



Jump by Canas Dark

“He asked for your help. He asked for your arrival. Chaotic contents of the letter... missing people, panic, strange voices... Cousin Louis’ request for help could not remain unanswered. You set off for your hometown without hesitation. To the town of Pestisville. You got there soon enough. You noticed that the locals were quick to leave this place. You felt observed. This is where you were supposed to meet your cousin. However, the room was empty. While searching for information on your cousin’s whereabouts, you heard a strange sound of footsteps in the corridor. After a while, there was a knock on the door...”

-The Narrator, Forgive Me Father’s opening cutscene

Please note that there will be spoilers for the ending to this game included as part of the Jump; while you’re quite capable of simply ignoring the main story here, there’s no promise you, or indeed the world, would survive you doing so. Welcome to a world of Lovecraftian monsters... with you cast as an off-brand Doom Guy. Have fun!

You start off with 1000 CP

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Origins

Regardless of your choice, your starting location is set to a ransacked room in the “Drunken Sailor Inn” Hostel in Pestisville in 1926, having just arrived on a train from wherever you were before; this is a Boomer Shooter, your relation to “Cousin Louis” is only as familial as you want it to be and any extra memories received are optional. There is a Voice (and Toggle) you may use to follow the plot if you’re simply here to kill things, however...

Priest (Free)



The Priest is a man of the faith, albeit one whose mind is not as sound as he might otherwise wish. He served in the Great War, he worked at a University, and he’s seen things in the depths during the building of the local subway tunnels, and throughout it all, he’s held onto his faith in the hopes that the changing world around him would be made more simple through the lens of the church... but as vocal as he is about holding firm in the face of these abominations, underneath it all he’s struggling against the Truth of the world, and against

those *things* that threaten it all.

Are you this man, or working alongside him? Taking this Origin will focus you on maintaining your health and ammo.

Journalist (Free)

The Journalist is here to help a member of her family, and to get to the bottom of the story surrounding him, this town, and the origins of all these monsters she's been killing. While less is known about her, she's considerably less bothered by the slaughter of the eldritch monsters taking over the town, and in spite of having verifiable wartime experience, she's the better direct fighter in exchange for taking more risks. She takes all the events here in stride, and her mind is sound enough. While she's more in tune with her violent tendencies, she's also far quicker to offer thanks to the only friendly face in this troubled town.

Are you this woman, or working alongside her? Taking this Origin will focus you on killing these monsters before they can kill you, and healing from their pain.



Perks

*Perks cost half for their origin, discounted 100 CP perks are free instead. Some Perks purchased here can be upgraded PERMANENTLY with In-Jump Skill Points via the **Skill Tree Perk**.*

General / Undiscounted

(FREE) **The Voice Of Reason** - “*Ruin has come to our family...*” ...is what this voice might say in another world. Whatever your in-Jump Origin, even as a Drop In, this voice will speak as your Origin would on your behalf; you'll have a few seconds to decide if you want whatever was said to be heard by those around you (retroactively and without seeming strange), or if it was all in your head (useful when the voice mutters mad ravings or would give your position away before an ambush). In either case, the Voice provides in-Jump context and can warn you of impending madness, out of character decisions you're making, or other compulsions you might be under.

After this Jump, this voice will not lie to or deceive you in any way, and may be toggled. It can also serve as a stand-in as a “universal Narrator” where needed.

(100) **Unfriendly Fire** - A Boomer Shooter classic. This Perk causes enemies that might otherwise ignore being hit by their allies to take damage from *and* care less about giving and receiving friendly fire, including from their own attacks. The local monsters don't automatically infight, unfortunately, they're too insane and fanatical to care about their fellows shooting them. This Perk can be toggled.

(100/150/200) **Diligence** - You're going to spend a *lot* of time fighting monsters around these parts, and each of them has something to teach you, however little that's worth. With this, you'll gain a little bit more. This Perk improves all experience you gain; you'll get 170/250/380% Experience from any source, depending on how many points you've spent unlocking this ability (stacking with any other experience multipliers).

This Perk is upgradable, and can be acquired permanently via the Skill Tree Perk *even if you haven't purchased it with Choice Points*.

(100, Free for this Jump) **Skill Tree** -

By some eldritch means, your efforts in battle will directly translate to new options in and out of combat. This Skill Tree, appearing as a wheel with choices at each spoke, represents a “level up” system within the world of Forgive Me Father, granting Skill Points after enough enemies have been defeated to increase your level. Many Perks and Items from this Jump can be upgraded through this system. At baseline, you will run out of branching upgrades to purchase by level 32, and with diligence, might reach level 20 or so by the end of the Jump. Best of all, beating a “boss” tier threat provides you with a Restart Point, which can be used to reset your purchases without losing any Skill Points or Levels.

Upgrades purchased with Skill Points during this Jump are retained whether or not you pay to keep this Perk after the Jump, but if you haven’t paid in Choice Points you’ll lose all unspent Skill and Restart Points alongside the ability to change your mind or integrate this Perk with other Leveling systems later.

(200) **Headshot!** - It doesn’t matter if you’re a common zombie or a massive crabman, everything around here has a weak point and shooting it can usually kill them on the spot. Rarely, you’ll need to hit one weak point to reveal a second one, but never more than that. As long as you hit your target’s weak point with a deadly attack, anything weaker than a boss will die instantly in three shots or less. Sadly, kaiju sized threats are beyond this Perk’s power, but at least you can kill any elite with three solid revolver hits.



