

World of Darkness Mummy

In the sands of the kingdom of Khem, in times long forgotten, a war began. The lands were ruled by the Pharaoh Osiris, and his wife Isis. Osiris's brother Set coveted the throne, and for his machinations was banished. Thus Osiris ruled benevolently over his peaceful kingdom, that is until a stranger came. This stranger, named Typhon, arrived wishing an audience with Osiris. Osiris accepted him and spoke of a coming darkness and war. Typhon and Osiris met on the eve of the full moon for four months. On the dawn after their fourth meeting Osiris was discovered ill and near death, pale and bloodless on his chamber floor.

But true death did not come for Osiris. He rose, stronger and more powerful than ever, but pale and cold still. None knew whether Osiris chose undeath or had it thrust upon him, but for three hundred years he ruled thusly. Soon another visitor appeared, however, named Thoth, who would teach the mystical arts to both Isis and her sister Nephtys. He would soon depart as abruptly and mysteriously as Typhon.

This heralded the return of Set, now a creature of darkness like Osiris. He would trap Osiris in a coffin and cast him into the Nile. And though Isis and her son Horus would retrieve it, Set captured them and tore Osiris into 13 pieces and cast his parts across the sands of Khem. He tortured Isis and Horus, plucking out Horus's eye taking his Ba or vital force. Horus withered away, kept alive solely by the ministrations of Isis's magic.

Escape would soon come for them, and they hid in the home of a humble farmer. With the Magics of Isis and Nephtys they gathered the pieces of Osiris and return him to the land of the living. The resurrected Osiris had learned secrets during his time in the underworld, where he encountered a ferryman of the dead named Anubis. One of these secrets was that of the Great Rite.

The Great Rite was used to restore Horus, but he was not as he was before. He would become the first of the Mummies. And so Osiris, Isis, Nephtys, and their allies Bast and Sobek would seek to challenge Set and his forces. They would be slain to the last. Set stood victorious, that is until Horus appeared. Still wrapped in his linnens Horus would avenge his family and drive Set and his men from Khem.

Horus till this day leads his disciples, those he and his priests would perform the Great Rite upon. He leads them on an eternal war to eradicate all of Vampire kind from the world. These Shemsu-Heru, as they are called, are not the only immortals in this world however. There are the Ishmaelites, those who abandoned Horus's crusade.

The Cabiri, grecian mummies created by rogue priests of Horus. The Children of Apophsis, monsters created by the disciples of Set with an incomplete version of the Great Rite. And still there are others, with no connection to the kingdom of Khem, Horus, or Set.

Mummies, otherwise called Immortals, no matter their origin function the same. Though called Immortals, they are not immortal in the sense that they are impervious to harm or disease; Indeed, the same agents that kill a mortal will kill a mummy. The exception to this is age, as all mummies are ageless. A Mummy's immortality is, in effect, "fueled" by their soul (called Ba by Egyptian mummies, Psyche by the Cabiri, etc.). As a Mummy lives, the energy of their soul is slowly drained. Typically a fully "rested" Mummy will live for a century. A Mummy who lives a more hedonistic or fast-paced lifestyle may only last a mere 30 years. Of course, those who do this purposely don't mind, they know they will be back in time for the next big party. A Mummy who lives more ascetically may live for two or three centuries. Regardless, an Immortal can feel when their soul is nearly depleted, and will then take measures to prepare themselves for both their trip to the underworld and their return.

Mummies of course can also die through violent means, but by putting strain on their soul a mummy may stave off their violent death. Of course too much strain or enough raw damage will separate the soul from the body sending the Mummy straight to the underworld.

After a Mummy dies, their soul travels the underworld gathering soul energy to facilitate their revival. Each kind of Mummy has an allied ferryman (Anubis for the Egyptians, Charon for the Greek, etc.), and a safe place within the underworld (Amenti for Egyptians, Hades for Greeks, etc.). Mummies will be led to their safe place by their allied ferryman if they wish, or they can travel the underworld like any other wraith. Similarly a Mummy can enter the shadowlands, places where the underworld and the mortal world meet, and watch over their body. When a Mummy is in this state they function much like any other wraith or ghost in this world, with what remains of their bodies functioning as an anchor.

