled with a strong desire to peaceably enjoy this

scent so people can exploit this to flee or to launch elaborate traps that don't directly attack you.

Faith: This makes you weak to your former faith, and is only applicable if you were a person of faith. How strongly you believed, how strongly a person of faith believes (and whether or not they believe in what you believed, as those who adhere to other faiths cannot use this), and the rarity of the religion all factor into the potency of this. Rarer faiths naturally have stronger effects than more common faiths (so a religion like Christianity or Islam would have weaker effects than a Polytheistic tradition), and this weakness doesn't HARM you outright but those who use this weakness can ward you off and fill you with fear (though this fear fades over time).

Pain Lover: You are sadistic, and you prioritize maiming and causing pain over outright murder, even while attacking a group of foes. You can always be drawn to places where pain is commonplace, such as a battle or a place where someone is torturing someone else. Clever *Before* can use things like screams of pain to tempt you out of hiding.

Light Sensitive: The city is dark and overcast so normally this causes no issue. You, sadly, are weakened by light (including artificial lights). Light makes you sluggish, dampens your normally keen senses, and is easier to flee from, hide from, or even attack outright. Thankfully for this to be a major weakness requires someone has to have an extremely bright light which can and will cause them other problems in this city.

Music: This weakness is quite strong if exploited by clever *Before*. When music is played by a living *Before* (including being sung) it produces a calming effect. Your rage is quelled and you begin to retreat, though if you are attacked by a *Before* while retreating you gain immunity to this instance of the weakness and can attack freely. Thankfully recordings don't affect you but some instruments can be incredibly loud and *Before* can expand the range of the sound with technology so long as the music is being played live.

Homeward: There's an area in the city that you call home. Every single day you must spend 6 hours in this area, which is about the size of a house. You can do what you want while here, but if you are attacked from outside the area you still can't leave the place. Thankfully the place being destroyed doesn't stop or harm you, as the land is what counts (and you can, for example, be underground in the range of the place and that counts).

Dormancy: Every single day you must rest for 4 hours. You don't necessarily have to sleep but you must be in an incredibly inactive state during this period, and you are incredibly weakened while under this effect. You can, however, trap your surroundings with your powers and have loyal allies and homies watch your back. This state even weakens your regeneration!

Chosen One: Some of the *Before* seem to be... blessed by the narrative to serve as foils for you. These unique *Before* are leaders and may or may not have powers of their own. You are slower, more likely to make mistakes, and even deal less damage to *Before* with them than you do when you don't encounter these individuals. These people can die, if they make a significant mistake, but are generally clever and competent enough that such events are unlikely barring a master plan on your part.

Lesser Powers

All lesser powers cost 100 CP by default. A *Lesser Resident's* form is determined, in part, by the power(s) they purchase. These powers do not have levels.

Mist: You can generate and emit a fog-like mist that obscures vision and causes those who breathe it in (who are enemies of yours) to become sick with the degree of sickness depending on how much they breathe it in. You can even control the solidity and thickness of the mist, and in particular you can solidify it into whiplike tentacles that end in hooks and can catch and pull foes. If this helps influence your form you can be an etheric, incorporeal being made of mist that is difficult to assault physically.

Corpse Crow: You have the power to burrow yourself or fragments of your body and mind into corpses which you can mutate and then puppet for a time. You can control how much a puppeted corpse changes (but the changes will make them unrecognizable and obviously inhuman) and can control a few at a time, though doing so requires intense focus and the sacrifice of many small body parts or drops of blood. If your form is influenced by this you are likely a strange bird of a size you determine though this defaults your size to about that of a crow.

Delirious Ooze: You can generate, control, and fling dark ooze which is impossible for *Before* to walk through or even destroy with their technology and abilities. This ooze has some level of mobility and responds to your will. It also evaporates over time, become a dark vapor and *Before* who breathe it begin to forget things they know about the city, making them more likely to fall for traps they've previously experienced. If this influences your form you become a slimy thing, capable of surprising flexibility and eerie formlessness.