(200, Free for this Jump) **Health & Armor** - It would be embarrassing for you to die to the first enemy to swing an ax into your neck, so take these: two pools of 200 Health and 200 points of Armor to keep you alive. These pools can be improved through the **Skill Tree** Perk, and if both are purchased, you won't need to worry about these health and armor upgrades being locked behind potentially inferior weapon upgrades, as they'll have their own dedicated Perk lines with 5 upgrades each.

If you're paying a premium to keep both Perks, these extra Skill Lines are *in addition* to those provided at baseline. Each upgrade is worth 25 extra points to the Pool in question, meaning with 10 Skill Points you could have up to 450 Points per Pool if you buy both Perks. In future Jumps, you can refill these Pools using mundane equivalents to the local Pickups, though doing so either requires active focus or may be set to happen automatically as a toggle.



(200, Free for this Jump) **Loot & Drops** - On killing an enemy, there's a flat 10% chance they'll drop a floating green + sign with a green circle around it; picking this up will restore 15 points of health to your Health Pool (or equivalent if you don't have one). As you roam, you will also randomly find ammo for your weapons, medikits for your Health Pool, and body armor and helmets for your Armor Pool, respectively. You'll know them by the colored circles around each, and only you can see or interact with them by default. Again, if you don't have Health or Armor Pools, these pickups will do their best.

(400) **Madness Meter** - Going on a killing spree? That's not sane, is it? This Perk takes full advantage of that, providing you with a meter that gauges how violent and "mad" you've become. Of course, leaving combat or taking a moment to breathe is a sane thing to do, so the meter slowly drains whenever you're not actively dealing damage to your enemies. The more full the meter, the more damage you do and the less you take; by default, this maxes out at half damage taken and 1.4 times as much damage dealt to enemies. You can also fill this bar by drinking alcohol, so as a side benefit, you no longer suffer any ill effects from drinking unless you want to.

This Perk is mandatory if you wish to purchase the 600 point Perk from the Priest and/or Journalist Perk Lines.

Priest

(100) **Forgive Me, Father** - Whenever you're facing a moral dilemma or a life threatening situation, you may speak the name of this Perk aloud to reduce any karmic or mental backlash you might face no matter your choices thereafter. You may also use this Perk immediately after the act (EG killing a Wretch that looks human) instead.

(200) **A Holy Man** - You count as a Holy Man (or gender equivalent) for any systems or situations that require it. You may bless water to become Holy, can legally marry individuals, are capable of leading religious gatherings, and are probably eligible for whatever positive afterlife may await you after death, if any (and if it doesn't result in Chain Failure). Any of these features may be toggled individually.

(400) **Great War Veteran** - You have the skills required to survive World War One as an infantryman. You're lucky enough to be missed by artillery barrages, a talented enough shot to snipe moving targets at hundreds of meters with a rifle, and you've got the endurance to run through battlefields for a week without rest, just like the Priest did. This also provides some protection from shell shock, the condition caused by having your brain shaken in your skull for literal days on end under unyielding artillery barrages. Is missing this last protection why the Priest is the way he is...?

(600, Requires Madness Meter) **The Black Book** - This shouldn't be here... because it's from the sequel, and possibly a manifestation of Madness made real. Nonetheless, you now have access to the Dark Tome. You now have a Tome Meter with 4 bars of sacrificial power, filling up as you kill. Open the Tome in combat, and it will offer you great power, lasting 9 seconds per unit of sacrificial power offered. Nobody but you can see or interact with the Dark Tome, not even the Priest. I wonder why that is...

This book may have up to 3 active Pages at any given time, and you can only swap which pages are active when you're somewhere safe enough to sleep. There are 18 active and 22 passive pages, all listed in the Notes section below, alongside the number of Madness Tokens you must offer to unlock those pages for use; by default, only the Haste ability is available. Madness tokens are earned by killing your foes.

Journalist

(100) **Hardboiled** - You're built different. Looking into the abyss or experiencing other eldritch or supernatural phenomena does nothing to your mind or soul, and though you're still capable of becoming hysterical from stress or otherwise, you're more than capable of simply powering through negative emotions. Feh! You've got cases to solve.

(200) **Finding a Scoop** - There are days to investigate, and there are days to go forth and kick an unholy amount of ass. This is for the former. You'll be lucky enough to come across cases that need solving, either because something terrible will happen if you don't or because you'll make a decent wage working them, and that luck will extend to *solving* those cases, one way or another; you'll get a *really* good sense of which cases you would be ill advised to ignore, even if this is toggled off.

Oddly, situations in which violence is an acceptable method to progress will pop up more often in your life, which is helpful, because this Perk gives you no actual detective skills by default. Any of these Perk effects may be toggled individually, as desired.

(400) **Vigilante** - There are days to investigate, and there are days to go forth and kick an unholy amount of ass. This is for the latter. Not only are you able to shrug off most legal repercussions and get away with literal murder when you're defending from attacks or obvious criminals, but you've also got the combat skills to hold your own against hordes of eldritch monsters twisted from worshiping the Old Gods.