Once a Mummy has gathered enough soul energy, a process that may take as little as a decade or as long as a century depending on the state of their body and the effort they put into gathering soul energy, they can return to life. Some of the gathered soul energy must be spent to repair the Mummy's body, but after it has been restored a Mummy may remain in the underworld for another year to gather more energy before their body will begin to rot or decay again.

The cycle of death and rebirth slowly erodes a mummy's spirit, draining joy from their life and damaging their memories. You, as a visitor whose cycle is being sponsored by a great being, will not suffer this fate for your time here.

Lastly, true death is rare for Immortals, but not impossible. The soul of a Mummy in the underworld can be devoured by oblivion, or their true name can be eradicated through magic. To suffer true death is your failure scenario here.

Of course, a Mummy's life is a long one and a mere ten years is nowhere near enough to get the full experience. Each background will list possible starting dates and you will continue from that point until 1997, which is when your ten year timer will start ticking down. So, Jumper, are you ready for the life of a Immortal?

+1000cp

Backgrounds

You receive a new human body that matches the ethnicity of whatever form of Mummy you become. As an Immortal you can choose an apparent age anywhere between 15 and 45. All backgrounds begin with clothing appropriate to the era they arrive in.

Drop-in (Free)

Well I guess since Mummies have a habit of losing memories when they are reborn it won't seem too odd that you have none of any life here before your arrival. No allies, no responsibilities, and no enemies, you have a clean slate here. You can be a generic Mummy and drop in at any location in the world, at any time in between 3500b.c. and 1a.d. Or you can choose to be any other form of Mummy.

You can choose freely to be a Shemsu-Heru or Cabiri and select from their starting times and locations or you can be one of the different kinds of immortals. You can select to be an Incan/Aztec Mummy (Mallki), a Christian Mummy (Incorruptible), a Australian Aboriginal Mummy, a Maori Mummy (Mokomokai), or a Bhuddist Mummy (Sokushinbutsu). If you select one of these other forms of Immortal you can choose a suitable starting location and time period to be dropped into.

Shemsu-Heru/ Ishmaelite (Free)

The Egyptian Mummies, originating in One-Eyed Horus and his crusade against vampires. The Shemsu-Heru remain loyal, while the Ishmaelites have abandoned Horus. They are some of the most numerous and widespread of all the Immortals, and often dig their "claws" into mortal society much like vampires do.

You can choose to begin in any location in Egypt, at any time between 3500b.c. and 1a.d.

Cabiri (Free)

Created from a bastardized version of the Egyptian rite of rebirth, the Cabiri are mummies with no common faith or goals. Each Cabiri is different, coming from all European nationalities and peoples dating back to ancient Greece. Still they do mingle with each other and many stay in communication, exchanging speculation and sharing discoveries.

You can choose to begin any place in Europe or old Macedonia, at any time between 600b.c. and 1500a.d.

Child of Apophis (200cp, Mandatory "Came Back Wrong" drawback for no points)

The Children of Apophis – also called the Bane Mummies, particularly by their enemies – are dark and twisted parodies of the Shemsu-Heru, created by Set as rivals to the minions of Horus. But the result was more than he bargained for: while the Bane Mummies are truly immortal, their experiences in the underworld have utterly warped their psyches, and their souls belong to Apophis, the great devourer of Ra. Originally five men and two women, there are persistent rumours of the existence of other Bane Mummies. You are now one of them.

You can choose to begin in any location in Egypt, at any time between 3500b.c. and 1a.d.

Perks

Backgrounds receive their 100cp perk for free and the rest of their perk line for 50%.

General Perks

Arcane (100cp)

When you live for as long as a Mummy, you may need to be careful about what you leave behind. A statue here, a painting there, and a photo now and before you know it someone has pieced together the clues. With this perk you are knowledgeable in how to cover your tracks throughout history, how to get rid of all of those pesky clues to your identity.