Dream Dining: You can feed on the dreams of those who sleep near you, and can induce drowsiness in others. When you feed on enough dreams those you've fed on become vegetables, dropped in their own bodies and unable to awaken meaningfully ever again. If this influences your form you are an ethereal being with a humanoid outline that psychic beings can influence but others cannot (though in this form you cannot affect things physically yourself).

Jumper's Labyrinth: This strange, locational telekinesis gives you great powers over the structure of the city, letting you change the layout to aid other entities in their efforts against humans. In future jumps you can attune to a place and bleed into it, becoming something akin to a genius loci and use your powers in an area the size of a city. You can repair and destroy things, though repairing is difficult, and you can communicate via moving objects or writing into them. In this jump if this influences your form it will be that of an inanimate object though you can move from object to object, such that the destruction of one body doesn't do much. Your overall health is determined by a pool of mental energy and damage done to your objects does bits and pieces of harm so killing you is possible but exhausting at best.

Creepy Child: You have a form of illusionary, perception-based shapeshifting that causes *Before* who see you see you as a childhood friend of theirs. This makes people

want to follow you, and you have a remarkable ability to affect their minds, causing them to see powerful varied visions. Technology is not affected by this so things like drones and cameras are your worst foes. If this influences your form you have an agile but small form, resembling a feral *Before* in their childhood.

Sinister Statue: You possess a proximity-based power that induces hallucinations (auditory and visual alike) in *The Before*. This slowly drives them insane, though it's only a minor nuisance to *Before* with real willpower. If someone is driven insane by this they become explosive and will follow the commands of the sources of their insanity. You have the power to determine when an insane *Before* will explode. You can also turn people who are insane independently of you into explosives but doing so is difficult and taxing. These explosions are strong, and can damage or kill *Before* caught in their radius, especially unarmored ones. If this influences your form you have the form of a resilient, expertly made statue of your design.

Abominable Ally: This power set is surprisingly normal, giving you an agile, armored form (if it influences your form), with powerful claws but they lack much in terms of raw strength. Your claws do, however, carry a nasty sickness that is crippling to *Before* and fast acting. You may not be great at killing people yourself, at least if this is your only power, but with hit-and-run tactics you can easily weaken groups of *Before* and make them impressively more vulnerable to other *Residents*.

Sickly Singer: You can passively emit a beautiful song. The song itself is of great quality and sounds nice to all who hear it, but it deals damage to *Before*, causing them internal wounds and making existing wounds worse (and infecting them). This takes time to deal real damage, but an already injured creature who hears this will have a truly miserable time. If this influences your form you become a ghostly, incorporeal being with an unpleasant (to the *Before*) form.

Tentacled Terror: *Eldritch* beings, Unravelers are tentacled monsters that could, possibly, come from the other dimension (and if this influences your form, you are a strange, tentacled, many-eyed and lengthy entity that is difficult to hurt directly due to your unusual form). This power lets you warp reality in strange, minorly convenient ways, such as letting you teleport *Before* or cause bullets to fade in mid-air. With JUST this power set you can't directly harm someone, but you can easily drop people into traps or rearrange combat encounters in ways to turn the tide against the *Before*.

Cryptid Controller: If this influences your form you gain aquatic, vaguely cephalopod-like traits including a number of tentacles which are the central method through which you can influence your surroundings and attack. These tendrils are incredibly long in their range, able to stretch out out of the water and attack *Before* who explore the water's edge. If a tendril wraps around someone it jabs into them, and the tips break off which allows the *Controllers* to puppet their bodies. Unlike with *Corpse Crows*, *Controllers* do not kill or morph those they control, letting them work as eerie spymasters and as expert assassins.