(600, Requires Madness Meter) **Berserker Rage** - All modern Boomer Shooters have their roots set firmly in the realms of DOOM. You, too, can now draw on those roots and become Rage made manifest. You now have a Rage Meter in addition to your Madness Meter, filling up with each kill you make in combat until the power within is ready to be unleashed. At will, you can activate your Rage. For nine glorious seconds, all your attacks will instantly kill any non-boss-tier threat that you attack, and you'll deal three times as much damage to bosses while the effect is active. It may not be half as versatile as the Priest's own Tome, but sometimes you just really need everything around you to die. Rip and Tear, Journalist, until it is *done*.

Items

*Items are discounted for their Origins; Items costing 50 or less after Discounts are Free, including the cost of upgrades. Items return to you if lost, stolen or destroyed after 1 level, or 1 week Post Jump. Many Items purchased or found in Jump can be upgraded PERMANENTLY with Skill Points via the **Skill Tree** Perk, becoming Fiat Backed. All Origin Items receive charges of power by gaining Madness or harming your opponents.*

General / Undiscounted

(Free/100/600) **Arsenal** - Forgive Me Father is a Boomer Shooter, and that means solving your problems with tons of guns. For Free, you are skilled enough at carrying weapons that you can easily carry every usable weapon and Origin Item from this Jump in your oversized trench coat, with a minor boost to quickly swapping between them.

For 100 Points, your Arsenal fits in an eldritch pocket Inventory, with room *only* for the Items noted to be considered part of your Arsenal, plus some ammo for each. You'll also have an infinite keyring for any and all keys you may acquire.

For 600 Points, your eldritch Arsenal is added to your Body Mod, ensuring you can smuggle these weapons forth even into even the unlikeliest of places.

(Free/50/100/150) **Deep Pockets** - Let's be honest here: you're here to kill monsters, not worry about where all your ammo is going. You'll be capable of carrying a *lot* of ammo regardless of how many Skill Points you pour into this Perk. Depending on how many points you've spent on this Perk, you can carry:

- (120/140/160/200) Revolver/SMG ammo;
- (24/28/32/38) Shotgun ammo;
- (180/210/240/280) Rifle ammo;
- (15/20/30/50) Harpoons;
- (100/130/160/210) Energy ammo; and
- (10/14/18/25) Rocket ammo on your person.



This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(Free/50/100) **Light Source** - “Keep it close.” Something to show you what’s hiding in the dark. Priests will receive a Lamp and Journalists will receive a Flashlight by default, but I won’t kick up a fuss if you’d prefer to have the opposite option. Unfortunately, you cannot use a weapon while holding up your Light Source, but on the bright side it appears in your hand when you reach for it, and its light can only be seen by your allies.



For 50 Points, your light source is *incredibly* bright, lighting up even huge rooms.

For 100 Points, you *also* have a Hand Crank Flashlight; this light hangs around your neck and doesn’t need to be held to function. Unfortunately, it requires you to pull the cord to light it up for 15 seconds (holding 90 seconds of charge with 4 pulls), and that sound *can* be heard by your foes. *This upgrade cannot be purchased via the Skill Tree.*

This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(Free, 50, 100) **Knife** - “When guns don’t work, stabbing still makes wounds.” Your trusty knife is capable of cutting down a Wretch in two swings, and it’ll never run out of ammo. It’ll jump into your hand when you need it most, and it will never break.



For 50 Points, your knife is overtaken by something eldritch and thickens; your Machete deals much more damage OR your knife becomes an infinitely replenishing Throwing Knife, designed for throwing competitions in pub games; it’ll do the same damage, but you can throw it as much as you want and you’ll always have another.

For 100 Points, your Mutated Knife overgrows with black tentacles and eyes, becoming more dangerous but not any more accurate. This knife will fly faster through the air and will deal increased damage, though not quite as much as the Machete.

The Machete and Throwing Knife are *mutually exclusive upgrades*.

This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(Free, 50) **Revolver** - “Weak, but reliable gun with no gimmicks. Allows for precision shots, especially if aimed at the head.” Your trusty revolver will be on your person at the start of each Jump alongside 20 compatible bullets, though this won’t remove any ammo you already had.



For 50 Points, you actually have Two Revolvers, and easily carry one in each hand; while you'll lose out on accuracy, you can easily double your firing speed OR you've traded out your revolver for a magazine-fed pistol, the Noller G40, a "more modern gun for faster shooting heroes aiming at longer ranges;" the G40 shoots faster than the Two Revolvers while maintaining accurate shots, but deals slightly less damage per bullet.

The Two Revolvers and Noller G40 are *mutually exclusive upgrades*.

This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(50, 100, 150) **Shotgun** - "Pukes a bunch of bullets in the general pointing direction. Pathetic at range but a beast up close." The double barrel Shotgun fires both barrels at once, and the spread of pellets is absurdly large. Nonetheless, it'll blow most foes into chunks at close range. You start each Jump with 12 fresh compatible shells.



For 100 Points, your Power Shotgun has been modified to fire more pellets per shell without risk of blowing the barrels apart, resulting in increased damage OR your shotgun has been hijacked by an entity of questionable origin; your Spitter now somehow fires bouncy bullets that don't harm you or your allies when they bounce off of walls with an absurd spread.

For 150 Points, your Spitter has overgrown with something from the abyss; your Abyssal Shotgun fires more bullets per shot with a much increased firing speed.

The Power Shotgun and Spitter are *mutually exclusive upgrades*.