Memory of the Ages (200cp)

A very important part of being a Mummy is holding onto your memories between rebirths. When you are repeatedly crossing between the veil of life and death this can be a bit harder than you realize. With this perk your memories are incorruptible, you are akin to the proverbial elephant: you never forget. As well you are pretty damn good at jogging the memories of others, especially those that someone has lost unnaturally.

Depths of Power (200cp)

Mummies of all stripes can draw upon the magical energy that suffuses the world in order to perform supernatural feats. The Egyptians call this energy Sekhem, the Greeks Pneuma, and so on. Your immortal form can contain and channel larger amounts of this energy and you find your reserves growing faster than that of your peers.

Alchemy (200cp)

The art of alchemy is much, much older than many know. These older alchemists were much less interested in transmuting lead to gold and instead developed a pharmacopeia of drugs, potions, and poisons. You are knowledgeable and skilled in the mundane forms of alchemy, but you are also capable of brewing more impressive supernatural concoctions. From simple tonics to improve one's attributes, to love potions, to philters that grant supernatural protection. You begin

knowing only the weakest forms of these but you can improve your alchemical skill and even develop new recipes. Alchemical drugs can be prepared in the form of a classic potion, a salve that must be applied to the skin, or an essence that must be inhaled.

Amulet Crafting (200cp)

Amulets, a more permanent form of magic, can also be enchanted by Mummies. Amulets can take many forms, from small pieces of jewelry to strips of paper. Making an amulet is a lengthy and expensive process, requiring much magical energy. Amulets can be crafted to ward against specific forms of damage, to improve one's attributes, or grant unique abilities such as cloud walking or invisibility.

Celestial Magic (200cp)

Celestial mgic concerns itself with control of weather and other natural forces. It draws power from the alignments of the stars and planets; using these titanic forces, a celestial magician can produce impressive effects over a wide area. This is not a path for the impatient however. It's effects, while powerful, are slow to materialize and often involve elaborate rituals. Besides the power to manipulate the weather, celestial magic also allows one to call forth natural disasters (like earthquakes), call down meteor showers, or read the stars for portents.

Necromancy (200cp)

Necromancy is a greatly underappreciated magical art that gives the caster power over the restless dead and the souls of mummies in the underworld. But in many ways it is the path to the soul; with it, the necromancer gains power over their own soul, and it even grants special abilities when in the underworld. Necromancy can summon forth ghosts from the underworld, allow one to seperate their spirit from their body, send their spirit to the underworld, sense how a corpse died, raise mindless undead, or even trap a soul in a prison.

Relic Magic (200cp)

Much like amulets, relics are permanent objects that can be imbued with mystical effects. Unlike amulets, relics can be magical automatons or objects crafted to follow a soul into the underworld. Any relic crafted is bound to a single person when crafted and only functions for them. Relics can be as simple as a small model of a house that exists in full size within the underworld, small animated statues, or as complex as large guards and soldiers carved of stone, or even a special statue designed to allow a Mummy in the underworld to inhabit and interact with the living world.

True Naming (400cp)

The most powerful form of Immortal magic: it is the nature of reality that all which exists possess a true name, and this art allows one to manipulate true names. Each individual has a unique true name, but beings or objects without souls of their own will respond to generic names (this includes human body parts). True Naming is

one of the most demanding paths to follow: magicians much endeavour not only to learn spells, but also the true names on which they rely – not often an easy task. True Naming spells are incredibly powerful and varied, ranging from simply speaking and commanding plants to erasing a target's soul from existence (the latter of which can be undone if reality is made to "remember" the target).

Drop-In

Mythologist (100cp)

The world is filled with myths and legends, and now you are an expert on all of them. Every monster, every god, every hero, all of it is contained in that brain of yours. Even those that will not appear for centuries from your start date. With knowledge like this, it wouldn't be hard to impersonate certain figures. Do note that this does not give you any information on the actual supernatural societies of this world.