Evil Eviscerator: Another balanced form, though one ideal for being a frontline soldier (if this influences your form you are a strong, sturdy fighter, with haunting entirely blue eyes). Eviscerators, and thus you if you have this power set, are amphibious, strong, and

have a strange... *Ice-Vision* ability which lets you freeze things and lower the temperature in an area. If you freeze a *Before* (doable if you hit them with multiple beams of ice-vision) they become easy to shatter, and even freezing a limb forces a *Before* to either shatter their frozen appendage (and thus destroy it) or risk the deathly cold spreading to the rest of their body and killing them slowly. You also have strong claws which can be used as powerful blunt or sharp weapons depending on your needs.

Greater Weapons

All greater weapons cost 100 CP by default (for 1 level, and each of these powers has 2 levels) and are only accessible to *Greater Residents* or other origins that suffer from *weaknesses*. Greater abilities cost 200 CP per level. Discounts towards *Greater Weapons* make them cost 50 CP, it doesn't make them free (though *Greater Residents* do get some Greater Weapons for free). *Greater Residents* also have a unique discount in this section, one that allows them to purchase two greater weapons for free and two of the unique *Greater Abilities* for free, both at max level, as part of their origin. Greater abilities are only possessed by a single *Greater Resident* though any number of *Greater Residents* can have the standard greater weapons.

Teeth: Level 1 of this weapon gives all of your mouths sharp fangs that can penetrate flesh deeply and crush or break bones. It also buffs your jaw muscles. Level 2 makes your neck muscles faster, letting you bite faster, and enhances the flexibility and length of your neck giving your bites a longer reach.

Claws: Level 1 of this makes your hands grow sharp, retractable claws, which can be used to climb and inflict brutal slashing wounds. Level 2 makes your claws extendable, giving them greater reach and makes them sharper which makes them more deadly even if you use less force.

Spikes: Level 1 of this gives you long stabbing spikes on your head and/or tails, which can be horns, thagomizers, or even replacement teeth, and these spikes can fold if they are in your mouth. Level 2 gives your spikes an injectable and fast-acting neurotoxin to paralyze and even stop the hearts of the *Before*. These toxins have hemotoxic properties and can digest people from the inside out, making them incredibly brutal.

Morningstar: Level 1 of this weapon lets you turn your hands and tails into tough bludgeoning weapons that can extend or retract small weapons at will. Level 2 of this gives your arms and tails a mechanism akin to that of a mantis shrimp; they can absorb and release elastic energy which dramatically skyrockets the force of your tail strikes or punches.

Razor Tentacle: Level 1 of this gives you two extra tentacles with razor sharp blades on their ends. These tentacles are not as strong as legs or as flexible and useful as hands but they have deceptive flexibility and impressive reach. Level 2 gives you two more of these tentacles and you can extend all of your tentacles farther than you previously could.

Corrosive Touch: Level 1 of this allows even faint touches of yours to cause serious chemical burns when you touch a *Before* and causes them incredible pain. Even faint,

brief touches can cause burns that reach blood vessels or organs if you perform the right touch. Level 2 increases the harms and damages this does, causing them to be burned faster, and your touch can cause paralyzing neurogenic shock, which essentially guarantees that a *Before* will die. Both levels of this are toggleable, so you can hide this ability and reveal it at a key moment.

Electric Flesh: Level 1 of this electrifies your flesh, giving you the power to electrify and shock those who touch you (selectively). Your electric organs have a limit on how long they can shock someone before needing to recharge and you are immune to your own electricity. Level 2 of this buffs your electric organs, letting you use your electricity for longer, and buffs your nervous system giving you faster reflexes.

Jet Cutter: Level 1 of this gives you the ability to release jets of extremely high pressure water which have impressive range and can punch bullet sized holes into the *Before*. You naturally generate water over time to fire this way, giving you a renewable, personal scale ranged weapon. Level 2 causes you to shoot water jets much faster, and you generate water at a much more rapid pace in order to keep up with your new speed.

Incendiary Breath: Level 1 of this power lets you exhale a stream of flaming, sticky fuel from your mouth(s). These flames do not hurt you, and you cannot do this continuously as eventually you'll temporarily run out of fuel after which you'll need a second to recharge. Level 2 increases the pressure of this, allowing you to spray it from a significantly longer range, and makes the flames much hotter, causing them to glow bright blue instead of orange.