This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(50, 100, 150) **SMG** - "Balanced for both range and damage. Rust jammed the switch in burst fire mode." One of the only guns you could probably improve with sufficient gun oil, the Tockentod MP18 is a 3-shot burst SMG sharing ammo with your Revolver (still just 20 ammo to start).



For 100 Points, you've repaired and overclocked your SMG into a Tockentod MP28, unlocking fully automatic fire and increasing damage on even very distant foes OR you've seriously modified your SMG into a Nasstod LD32, replacing the internals to fire unstable bouncy grenades! The LD32 uses Rocket Ammo, you'll get 5 more each Jump.

For 150 Points, you've further improved your gun into a Nasstod LD62, doubling the firing speed and increasing the damage at the cost of a smaller blast radius.

The Tockentod MP28 and Nasstod LD32 are *mutually exclusive upgrades*.

This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(50, 100, 150) **Rifle** - "When you need a constant hail of heavy bullets. It loses its temper and accuracy the longer you keep your finger on the trigger." The Rusty Vito is a high caliber variant of the Thompson "Tommy" gun. You'll get 20 compatible bullets for it at each Jump start.



For 100 Points, you can bandage up the Rustier Vito which somehow increases its damage and firing speed, OR you may modify your gun into the Des Goules, which now fires a concentrated energy beam instead. Your Des Goules has increased damage, extreme precision accuracy, and great range, but it will continue taking up the rifle slot in your Arsenal while using energy ammo instead of rifle rounds; there is no In-Jump alternate weapon that uses rifle ammo, so while you can still collect it, you can't carry another Rusty Vito in your rifle slot. You'll get 30 extra energy ammo each Jump.

For 150 Points, you've turned the Des Goules MkII's voltage up to maximum, increasing the damage while somehow also using less ammo.

The Rustier Vito and Des Goules are *mutually exclusive upgrades*.

This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(50, 100) **Harpoon** - "Not just for hunting fish! Hunt prey at long distances with this device! Can make shashliks out of them, too!" Despite this weapon's enthusiastic description, the creatively named "Harpoon" fires harpoons *considerably* slower than your bullets normally travel. Still, this is the only weapon you can use in this game's underwater level, and you'll get 10 new harpoons at each Jump start, so perhaps it'll be worth the purchase all the same.



For 100 Points, your Whale's Bane harpoon launcher will not only be "richly decorated" and deal more damage, but you'll also note it fires 2 weaker harpoons alongside the main bolt without any additional ammo spent.

This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(100, 150, 200) **Energy Weapon** - “Stolen from the laboratory. Shoots out tons of electric charges, dealing massive damage.” The Energy Booster is what Doomguy’s plasma gun would look like if it fired balls of electricity instead. You receive 30 energy ammo at each Jump start.



For 150 Points, you may upgrade your energy weapon into the Energy Catalyst, which increases the gun’s firing speed significantly OR you may allow your weapon to become a Worm Nest; these slimy creatures are born to die for your cause, and when the gun is fired, they crawl along the ground until they reach an enemy or short distance ahead, then explode. Note it now uses rocket ammo instead of energy ammo, so you’ll get 5 at the start of each Jump instead of energy ammo. Mind the blast radius.

For 200 Points, you can alter your gun into a Big Worm Nest, allowing for a massive damage increase alongside a bigger blast radius. The worms will also be made more comfortable in the expanded nest, if such a thing interests you.

The Energy Catalyst and Worm Nest are *mutually exclusive upgrades*.

This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(150, 200) **Rocket** - “You don’t want to be hit by its explosive bombs. Rumors say this thing is partially responsible for the birth of the universe.” The Thunderonomicon’s rockets fly in a straight line until they hit something, then explode. You get 5 rockets each Jump start.



For 200 Points, you can secure and wrangle the Thunderonomicon MkII, using a crank to nearly double the firing rate of rockets. Requires the Energy Catalyst upgrade.

This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(400) **Mad Hobo’s Shrine** - This old man looks like he could have been the Priest’s father, or perhaps his crazy uncle. You’ll often find him sitting next to a shrine of Cthulhu, and offering to bring you back there should you die. For this Jump, he’ll always bring you and your Companions back to the last moment you spoke with him, but in future Jumps he’ll only appear near hospitals and insane asylums, and he can only save you once every ten years.



Priest

(50, 100, 200) **Crucifix** - "Pray away your wounds with the power of faith." Hold this reinforced cross aloft and it will heal you. The cross takes 3 seconds to do its work, healing (20/40/80) Health over time. The Crucifix can hold up to 3 charges gained through violence against your foes.



This Item is considered part of your **Arsenal**. [Upgradable with the Skill Tree](#)

(50, 100, 200) **Aspergillum** - "Evil hates holy water, a scientific fact. Once sprayed, you will get a few seconds to shoot up wretches until they regain their senses." Wave this tiny mop towards enemies to stun them with holy water in a line in front of you. The stun lasts for (3/5/8) seconds, and does not work on Boss tier threats. You can generate up to 5 charges of holy water gained through violence against your foes.



This Item is considered part of your **Arsenal**. [Upgradable with the Skill Tree](#)

(100, 200, 300) **Necronomicon** - "This book gives you a taste of the ancient power capable of negating all pain temporarily." Open this book and look at its pages for one full second, and you will be made invulnerable to all harm for (4/8/12) seconds; this effect also gives you an orange visual overlay capable of seeing through darkness. The Necronomicon can hold up to 2 charges gained through violence against your foes.