Friend of the Dark (200cp)

Speaking of which, there are quite the variety of actual supernatural beings here. Werewolves, vampires, mages, faeries, and others even stranger. And now all of them want to be your friend. It's just something about you, but supernatural beings (with the exceptions of Banes and other Mummies) can't help but like you. After this jump this effect extends to any other supernatural beings you encounter.

To Travel the Byways (400cp)

The Underworld can be unforgiving, which is why many Mummies prefer to stay in their safe places while there. You however need no longer fear the land of the dead, being an expert at traversing its tempests and secret paths. The Underworld kingdoms are known to you, as is the payment preferred by its various ferryman. This knowledge will extend to any future afterlives you enter.

A Life Lived (600cp)

Being an Immortal it may feel as if you have infinite time to accomplish your goals, and with the deadening joy and questionable memory that most Mummies possess often these grand goals remain unaccomplished. Now you no longer feel the need to procrastinate, never feeling boredom from repetition or tediousness, and all that has brought you joy will forever continue to do so. Your sense of wonderment and enjoyment of life will never again falter, every high will feel as good as the first time, and every kiss will spark like your first. Truly, life is good.

Shemsu-Heru/ Ishmaelite

Walk Like an Egyptian (100cp)

Well, if you are going to fit in here you are going to need to know a few things. Your ability to pick up on new trends, styles, and other cultural phenomenon is unmatched. With minimal time and exposure you could fit into any society you choose to.

Jihadist (200cp)

Horus gathered his immortal allies for a singular purpose: to slay the scourge known as the Kindred; Vampires. As such you are an expert vampire slayer. You know more about the vampires of this world than any other outsider, you know the powers they possess, their weaknesses, and how to exploit them. You will instinctively understand similar things about any other vampires you encounter, though not to the same extent.

Mouthpiece of Ra (400cp)

Ra (or a similar diety if you are not an egyptian mummy) speaks to you in signs and portents, vision and images. Some visions may be precognitive; others might offer warnings or advice. You cannot request or induce these prophetic visions, they come on their own. Such visions range from the obvious to the symbolic. They continue even after you leave this world, the vision of your god still speaking to you.

The Bloodline of Osiris (600cp)

You posses the blood of kings, like Horus himself. Your resevoir of Sekhem is improved, as is the potency of your magics. Your ghost powers when seperated from your body are likewise improved. Like Osiris himself you are incredibly strong, agile, and durable. Finally you are inhumanly beatutiful and posses the charisma of a true ruler. It is as if you were born to rule.

Cabiri

Thantology (100cp)

The theoretical study of death, an esoteric area of knowledge including aging, near death experiences, life after death, and the process of dying. Mummies have a rather unique perspective on death, all things considered. Regardless you know all there is to know about death: how it happens, what causes various forms of death, how near death experiences work, the limits of the human body, and perhaps even more strange secrets on the topic.

Rennaisance Man (200cp)

The Cabiri were often thinkers and innovators in their mortal lives. You are now in possession a variety of skills, putting you on par with the historical Leonardo Da Vinci during the height of his carreer. On top of this your creatively is noticeably boosted as well, allowing you to come up with a variety of uses for your new skills.

Mystical Ingenuity (400cp)

When people say that the Cabiri were made from a bastardized version of the Great Rite, they are not exagerrating. The Cabiri variation of the great rite was noticeably incomplete but still functioned anyhow. You too now know how to "jury rig" mystical arts. An example of this would be making a spell function for reduced energy cost with similarly reduced reults even when that would otherwise be impossible. Similarly you could jury rig a spell in order to change its elemental properties. All magical arts know to you may be "jury rigged".

Lost Arts (600cp)

The Cabiri form of the Great Rite would appear and disappear, be destroyed and appear again no matter how hard Horus tried. Now your works are similarly hard to erase. Any of your creations, from writings to paintings to swords are immune to the ravages of time and have a mysterious luck of their own. This luck causes your creations to avoid destruction time and time again though all kinds of contrivances and circumstances.