Quills: Level 1 of this weapon gives you the ability to create spines that are stored within you and flaps that dart your body from which you can fire these spines. You naturally replenish them over time and they are incredibly fast and able to deeply embed themselves in your foes. At level 2 these spines become wildly more dangerous, becoming covered in a fluid that makes them explode when they penetrate large masses, which cause stunning damage to those they hit and makes them incredibly likely to at least knockout if not outright kill your foes.

Explosive Sacs: If you have level 1 of this ability you can create small explosive sacs that you can painlessly and easily rip off of yourself to chuck at your foes, which will explode after a few seconds. These sacs are only generated whenever you want them to be, and you can only use a few before you need a beat to recover and grow more. Level 2 of this gives you the power to create sacs that can be used as proximity mines which are only set off by *The Before*, and when you create a sac you can decide which kind of sac it is before you activate it.

Webbing Spray: If you get level 1 of this you have spinnerets located on your wrists. These spinnerets fire long ranged blasts of webbing which will rapidly entangle foes. Your body naturally restores the amount of filaments you have once you've spent some. These webs can be used for mobility or traps with equal ease. Level 2 of these webs can be made acidic which will melt *Before* who get swept up in them (they are as acidic as the first level of *Corrosive Touch*). You can tangle the acidity of these, even shutting it off, just in case you don't want to melt someone.

Sonic Blast: Level 1 of this gives you a melon-like organ in your head or heads that lets you use an echolocation-like ability to detect *Before* over long distances and see through their attempts at camouflage. Level 2 of this lets you unleash powerful, weaponized sonic blasts that cause incredible internal damage to your foes. These blasts are straining to use so there's a cooldown between each blast.

Arcane Blast: Level 1 of this gives you a connection to the dimension which transformed you, and lets you unleash powerful blasts of raw energy that melt *Before* they hit, and do not harm fellow *Residents*. These blasts are costly at this level. At level 2 you can unleash more blasts, you can control the direction of the blasts (making them hone in on foes and avoid allies) and these blasts can empower the residents of the city, making them much deadlier for a short while.

Greater Abilities

Illusionist: Level 1 of this lets you turn invisible at will but this invisibility is easy to disrupt and strenuous actions shut it off. You can also create a more durable zone of silence around you which muffles sounds and lets you more easily pick off targets. Level 2 lets you take a few strenuous actions without breaking your invisibility and you can create mirages of things (even a mirage of your *Before* body!) which you can use to drive *Before* into areas you want them to be in and this is flexible enough that even in battle you can use it to trick enemies.

Shapeshifter: Level 1 of this gives you a terrifying power; you can shapeshift and take on a *Before* form, and rapidly shapeshift back to assault them (though you can also just kill them as a *Before* if you wish). This shapeshifting is strong enough to trick heat sensors keyed to detecting tricky *Residents* with shapeshifting or puppeting powers. Level 2 of this gives you the power to consume the brain of a *Before* to gain their memories and mannerisms, letting you imitate them flawlessly (as well as learn their plans) and you can become an inanimate object to also trick *Before* but you must be the size of a young member of the *Before* at the smallest.

Endurer: Level 1 of this improves your endurance and regeneration, making you both tougher to damage and improving the speed at which you come back from injuries. With this you can recover from complete damage in seconds and even death will only damage you so much. This buffs your passive 1 up as part of being a *Greater Resident* such that you can recover from death twice (or gives you 1 1-up per decade/per jump if you are not a *Greater Resident*). Level 2 of this further buffs you, skyrocketing your recover rate, and making it so you can completely recover from death itself three times per jump, and if you aren't dead your complete recovery will only take a handful, literally (five), to be completed. You are also even tougher to damage.

