



It - Welcome to Derry

The year is 1962, and you've just arrived in the seemingly idyllic town of Derry, Maine. Beneath the white picket fences and friendly smiles lurks something ancient, something that wakes every 27 years to feed. The children are disappearing, the adults don't notice (or maybe they just don't want to), and a military operation seeks to weaponize the entity which feasts on the town's population. You arrive as the Hanlon family moves to town and a group of kids starts noticing that something is very, very wrong.

You have **1000 CP** to spend.

Choose your origin wisely.

In Derry, what you are might be the only thing standing between you and the deadlights.

Origins

Drop-In

You arrive in Derry with no history, no connections, and no one wondering where you came from. The town's collective amnesia works in your favor, with people accepting your presence without question. You're an outsider by default, but that might be your greatest advantage. You see what the locals have trained themselves to ignore.

You can start at any age you wish.

Loser

You're one of the kids. Maybe you're too fat, too smart, too poor, too Black, or too different to be accepted as "normal". Whatever it is, the bullies have noticed, and the adults haven't. You know what it's like to feel invisible, to be dismissed and underestimated. But there's power in that. The outcasts always see the truth first. You have friends who understand, even if you haven't met them yet. Together, you're stronger than any of you are alone.

You can start at any age above 10 and less than 14.

Military Man

You're stationed at the Derry Air Force Base, part of Operation Precept: the classified mission to locate and potentially weaponize the entity beneath Derry. You've got rank, training, and orders that don't make sense. You've seen combat, but nothing prepared you for this. The brass thinks they can control what's down there. You're starting to suspect they're

wrong. Dead wrong. You can start at any age 30 or above.

General Perks

Not Today [200]

The universe has a way of killing people randomly. A stray bullet. A car that loses control. A clown deciding he needed a little snack while you're on a little walk at night. Not you. You have a peculiar immunity to death by bad luck, cosmic coincidence, or "wrong place at the wrong time". Accidents that should kill you simply... don't happen. Of course, if you walk into danger deliberately (like stepping into that sewer knowing the clown is there), you'll face the consequences like anyone else. But anything else? You don't get to die for nothing.

Ancient Hunger [600]

You are no longer entirely human. You've been touched by something old, something that came from outside our reality, and it left its mark. You possess a fraction of the entity's power, being able to shapeshift, feed on fear, and create illusions. Your powers are limited at first: your shapeshifting can only alter your head (face, voice, monstrous maw), your illusions are crude and unconvincing, and you can barely detect the fears of others. You're a pale shadow of what Pennywise is. But you can grow. People now taste delicious to you, and every person you consume improves your abilities and gives you their memories (you can deactivate this function if you wish to). And if you eat a child? Your power grows ten times more. Consume enough people, and your powers evolve: your shapeshifting lets you transform into anything you can imagine, your illusions become reality-warping nightmares that can physically harm victims, and your psychic abilities let you sense fear from miles away and warp the minds and memories of anyone. Eventually, if you fed on thousands, you would access your true cosmic form: the deadlights, capable of driving your victims insane, immobile, and lifeless. However, you are vulnerable in ways Pennywise isn't: you can still be killed by conventional means when you're this weak, and you don't have millions of years of experience devouring worlds. The path to godhood is paved with corpses, and you're just getting started.

Drop-In Perks

Anywhere But Derry [100]

You've got a survivor's instinct that borders on precognition. You can sense when a situation is about to go sideways, when a place is wrong, when you should absolutely not go into that basement/sewer/abandoned house. This isn't foolproof, but your gut screams warnings that have saved your life more than once. You know when to run, when to hide, and when the clown in the storm drain is definitely not offering you a balloon out of kindness. This sense extends to people too, letting you know when someone is dangerous, possessed, or under supernatural influence (even if they look perfectly normal).

The Town Remembers [200]

Derry has a memory problem. People forget the massacres, the disappearances, and the horrors that happen in plain sight. Those who leave Derry forget everything about it entirely. But you? You remember everything. You're immune to supernatural memory manipulation, mental fog, and induced forgetfulness. No entity, no matter how powerful, can make you forget what you've witnessed. More than that, you can help others remember too. By talking to people about what they've forgotten, you can break through the mental barriers that keep them docile and blind.

Not of This World [400]

You operate on different rules. Whatever cosmic hierarchy governs reality, you're not entirely part of it anymore. Supernatural entities have a harder time perceiving you, targeting you, or understanding what you are. Even atemporal entities that see the past, present, and future at the same time can't perceive you with their senses unless you are right in front of them. This makes you difficult to track through psychic means, harder to trap in illusions, and nearly impossible to possess. Even someone as powerful as Pennywise would find you disturbing and unpredictable.