This Item is considered part of your **Arsenal**. [Upgradable with the Skill Tree](#)

(100, 200, 300) **Medallion** - "Use this artifact to get an infinite supply of bullets for a short while." Take this sacred stone into your hand and hold it aloft to generate at least 1 shot for any weapon you have on your person, and for as long as the stone empowers you your ammo stores will not lower (though you may still have to manually reload something like a double barrel shotgun with that infinite ammo supply). This effect lasts for (4/7/9) seconds, and gives your vision a blue overlay capable of seeing through darkness. It holds up to 2 charges.



This Item is considered part of your **Arsenal**. [Upgradable with the Skill Tree](#)

Journalist

(50, 100, 200) **Herbs** - "When smoked, you get cursed by a magic sword. Each hit with it heals your wounds and deals tons of damage. During this massacre, all incoming pain is reduced." Light the end of this with the included lighter, and a sword made of white solid light will instantly appear in your right hand for 8 seconds. You heal (10/15/25) per hit, and take (50/33/25)% as much damage while the effect is active. The higher the level, the more damage you'll do. You can generate up to 2 charges at a time through violence.



This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(50, 100, 200) **Camera** - "Blind everyone close to you and keep them in place." This camera's flash is incredibly bright, and can somehow even stun things without eyes, but not Boss-tier creatures. This effect has less range but a much wider spread when compared to the Aspergillum above. You can generate up to 4 light flashes gained through violence against your foes.



This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(100, 200, 300) **Voodoo Doll** - "This doll represents every person and monster to ever exist. Summon a mysterious force that hurts everything around you." This bloody doll need only be squeezed to unleash a blast of force centered on you capable of splattering weak foes even through walls. The more you upgrade it, the more damage it does. The range isn't more than a few meters, and it *strictly* targets your foes. You can generate up to 3 blasts at a time.



This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

(100, 200, 300) **Cigarette** - "When used, your foes slow down... but not you! Dodge things that can't be dodged otherwise." Take a single puff of this cigarette to slow enemies for (7/9/12) seconds; your vision will gain a purple visual overlay capable of seeing through darkness. Please note that this *only* slows your foes, the world itself is unaffected. You can hold 2 charges.



This Item is considered part of your **Arsenal**. Upgradable with the Skill Tree

Companions

(50/100) **New Heroes** - You can import Companions into either Origin for 50 CP each, or you can pay 100 CP to import up to four Companions. Imported Companions gain 600 CP to spend. Companions cannot make any purchases in this section, nor take any Drawbacks, but they do receive the many discounts associated with their Origin.

As a courtesy, extra copies of each Item weapon will be carefully hidden throughout the world for each Companion Imported, to give them a fighting chance to bring extra weapons out of the Jump.

(100) **Your Counterpart** - You're not the only one looking into Cousin Louis' plea for help. At the start of the Jump, the character representing the Origin you didn't take will find *you* in Cousin Louis' room, obviously looking over a mess you didn't make.

If you take the canonical Priest or Journalist (mutually exclusive), then they get their **Light Source**, **Knife**, **Revolver**, and **Skill Tree** for free, as well as opportunities to find any of their personal Origin's Items in the Jump, all Fiat Backed post Jump. Naturally, any Item-based weapons they find and upgrade over the course of the Jump are Fiat Backed as well, so strongly consider sharing your finds with them rather than hoarding all the weapons for yourself.

The only Origin Perks your new Companion does not have some inherent aspect of is their Capstone, though they probably also have plenty of mundane skills associated with their profession and for living in the 1920's in general; the Priest, for example, graduated from university and even studied some electricity, though it very much disturbed him for how strange and new it all was.

Drawbacks

There is no inherent limit on the number of Drawbacks you may take.

(Toggle) **Here For A Good Time, Not A Long Time** - The Jump ends after Cthulhu “dies,” or gets as close as a mortal can manage with an Arsenal alone.

(Toggle) **Just Here For The Combat** - There’s a story to be uncovered here... but honestly, you could do just fine without it. Just go forth, kill everything in your way, and collect any colored keys to get through the colored doors. Sometimes you’ll need to pull levers, too, but that’s about as deep as the puzzles get. Occasionally, you’ll face some minor platforming. This Toggle turns off any “internal struggle” nonsense you might otherwise deal with, preventing any intrigue, strange thoughts, or risks of Eldritch Madness having any impact on you. It’s all just flavor text, you’ve got monsters to slay.

(Toggle) **Is This All Just a Madman’s Dream?** - By default, the sequel to this game, Forgive Me Father 2, indicates that there’s a non-zero chance that everything that happens in this Jump is all in somebody’s mind. There’s *also* evidence to support that it *did* all happen, but that you might have committed a massacre against an innocent town... and finally, there’s the very probable outcome that you prevented the apocalypse with little more than grit and gunpowder, perhaps at the cost of your own sanity. This toggle makes whichever ending you’d prefer into the canon one.

(Toggle) **The Shattered Mirror** - By default, you replace the character of your Origin, and you face the events of the game alone. If you would prefer, you may instead start the Jump in the ransacked room alongside your Origin’s opposite counterpart, with any familial relation to them up to you (cousins by default). Please note they may react poorly to the events of the Jump, and may not trust you if you didn’t pay for them in the Companion Section, but they *are* theoretically capable of finishing the default Jump (with no Drawbacks) on their own in either case.