Repulsor: Level 1 of this ability lets you create a passive forcefield around yourself that slows down things trying to strike you, which dramatically reduces the kinetic power of mundane attacks and thus nerfs how much damage they can do (even completely nullifying some attacks). Level 2 of this lets you briefly focus and redirect attacks within your forcefield, turning attacks back on those who tried them with twice the amount of force. Sadly this is strenuous and each time you use it you need a beat to recharge before you can use it again.

Extender: Level 1 of this power lets you stretch your body, letting you use your close-ranged weapons from further away. It also makes it harder to injure as your elasticity allows you to more easily absorb and dissipate impacts and endure force. Level 2 of this lets you control your size, letting you increase your physical power and leverage if you're bigger and you can shrink to fit through cracks and narrow spaces, even ones as narrow as a few millimeters to surprise the Before.

Phaser: Level 1 of this lets you phase through solid matter, even including the living matter of *The Before* to deal critical blows or ignore things like locked doors. This, at this level, does not give you the power to phase through speeding objects. Level 2 of this DOES give you the ability to, every once in a while (a few times a day at least) phase through speeding objects which means you avoid some attempts to damage you. You can also mark places and teleport to them though to do it you need to phase into the ground which takes a few seconds but when you reappear in the place you're teleporting to it'll be incredibly fast.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin are discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Cursed City [600 CP]

This investment gives you ownership of the city. In this jump that means surprisingly little as if you are a *Resident* then *Before* don't respect this and if you are a *Before* then this only somewhat dulls the hostility *Residents* feel towards you. Still this city is yours and in future jumps you become the recognized leader of this vast city, which retains copies of *Lesser Residents* who become followers of your, and who accept anyone you designate as acceptable inhabitants of the place. It generates one new *Greater Resident* each jump you import it into.

Before

Apartment [100 CP | Free for Before]

This strange apartment is a part of the city that... doesn't seem hostile to you. It is a surprisingly luxurious apartment with several bedrooms, a nice kitchen, an equal number of bathrooms, and a replenishing amount of food. It's also hard for *Residents* to find, but not impossible. Thankfully it follows you and you have a curious instinct for

where it is located, letting you find it if you have a bit of time to catch your breath and look for it. This apartment retains changes and resting here is more restorative than it ought to be.

Soldier's Kit [200 CP | Discounted for Before]

You have the loadout of a modern American soldier, though what type is determined by you. By default, this gives you the loadout of a *Special Forces* soldier, which includes a helmet and night vision systems, body armor, a rifle, a pistol, and, in your case, a few grenades. You can find ammo for these weapons, including new grenades, a few hours after you've used them (for the grenades) and a few minutes after you run out of bullets in convenient locations particularly your warehouse or a safe house if you have one. The guns and bullets keep themselves in top condition and your body armor and helmet are self-repairing and self-cleaning. Provided you know what you're doing, this can be enough for you to stand up to a group of *Residents*, but that "Know what you're doing" clause matters.

Reality Anchors [400 CP | Discounted for Before]

These strange torpedo-like devices can be anchored into the ground and when they've dug in they can emit a field that disrupts the supernatural and weakens the general effects of the bizarre *Other Dimension* which is keenly linked to the Cursed City in ways both known and unknown. This weakens all sorts of supernatural powers and in future jumps this effect persists, weakening the supernatural to some extent (which causes them to be passively, idly weakened, lowering all of their stats by just a little depending on how weakened the supernatural is in an area). The longer a single reality anchor is active continuously the stronger this effect becomes. You have a few of these and if you use one and leave it somewhere you gain a replacement in your warehouse the next day.

Survivor Network [600 CP | Discounted for Before]

This item grants you awareness of a network of survivors armed with communication technology (like walkie-talkies and cellphones that somehow still work), as well as a supply of working communications technology you can use to connect people. These survivors are determined to leave the city, if possible, but are also ready to survive its challenges. You have a few lieutenants who can help as well. Every person in this group is an experienced survivor who understands the basic challenges of the city and know how at least some of its residents work. Together you can and will escape this place. In future jumps this morphs into an organization of individuals who understand the supernatural and who know how to meaningfully challenge it and survive its powers. The second in command of this group is a powerful, decently trained psychic.