The Shining [600]

Welcome to the gift. You possess the same psychic abilities as Dick Hallorann: telepathy, clairvoyance, and the ability to perceive supernatural phenomena and the future. You can invade the minds of others (reading their memories, emotions, and even trapping them inside their own minds), receive visions of the future (that you will have to interpret), and even see ghosts and spirits as clearly as living people. Most importantly, you can create a "mental box" where you lock away your perception of ghosts. You can choose to open and close this box anytime.

Loser Perks

Just a Kid [100]

Being picked on has taught you to endure. You've developed a mental shield against mockery, bullying, and verbal abuse. No insult can offend you, no humiliation can stick, and you can't be broken by cruel words or social exclusion. And all that energy other kids waste on fitting in, on worrying about what people think, on recovering from social rejection? You redirect it into studying, giving you exceptional capacity to study, learn, and balance schoolwork with whatever else your life throws at you. You even maintain a reputation as a "good student", which does wonders in making no one question why you are at the library researching old newspaper archives or why you're spending so much time with your friends.

There's Power in Misfits [200]

You understand something fundamental: the broken pieces fit together differently than the perfect ones. You have an intuitive talent for finding other outcasts and building unlikely friendships. More than that, you can see people's hidden strengths and how to bring them to the surface: someone obsessed with "weird stuff" might be an excellent researcher, and a daydreamer might solve a problem from angles no one would ever consider. And once you assemble your crew of misfits? You become more than the sum of your parts.

We Have Each Other's Backs [400]

You've learned the most important lesson: nobody survives alone. Whenever you're part of a group working toward a shared goal, you all become more capable, more resilient, and more determined. You instinctively coordinate with your friends without needing to communicate, and you can tell when someone needs help even if they don't say it. And more than that, you can always find your way back to each other no matter how scattered things get. Because when you stick together, the things that try to break you don't get to pick you off one by one.

Voices from Beyond [600]

Death doesn't break the bonds you forge. In moments of extreme need, when you're struggling to complete a task, the spirit of your dead friends manifests to assist you. This isn't full resurrection, but you and your surviving friends will feel them, hear them, and receive their help. They might guide your hand at a crucial moment, whisper the answer you couldn't find, or give you the strength to push through when you're about to fail. They can even perform physical actions, like pushing you out of danger or adding their spiritual strength to yours when you need to move something immovable. And when the crisis passes, you'll know they were there.

Military Man

Soldier's Training [100]

You have the complete military training and experience with real combat a veteran soldier would have had in 1962. You can fire a gun, work as a squad, or kill a man in close quarters with nothing but your fists. This experience also means you know

what human bodies look like after they are exploded by a grenade and what it's like to lose men under your command. As a result, you are immune to mundane horror and stress. Gore doesn't make you flinch, corpses don't make you vomit, and you can keep operating under stressful conditions that would send civilians into shock. You've lost some of your humanity to gain this, but it might be all that keeps you alive in Derry.

By the Book [200]

Orders are orders, until they're not. You're a soldier who can easily navigate any military structure and bureaucracy. But more importantly, you know when orders stop making sense. You can feel when intelligence is being withheld, when your superiors are lying, and when a mission has crossed the line from questionable to catastrophically wrong. You can also feel when someone in command has become obsessed or dangerously arrogant with threats they don't understand. And when the moment finally comes, you know how to navigate around bad orders and play the game without getting court-martialed.

Tactical Extraction [400]

Everything was according to the plan. Then the clown appeared. When everything goes sideways and the mission becomes "get everyone out alive", you're the person who makes it happen. You instinctively know the best escape routes, how to keep a clear head and how to make everyone leave alive. More importantly, when you tell someone to run, they don't hesitate or lock up. You can't guarantee a clean getaway, but when escape is possible at all, you're the reason everyone makes it out alive.

Fearless [600]

Something broke in you. Maybe it was a plane crash in Korea. Maybe it was one firefight too many. Maybe you were born this way. Whatever the cause, fear is simply absent from your emotional spectrum. You are immune to all forms of fear, natural or supernatural or any other type. You don't freeze when your life is threatened, and you don't panic when something impossible appears. You can also feel when telepaths are rooting around your mind. This makes you dangerous to supernatural entities that rely on fear as a weapon. If Pennywise ever got near you, he would be fighting with one hand tied behind his back.

Items

You have a 300 CP stipend to spend here. You can freely import items. Items destroyed restore themselves in three days. You also gain the blueprint of anything you buy here. You can discount two items per price tier, except the 800 CP one. Discounted 50 CP and 100 CP items become free.