(+100) **Madness Effect** - “Even with your sanity intact, the world is greyscale. Forever.” You only see in black and white, with splashes of red for blood.

(+200) **Touched By His Tentacles** - You’re mad. Literally. Over the course of the Jump, you will slowly but surely lose touch with reality, finding yourself moving to act as your Origin would and only truly having control of yourself in combat. That’s good, because *only* during combat will you feel entirely like yourself again, fully in control of your actions. *This is mutually exclusive with **Just Here For The Combat**.*

(+300) **A Mere Mortal** - All is lost; you have only your Body Mod and any purchases made here to help you survive against all the eldritch forces of this world.

(+300) **Expert Difficulty** - “Prepare to be tested in both mind and matter! Madness is hard to come by, enemies are nightmarish and ammunition is scarce. Choose if you dare!” Nothing more needs to be said.

(+300) **Ironman Mode** - “Die once, your save is gone. Raise the stakes to a ridiculous degree!” All your 1-Up effects, regardless of source, are turned off for the duration of the Jump. A simple enough effect, but a potentially deadly one.

(+600) **Howard Phillips Lovecraft** - Be it an insane man’s dreams or a true world of horror, the end of your fight with Cthulhu is only the beginning. Not only will the events of Forgive Me Father 2 happen somehow, but you’ll also need to contend with the likes of Shub-Niggurath, Ayi’ig, Cthugha, and more. While you are not strictly *required* to be present to stop all these monsters, the odds of humanity winning are low, to put it mildly; perhaps one out of every twenty-five times, a hero will arise and stop the threat without your direct intervention. As a mercy, all these incursions can be stopped with sufficient violence, and you’ll never miss one by accident. *If taken with **Here For A Good Time, Not A Long Time**, you will face no less than four more “games” worth of fights and experiences before the Jump ends (though you may stay for more if you’d prefer).*

Ending

This nightmare is finally over. All your active Drawbacks are removed, alongside any eldritch creatures you haven't gained for the loyalty of forevermore. Anything that would prevent you from making this choice with a clear mind is suspended. All incompatible Eldritch Knowledge will be removed from you, etc. etc. ad nauseum.

Despite everything you've faced, you're still you.

Remain in the Asylum - Are you... maybe powerful enough to hold off whatever other Lovecraftian horrors may decide to come by this planet for a not-so-friendly visit, perhaps? Are you taking over? ...overly comfortable? Whatever your logic, you've decided to Stay in this Jump. Your Chain is broken before the forging of its final link, and unless you've brought in some other method of traveling abroad, this is where you will stay. By taking this option, for good or ill, you will be made truly immortal, in the hopes that you might hold back the tides of eldritch nightmares forevermore. May whatever gods you pray to have mercy on your everlasting soul.

Freed from the Madness - Your Chain has broken, yes, but was it voluntary? Or has your lifeblood spilled across the ground, leaving the world to fall before dread Cthulu's wrath? Whatever the cause, you will receive safe passage all the way back Home. No matter the reason, you are permitted to keep all your purchases from this Jump, and nothing will follow you home that you do not, specifically and with proper foreknowledge *and* intent, invite to do so. Take care, Jumper.

On to the Next War - Or the next vacation, or wherever else your journey may take you. Nothing from this place that you did not pay for or acquire can come along except as a Companion, so worry not for unwelcome hitchhikers. For all their power, they were nothing before you then, and by the time you're done, even the greatest of them will be less than your own splendor. Hail Dread Jumper, the undying traveler! Hail!

What Actually Happened Here?

Warning: Spoilers for Father Forgive Me 1 and 2!

Forgive Me Father is a Boomer Shooter set in 1926, wherein a cult has done away with the mayor of Pestisville and taken over the town for their own goals. The Priest and Journalist were both called back to “their hometown” in order to help out their Cousin, Louis, whose room has been ransacked. Shortly after arriving, zombie-like mindless Wretches attack them, forcing them to take up a revolver and kill everything in their path. Though only one perspective is shown, the second game implies *both* individuals *may* have fought alongside one another to take down the cult.

By fighting through the Hostel, city streets, through a cemetery, a factory, the sewers, across vast farmlands, through swamps, and through a hospital and even during a walk at the bottom of the ocean... all filled with monsters to kill and new guns in convenient locations. Along the way, the main character slowly loses their grip on reality and witnesses a number of other minor characters acting irrationally or encouraging them to “stop the madness” before swiftly dying in some manner or another. Several “boss” tier threats are fought off along the way, and eventually the main character boards an ocean liner without knowing why, merely feeling compelled to continue.

Things take a turn for the weird as the main character enters an eldritch world in a vat of water on the ship, and fights their way towards and through a temple to Cthulhu. They fight in eldritch lands and underground, and at one point shut down all eldritch energies in a space-like environment by virtue of killing everything until the energies disappear, leaving only a mundane underground mine behind.

In the end, the main character runs down the replacement mayor and cult leader, then kills them. Before dying, the mayor warns that “one soul isn’t enough to stop what’s coming,” leading the main character to proceed forward to spite them and the monsters responsible for turning the town into monsters or driving them off (or killing them).