Lesser Resident

City Block [100 CP | Free for Lesser Resident]

You are recognized as one of the greater members of your kind of *Lesser Resident* in the city and the city backs you by giving you a small block you're the boss of. This is a home base for you that naturally attracts creatures like you (a trait it retains in future jumps, giving you an endless army of lesser homies who'll stop by and live in your area if you let them). This home base buffs everyone in it and within the block you are all a bit hardier, and have sharper senses (making it harder for *Returned* to sneak past you). In future jumps this is a bit of territory in a city you get money from and are a bit stronger in.

Helpful Tips [200 CP | Discounted for Lesser Resident]

Are you friends with *The Labyrinth*? Because that's certainly one explanation for this... You constantly learn helpful tips from a hunk of concrete that some resident is attuned to. This hunk of concrete constantly gets messages written on it that contain information about your surroundings and the actions and presence of nearby enemies. If you write back or otherwise express gratitude the quality of the messages increases.

The Squad [400 CP | Discounted for Lesser Resident]

This is a group of five individuals who are themselves members of the different groups of *Lesser Residents*. Each of these individuals is an uncommonly strong member of its kind of being and they are loyal to you, seeing you as a valued member of their community and working to protect you and each other from the *Before*. You can pick which type of *Lesser Resident* each member of this group happens to be.

Your Tribe [600 CP | Discounted for Lesser Resident]

You are the head of a pack of *Lesser Residents* whose forms are determined by your perk selection here. If you are a *Before* this item gives you a small group of human-like creatures who are loyal to you but only have powers if you do, and whose powers fall in line with the *Psychic* perk but they are untrained in its use and are less creative and less strong than humans.

Greater Resident

Weapon [100 CP | Free for Greater Resident]

You have a weapon that is well-suited to your build and has a minorly supernatural effect of its own. If you have a deceptive build, such as one that includes the *Shapeshifter* greater ability, then your weapon has an effect that makes its attacks less noticeable and makes it look like a man made weapon. This weapon will meaningfully enhance the danger you pose and will be effective against the *Before*. You have a sharp intuitive sense of how to use it.

Form Fitting Armor [200 CP | Discounted for Greater Resident]

You have a curious suit of armor that shapeshifts to accommodate your form, no matter how nonsensical your body is. This suit of armor dulls the effects of any supernatural weaknesses you have and protectively morphs on the fly to help stop any decisive damage that'd occur but can only do this so much. Still, even a fragile *Greater Resident* will see a breathtaking improvement to their overall durability if they wear this. This gives you some level of resilience to your weaknesses, particularly ones that actually make you weaker, giving you some ability to overcome a bit of light sensitivity or some degree of the narrative protections *Chosen Ones* have. The city... really wants you to terrorize the *Before*.

Environmental Switch [400 CP | Discounted for Greater Resident]

You have a switch you can flip at any time which, once per day, dramatically changes the terrain and climate of an area around you the size of a city block. You can determine how this works, such as causing it to rain or tremendously raising the temperature of the area around you. This only works once a day, but this effect is strong and can radically change the course of a battle if used wisely.

Heart of the City [600 CP | Discounted for Greater Resident]

Located either deep underground or in a lone apartment somewhere in an empty apartment building, this is a shimmering portal to the *Other Dimension*. This place passively generates *lesser residents* and once per jump can spontaneously generate a temporary *Greater Resident* of your design with powers and weapons of your choice who is loyal to you and fights alongside you for somewhere between a week to an hour depending on how strong you make them (the stronger they are the shorter they last). Once per jump you can also find a creature and toss it into the portal, and if you do then it will be permanently transformed into a *Greater Resident* with a random configuration of abilities and stats. This creature will be friendly to you, grateful for the transformation, and will fight alongside you once before you'd have to convince it to join you with your own charisma. This portal's size can be controlled by you and in future jumps you can recharge its "Once a jump" abilities by unleashing it in a city and letting it go wild, which supercharges its abilities and lets you create new greater residents. This recharging only works once a jump but it does mean you can create two real *Greater Residents* per jump, at the cost of dooming additional places. Creatures close to the portal passively mutate, and greater proximity to the portal induces greater mutations at a much faster rate.