Bicycle [50]

An ordinary bike in excellent condition. It is surprisingly durable, faster than walking, and requires minimal maintenance.

First Aid Kit [50]

A first aid kit stocked with medical supplies such as bandages, painkillers, and antiseptic. The kit is sufficient to treat most common injuries, and it replenishes itself daily.

Mommy's Little Helper [50]

A bunch of pills meant to help you get through the day. They make the world feel a little less overwhelming by helping with your sleep, stress, depression, and focus. They aren't harmless, so try not to get addicted to them.

Public Library Card [50]

A library card for the Derry Public Library, granting you unlimited access to their archives. The card has a special property: it always leads you to exactly the book, newspaper archive, or document you need to research whatever mystery you're currently investigating. The card also grants you access to the library after hours, and the librarians trust you implicitly as long as you have the card. Post-jump, it works on any library.

Military Rations [100]

A crate of C-Rations, filled with everything a military man might need to survive. Each box contains a complete meal, cigarettes, toilet paper, and many more items. The items never expire, and the crate refills itself weekly.

Flashlight [100]

A powerful flashlight that produces an incredibly bright beam. The flashlight is extremely durable, capable of being used as a club, and it has powerful batteries that never die.

Backpack [100/200]

A canvas backpack that's seen better days. Despite its worn appearance, the back is remarkably spacious, holding about three times what it should be able to fit while never becoming uncomfortable to carry. For **200 CP** you will be able to find useful items when you need them the most. Nothing valuable or magical, but finding a flashlight and a rope when traveling through the sewers is always convenient.

A Gun [100]

An M14 Rifle, complete with documentation and infinite ammo. While not quite effective against an eldritch clown, it works perfectly against humans and other mundane threats you encounter.

Classified Files [200]

A folder containing classified information and reports from military personnel about general supernatural phenomena. The files include all the information the military has acquired, along with names and contact information of officials who know the truth and might be willing to help. The file updates itself with relevant information when you encounter new supernatural threats, and the documents are treated as legitimate by anyone who reads them.

Paper Trail [200]

Complete identification papers, background documentation, and a believable backstory for your sudden appearance in Derry. It has everything you need to establish yourself as a legitimate person, and the documentation will hold up to any level of scrutiny.

A Small, Nice, Suburban House [200]

A small, nice two-story house in one of Derry's residential neighborhoods. The house is easy to overlook, and the neighborhood is reasonably safe, though you'll notice your neighbors have a peculiar habit of not noticing when children go missing. All utilities are paid for, and the house comes with all the necessary documentation proving you own it.

1962 Automobile [200]

An ordinary car from 1962, though you can choose the model if you want to. The car is in excellent condition, has infinite fuel, and will never require maintenance.

Maturin Root [400]

A tea made from a special root. Once consumed by someone with psychic abilities, it temporarily amplifies psychic capabilities for about six hours, making you strong enough to detect anything with your clairvoyance in an entire city radius or even hold Pennywise with your telepathy for a few minutes.

Meteor Fragment [800]

A shard of the cosmic meteor that brought IT to Earth millions of years ago. The shard emanates a field that disrupts and weakens supernatural entities, sometimes even stopping them from coming near you. When placed at a location, the fragment creates a powerful ward that prevents entities from reaching near (at a radius of 500 meters). The fragment can also be used to hurt supernatural creatures, temporarily stopping their regeneration for one minute. This can be bought multiple times.

Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 for 1 / 200 for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with **600 CP** to spend. They do not get Item Stipends. You can also import any companion you bought here for a **CP** stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Drawbacks

Canon Character [Free]

You can assume the life of any character that matches your origin.

True Canon [Free]

You can choose to go to the universe of the books instead of the TV Series, starting in 1958 and following the events of the Losers Club.

Supplement Mode [Free]

This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

The Forgetting [+100]

You're not immune to Derry's collective amnesia like you thought you'd be. The town's supernatural memory manipulation affects you just like everyone else. You'll forget the horrors you witness within days unless you actively work to remember them.

Cold War [+100]

The Red Scare has you in its grip. You're genuinely convinced that Communist infiltrators are everywhere, that the Soviets could strike at any moment, and that anyone acting strangely might be a sleeper agent. The irony is that while you're watching for Russian spies, you're missing the real threat lurking in the sewers.

Wrong Place, Wrong Time [+100]

You have the worst luck when it comes to encountering Pennywise. You stumble across the clown twice as often as you should, finding yourself in the wrong places at precisely the wrong moments. This doesn't mean he is hunting you, only that you are cosmically unlucky when it comes to crossing paths with the clown. Consider investing in good running shoes.