After everything, the Main Character finds a skyscraper-tall Cthulhu, and kills them. The eldritch deity’s severed head laughs, and warns that the pain isn’t over. The character blacks out, and awakens chained to a hospital bed. Found alone, they’re being held responsible for slaughtering the town, though if this is true is left ambiguous.

"Is this the lord of everything? The Ruler laughs sarcastically looking into your eyes. He says this pain will never end. His voice is still powerful. Convulsions come with this sound. You feel that your body is changing. You're writhing in pain. Tentacles grow from your face. From the back, your wings. Do you already understand what is happening?"

"The pain let go."

"You regain your eyesight. You feel like after strong drugs. Can you see these people? Normal people. Yes, they are looking at you. Your hands are tied. You killed all the townspeople and your own cousin in a manic frenzy. Do you already understand what is happening? Do you already understand what you've done? This pain will never end."

-The Narrator, Forgive Me Father's final cutscene

Notes

- Special thanks to Needleworker for their help in preparing this Jump. Without them, it would not have been completed.
- The Journalist Origin is removed in the sequel, and every consequence fell onto the Priest instead. This would be less important if there wasn't deliberate canonical evidence that she fought alongside the Priest in this game. Naturally, I have chosen to assume that this means not only was the Journalist more or less unaffected by the eldritch madness, but also that she somehow escaped *all* the consequences that the Priest faced instead. With how little we know about her compared to the guy with a second game, she nonetheless also stands out for her blasé responses to most of the game's threats and eldritch reveals.
- Your bullet-based firearms are hitscan by default, as is the Des Goules. All other weapons, including the Energy Booster and those modified with "bouncy bullets," are *not* hitscan, and the projectiles must travel through space to hit their targets. You also don't need to reload or rack most weapons; you need to reload or rack the shotgun, harpoon, worm nest, and thunderonomicon mkII, but all other weapons may fire at their maximum fire rate until you run out of ammo.
- Upgrades with multiple purchase levels have those costs included as part of the highest price Tier; *you DO NOT need to pay for every Tier*, just the most expensive in each category. That said, you *cannot* add more than one of each weapon to your Arsenal (Two Revolvers upgrade is the exception). You *can* purchase more than one of any given weapon for 50 points minimum if you really want to, but you must pay for all items and their upgrades separately, and any extras won't fit in your **Arsenal** by default.
- The **Voice of Reason** is intended to represent your character speaking in a First Person Shooter, just in case their motivations wouldn't be your own but you're too busy shooting everything to care. It *also* functions as your narrator, for the same reason; if you're completely lost on what to do next, you can prompt the Voice to remind you of your current In-Jump goals based on your Origin/Backstory, if any.

- Experience required to level up here starts at 1,000 points to earn level 1, then 1,200 to get to level 2, 1,440 to level 3, and so on. In short, you need 20% more exp per level for each level after the first. Naked Wretch enemies give 10 exp by default (17/25/38 with **Diligence** upgrades), Fat Fish gives 57 exp, Liquidators give 95 exp- still, you'll go from needing to kill 100 Wretches to reach level 1, to needing 3834 of them to get from level 20 to 21 without Exp upgrades (2255/1534/1009 kills, rounded up, with **Diligence**; it's a *really effective upgrade*, unless you'll never need it again).
- Perk and Item upgrades purchased with Choice Points do not increase your level; you'll just have those upgrades at level 0, reducing your overall Exp requirements to max out your local build with each purchase. By default (unless changed by factors outside this Jump), purchasing any **Skill Tree** options down one branching path locks out the alternate path, regardless of how you bought that upgrade. Reset Points are available to change your mind later, if applicable.
- If you purchase the **Skill Tree** Perk but not **Health & Armor**, then you can still get pools of health and armor through the skill tree, albeit down to 125 points max each, usually hidden behind weapon upgrades. If you purchase **Health & Armor** but not **Skill Tree**, then any upgrades you have at the moment the Jump ends are retained, to a maximum of 325 points each. You *must* purchase both to get your pools to 450 to keep.
- **Health & Armor** Pools take damage *AFTER* invulnerability but *BEFORE* other health pools by default. Any mundane health or armor picked up *may* be "spent" into the Armor Pool as desired, though do be warned that any compatible healing or armor poured into these pools is lost; a random first aid kit might have epi-pens you'd prefer to keep, so consider removing non-critical components before consuming health items in future Jumps.
- The In Game equivalent to the **Madness Meter** drains completely and instantly after a few seconds without dealing damage, and also has a Black and White (with red for blood) visual overlay. As you're spending points here for it, instead the bar drains slowly over time, and you can have the visual overlay as a toggle if you want it.

- If you're reading this, then the **Arsenal** Item includes a free 1920s trench coat.
- The **Arsenal** is compatible with other combat inventories, especially the DOOM.txt Jump's Body Mod Loadout; Forgive Me Father is based on DOOM's mechanics after all. If you spend points to have your local weapons added to your Body Mod, this functions *in addition* to similar Body Mod upgrades. For example, your ammo pools are separate but your weapons could easily draw from either of them.
- The **Light Source** Hand Crank Lamp is from the second game, which is why it can't be unlocked with the Skill Tree. That said, the 50 point purchase is for the third tier unlock in the Skill Tree, and buying it with Choice Points *does not* lock out the Health and Armor upgrades it normally would (which may be the only reason to ever spend Choice Points on a light upgrade like this one).
- Even if they have nothing else, the Your Counterpart Companion gets their bolded free options (Light Source, Knife, Revolver, and Skill Tree) as part of their Body Mod, to compensate for otherwise being potentially weak to start. Whether their entire **Arsenal** is retained in Gauntlets is between you and your Benefactor.