Companions

Companions can purchase more companions.

Companion Import/Companion Creation [50-200]

With this you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump. Anyone you meet here can be recruited using this option. You can use this on *Greater Residents* if you wish, though convincing them may well be hard to do unless you can take the city with you.

Scenarios

In addition to any stated reward stipulated in the scenario's reward section each completed reward awards you 200 CP.

Secure Contain Keep Under Quarantine

This origin's backstory probably makes the most sense if you're a *Before* but it won't be restricted to them. With this scenario you need to help the *Paranormal Task Force* secure and contain 9 *Greater Residents*. Specifically you need to help them capture

Ruinok, Crawly Larry, The Slime Fiend, the BQZ Trio, Slaughtra, The Soon Mother, She Who Exterminates, Huttrisia and a Greater Resident whose build is randomized and is a strange *New Arrival*. Beyond that, you need to do this because it seems that some odd quirk about the nine of them causes the *Other Dimension's* influence to grow, making the city more dangerous. You could do this as a *Resident* if you can create a backstory to that that makes sense to you. One complication that occurs when you're combatting and trying to capture *She Who Exterminates* is that *The Shadow Hand* appears and catches wind of what you're doing. They are interested in her and one of their psychics successfully makes a deal with her for a temporary alliance so catching her will be especially difficult.

Reward

With this you gain your own copy of the *Paranormal Task Force*, a knock-off *SCP Foundation* that is used to dealing with monsters and the like. You get your own group of loyal monster-catching and paranormal-defeating followers with a main base and a small army of scientists and field agents.

Truth Uncovered

This scenario requires that you delve into the city and uncover the cause of *The Event*. This will be a challenge, even for a *Greater Resident* as it requires methodical exploration into the depths of the city, and when you finally find *The Heart of the City* (or a secondary *Heart* if you purchased one yourself...) you must venture into it and uncover the reason for the catastrophic event. What you discover will change you, empower you, and challenge you, but is ultimately something only you can find.

Reward

The reward for this scenario is *The Other Blade*. This is a weapon that reminds informed *Residents* and *Before* of the strange *Greater Resident* known as *She Who Exterminates*. It is a majestic, regal thing, and those you slay with it are changed, becoming creatures empowered by the strange dimension you have explored and doing your bidding, and those who surrender to you can be changed in stronger, greater ways, as well as ways you can more easily control. By taking this blade you can take her as a companion for free, even if you are a *Before* and the monsters here lose some of their hostility to you. **Regardless of your origins you can take a *Greater Ability* or *Greater Weapon* for free after you complete this scenario.**

Be A Monster (Requires that you select the "Greater Resident" origin)

This should surprise no one, it's a "Do The CYOA" scenario. Go through the process of designing your build, and survive for ten years (if you take an extended stay drawback you get your reward after ten years). When you do, you get your reward.

Reward

In addition to the 200 CP reward stipulated above, you get to keep the stuff you chose. This includes individual packs of *Lesser Residents* as free followers (the ones you selected as your allies), and the two *Greater Residents* you select as companions (who become companions for free). As an additional reward, if you tackled either another scenario or took on 600 CP worth of drawbacks you can take the *Cursed City* for free.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [0 CP]

This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish. Common supplement rules exist, such as you keeping point totals separate, and drawbacks taking precedence over other things like perks, and any and all drawbacks can still be taken though how they manifest may well be radically different if the two settings are different enough.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years and you gain 100 CP. This can be used up to three times for points, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You have no Out-of-context items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 CP.