The Shared Universe [+100/+200]

Your jump doesn't end at Derry's borders. The entire Stephen King universe is active and interconnected, so prepare to see haunted hotels, vampires, and a lot more things. For **200 CP**, all of Stephen King's stories are active at the same time and will somehow appear in Derry, Maine.

Town Line [+100/+200]

You can't leave Derry. Not for supplies, not for reinforcements, not even when IT is hunting you and every instinct screams at you to leave this cursed city. Whenever you try to cross the town limits, you will find yourself turned around, confused, walking back the way you came. For **+200 CP** your jump doesn't encompass all of Derry, being limited to a few city blocks.

The Wrong Color [+200]

You are living in small-town Maine, and you're not white. This was always going to be a problem, but in Derry, it's so much worse. The racism you will face here will be systematic and relentless, as people will look at you with disgust and suspicion. No police officer will trust you, and you will even hear slurs being used casually and without shame. The real danger is that Derry's racism makes you more vulnerable to IT, as the town's distrust and hostility will isolate you. However, if you are a kid, the town's other outcasts will not judge you.

Under Observation [+200]

Operation Precept knows about you. Maybe you're a person of interest, maybe you accidentally stumbled across their operation, or maybe they think you're connected to the entity they're hunting. Either way, your phone is tapped, you will be followed, and your home will be searched when you're not there. The only reason they haven't arrested you yet is because they want to see what you'll do, where you'll go, and who you'll contact. And if you do anything that confirms their suspicions, they'll send armed soldiers to take you in for "debriefing". The word is polite. The reality isn't.

The Long Vigil [+200]

Your jump doesn't end when IT goes back to sleep. You're staying in Derry for 25 years until IT wakes again in 1988. You'll age normally through those decades and watch as the children grow into adults and the adults forget what happened. And when the time arrives, IT will wake up hungry. Hope you used the time to prepare.

The Black Spot [+400]

You're present at the Black Spot nightclub when it burns. You're there to enjoy the music, to meet someone, or simply because you're in the wrong place at the worst possible time. You will escape alive, but not unharmed: severe burns across a significant portion of your body, permanent damage to your lungs, and psychological trauma from watching people dying and screaming. Recovery will be slow and painful, and you will be expected to move on and be grateful that you survived.

Marked by the Deadlights [+400]

You've seen Pennywise's true form and survived, but you didn't escape unscathed. You suffer from random, uncontrollable bouts of catatonia where you simply freeze, staring at nothing, reliving that terrible moment. These episodes last from one to ten minutes, and can happen at any time. When you snap out of it, you have difficulty speaking and moving for several minutes afterward. Additionally, you occasionally see things that aren't there, like hallucinations of lights at the corner of your vision or the sensation that reality is thin and about to tear.

I See Dead People [+400]

You see the dead. All of them. Every child IT has consumed, every victim of Derry's cyclical violence, every spirit that lingers in this cursed town. They scream for help, cry for their mothers, and warn you of what's coming, their voices overlapping until it's hard to tell where one ends and another begins. They stay in silence if you don't talk, but they never disappear from your vision, and it's mentally exhausting to see them. It will be up to your willpower to see how much you can endure.

IT's Personal [+600]

Pennywise has decided you're special. You're not just another meal; you're interesting! Maybe you remind IT of something from its millions of years of existence, or it can perceive your true nature as a Jumper. Whatever the reason, the clown will be personally invested in breaking you. It will appear constantly, in forms specifically tailored to your fears, just to torment you and try to make you insane. It will kill people you care about just to watch you grieve and invade your dreams every single night. He is patient, he is creative, and he is determined to watch you be destroyed psychologically until there's no shred of sanity in you anymore. Pennywise will not kill you quickly (where's the fun in that?), but will make you wish you were dead.

Ending

You did it.

Somehow, against all odds, you survived living in Derry.

You saw what lurks beneath the surface, what the town tries so desperately to forget, and you lived to remember it. The question now is, what do you do with that survival?

Stay [+500]

No, you don't.

In case you are somehow stupid enough to continue with this decision, take these **+500 CP** and read the fine print you're pretending isn't there. This choice is permanent.

Are you sure? Your loss.

Return to Earth

You've seen enough, survived enough, lost enough. Maybe it is better to return to a world where ancient cosmic entities don't wake up every 27 years to feed. You've earned the right to walk away, and not everyone gets that choice.

Go Forward

Derry was just the beginning. There are other worlds and other horrors, and you carry with yourself everything you have earned here. In the end, you keep moving forward, because that's what survivors do.

Changelog and Notes

V1.0 - First Edition.