FOR THE DARK TOME: Name (Cost in Madness Tokens) "Actual Effect"

Active Tome Effects:

- Haste (Free) "This Dark Tome page increases your firing and reloading speed while also smoothing the recoil, allowing you to enjoy the murderous trance even more."
- Sudden Death (165) "With this skill activated, your fire rate and reloading speed are increased even further. However, there's a price you have to pay: damage received from all sources is now increased."
- Might (335) "This Dark Tome page enhances damage dealt to your opponents, which means less ammo spent, but it also allows you to tear enemies into little pieces more easily."
- Almighty (615) "Increases your damage to an unimaginable level at the cost of reduced fire rate."
- Resistance (200) "Invoke an ancient force from the Dark Tome to significantly reduce incoming damage from all sources."

- Dark Shield (385) "Summon the energy from the Dark Tome to protect your fragile flesh. This improved version of Resistance makes your enemies' attacks feel like a scratch as you become nearly unkillable. The weapon fire rate, reload, and equipping speed are now reduced."
- Lifesteal (565) "Seek aid in the Dark Tome to heal your wounded flesh. Whenever you deal damage to opponents, you heal yourself for a certain amount depending on the damage you dealt."
- Gluttony (875) "Your mastery of draining life forces from eldritch horrors has reached new heights. Whenever you deal damage to opponents, you now heal yourself even more significantly, but your accuracy isn't as good as it once was."
- Mirror (105) "Laugh in the face of your opponents as you watch them die by their own hand. Whenever you are hit by an enemy's attack, the damage you receive is returned back with multiplied force."
- Void Reflection (235) "Void Reflection, besides redirecting damage to your opponents with increased strength, now grants additional damage reduction. Safety first, priest."
- Mist (300) "Harness energy from the Dark Tome to significantly reduce the accuracy of your enemies."
- Mirage (435) "This more powerful version of Mist decreases the opponent's accuracy even further."
- Gaze (175) "This power harms everyone who stands in your way, unleashing rapid strikes at targets within your line of sight."
- Focused Gaze (265) "This Dark Tome page wounds enemies within your sight with unimaginable frequency. None is safe as long as you have a clear sight of your target. And if that is not enough, try using both variants of this power to unleash ultimate destruction upon your foes."
- Lightning (485) "After hitting an enemy or element of the environment, a sphere of mystical energy is created at the point of impact, dealing damage to a nearby opponent after a short while."
- Electrocution (765) "Energy spheres spawned after shooting enemies or the environment deal even more damage."

- Freeze (205) “After dealing damage to the enemy with your weapons, they become stunned for a short while.”
- Bottomless Guns (205) “If the weapon has a magazine capacity greater than a single shot, reloading is no longer required. Instead, every shot draws ammunition from the reserve.”

Passive Tome Effects:

- Guiding Light (50) "This Dark Tome Page enhances the [Hand Crank Flashlight]'s activation speed as well as its duration and beam width. If you get lost in the darkness while having this perk, you can only blame yourself."
- Quick Draw (125) "This Dark Tome page allows you to change between weapons more quickly."
- Personal Space (145) "This ability increases knockback distance after damaging an enemy. Make them fly!"
- Expired Medicine (475) "Collecting health pickups that would exceed the player's maximum health converts excessive healing into armor."
- Prolonged Panic (460) "Increases the duration of the Dark Tome's active effect."
- Steady Aim (255) "Increases accuracy and decrease[sic] bullet spread and recoil of your weapons. Bear in mind that your fire rate will be reduced."
- Double Vision (465) "Every weapon now fires double the amount of bullets, but their accuracy has been reduced."
- Playing Dirty (280) "Offer a part of your soul to the Dark Tome to increase the damage dealt to enemies, but also increase the damage received from all sources at the same time."
- Nasty Bullets (230) "Increases the chance of triggering the pain state whenever you deal damage to enemies."
- Mood Swings (400) "Receiving damage charges your Dark Tome's bar, allowing your abilities to wreak havoc more often during battle."
- Scrap Vulture (230) "Armor pickups are less effective, but they also grant a portion of ammunition upon collection."
- Restoration (625) "Increases the power of every healing source in the game, including other perks."
- Determination (345) "This ability increases the maximum amount of the player's health."
- Living Mass (435) "Increases the maximum amount of player's health significantly but decreases healing effectiveness from all sources."

- Iron Skin (315) “This Dark Tome perk increases the player’s health and makes armor more durable.”
- Deep Pockets (155) “This perk allows you to carry more ammunition.”
- Melee Blessing (145) “Increases damage of your melee weapons.”
- Sidearm Proficiency (305) “Increases your pistol’s fire rate and reload speed.”
- Mad Shotgunner (265) “Increases your shotguns’ fire rate and reload speed.”
- War Veteran (330) “Increases the rifle’s damage dealt and accuracy.”
- Arcane Expertise (205) “Increases the damage and equipping speed of your exotic weapons.”
- Miss Refund (125) “After you miss a shot, there’s a small chance that the ammunition will not be consumed.”