Sanity Damage [100 CP]

The city is a lot more *Lovcraftian* than it seems. It is a passively maddening place and you will see things that tax your sanity. Your sanity gets frayed here, but thankfully rest, hydration, and full stomachs allow your mind to recover. Still, be ready.

City-Phobic [100 CP]

You will never be fully comfortable in a city. The urban surroundings that you are stuck in, in the city, make you uncomfortable and anxious. This effect is true and consistent even if you are a *Resident*. Not a fun time even if this is manageable.

Confusing City [200 CP]

The city is much more enigmatic now. It likes to point monsters towards humans, and is indifferent to the ways its remapping confuses even its own allies. This drawback confuses teleportation and stymies internal maps.

Cannibal Creatures [200 CP]

Fractious politics affect everyone it seems. Monsters no longer have the same unity they once did, which is only so helpful to humans and really annoying to *Residents*. You can now come across monsters fighting each other much more readily, but expect them to drop their conflicts if they spot you and you are a *Before*. If you are a *Resident* be ready to deal with much less unity than you'd like.

Private Profiteering [400 CP]

The Shadow Hand is much more dangerous now. These eerie psychics and their minions are better-trained, equipped with Reality Anchors, and more than happy to experiment on *Before* who somehow withstood this place's transformative processes.

Effective Government [400 CP]

In all likelihood the government is normally the most minor of the threats that plague the city. That is no longer the case, as the *Paranormal Task Force* is working for Uncle Sam now. This blended threat is wildly more dangerous, but also far less interested in saving *Before* who survived this city. They are as much a threat to humans in the city as they are to deadly monsters.

Deadly Weaknesses [600 CP]

Weaknesses are incredibly deadly to *Residents* and humans in the city become weaker over time, becoming more and more fragile, as well as more susceptible to the powers of *Residents*. This drawback also weakens you over time, if you are not a *Resident* or a human, such as by wearing an alt-form.

Spreading Apocalypse [600 CP]

The city expands over time, and as *Residents* inflict harm on humans. This drawback locks you into the city (or the *Other Dimension* if you can reach it), but the city spreads aggressively, gradually overtaking the world if *Residents* are not taken care of). More places being swallowed by the city increase the number of *Residents* and bumps up their diversity of form and abilities.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log & Notes

v0.3 (03/07/2025)

- Jump doc creation
- Initial formatting done
- Origins and origin intro text completed
- Location text completed
- Perk tree for *Before* completed
- Perk tree for *Lesser Resident* completed
- Item tree for *Before* formatted (Descriptions still missing)
- Section for *Weaknesses & Powers* formatted
- Jump shared to a handful of locations in W.I.P. stage

v0.5 (03/08/2025)

All perks completed

Weakness section completed

Weakness & Powers section completed

v0.8 (03/08/2025)

Completed *Before* item tree

Completed *Lesser Resident* item tree

Completed the Companion section

Completed all item trees

Completed all three scenarios

v1.0 (03/08/2025)

Completed all drawbacks

Published the Jump to appropriate places.

Notes

-Perk flavor text isn't actually important. I attempt to flavor perks, to give them a bit of personality and to help with potential plot hooks in my own way, but if you have a perk you don't need to take into the flavor text it has unless you'd like to. So long as you are eligible for a perk and you purchase it, and if necessary you factor in any relevant drawbacks, the precise in-universe methods by which the perk works are up to you.

-If you don't like how enigmatic some of the flavor text here sounds... Sorry homie the CYOA is just as mysterious as I am in my descriptions.

-Some of the terms I use, such as the "Tiers" of *Residents*, are made up for the sake of helping categorize things for a jump document.

-One bit of trivia that is interesting is that whatever *It was It* involved an alternate dimension, which is revealed in the CYOA text's description of *Arcane Blast* and the description of *She Who Exterminates*.

-One thing I hated doing but was necessary to keep this remotely balanced was to wildly nerf the "You come back from death endlessly" part of a *Greater Resident's* base toolkit. Overcoming death is, sadly, no longer super easy, barely an inconvenience.