Child of Apophis

Power of the Wyrms (Free and Restricted to Children of Apophis)

The bodies of Bane Mummies are just as warped as their minds, possessing a number of traits similar to those corrupted by the Wyrms. As such they have 300 Bane Points (BP) to use in the Bane Powers section below.

Dark Dealings (100cp)

While the Bane Mummies may have been created by Set, they belong to Apophis, and thus their services to the Settites always comes at a price. You are an expert at brokering deals, especially of the more "sketchy" kind. You are also quite good at making sure these deals wind up in your favour.

Secret Monster (200cp)

Being a Bane Mummy often means possessing more obvious physical mutations, which can make life among mortals quite a bit more difficult. You however are an expert at constructing disguises and carrying yourself in such a way as to hide all but the most obvious of mutations.

Corruptor (400cp)

As servants of Apophis it is the duty of a Bane Mummy to corrupt what was once pure. You possess a dark charisma, making those you interact with more susceptible to bribes or other less than honest offers you make to them. Once you have your 'fangs' in them they become easier and easier to manipulate towards the path of evil.

Destruction of Purity (600cp)

Apophis is a part of the Wyrms, and as his champion you are in possession of the Stigmata of the Wyrms. Somewhere on your body you have a mark that shows to all who revere the Wyrms that you are one of its chosen ones, and they shall all show you reverence and respect. This also grants you the knowledge of how to desecrate all forms of mystical locations, turning their mystical energies to the works of the Wyrms. These rituals of corruption are also capable of binding spirits to the will of the Wyrms and allows you to craft fetishes to contain and harness these spirits.

Bane Powers

Children of Apophsis begin with 300 Bane Points (BP), more BP can be gained by taking Bane Taints (listed below).

Body Barbs (100bp)

Sharp, bladelike growths extrude from the Bane Mummy's wrists, knees, elbows and/or feet. Damage dealt by these growths are incredibly difficult to heal and slow regeneration in beings who possess such capabilities.

Hide of Apophis (100bp)

The mummies flesh has turned to leather, making them more durable.

Frog Tongue (200bp)

The Mummy can elongate their tongue up to two yards and make it stick to surfaces to grasp things or to be used in a manner like a fist.

Mouth of Apophis (200bp)

The Bane Mummy can swallow objects as large as a small person. If the victim is not already dead when it is swallowed they begin to suffocate, and may try to cut themselves free.

Stomach Pumper (200bp)

The Mummy can vomit whatever they have eaten, covered with toxic stomach juices. A well aimed blast can cover an opponent causing severe chemical burns and usually nauseating the target. Only three blasts can be attempted between meals.

Toxic Secretions (200bp)

The Bane Mummy's bodily fluids are incredibly toxic and dangerous. Their sweat, blood, and spittle cause caustic damage wherever it lands.

Darksight (200bp)

The Bane Mummy can see in the dark. This power comes from an innate affinity with the dark, and will function even in total darkness.

Extra Limbs (200bp per limb)

Bane Mummies may possess a number of extra limbs, usually in the form of tentacles or masses of tendrils. Such extra limbs often sprout from awkward places, such as an extra arm growing from the Mummy's thigh.

Savage Genitalia (200bp)

The Bane Mummy has genitals with some form of menacing feature. Male variations include excessive length, thorns, curved barbs, or sandpaper texture; female versions are infamous for teeth, ripping suction and internal meat grinders. This is obviously no good in combat, but devastating in bed.

Size (200bp per level)

The Bane Mummy is permanently much larger or smaller than an ordinary human. The first level makes a Mummy a bit larger (pony, lion) or smaller (mastiff, cheetah) than a human. The second level makes a Mummy a lot larger (horse, tiger, boa) or smaller (poodle, housecat) than a human. And finally, the third level makes a Mummy considerably larger (rhino, great white shark) or smaller (mouse, sea urchin) than a human.

Slither Skin (300bp)

The Bane Mummy can shed their skin, thereby allowing it to act as a separate entity. The skin will follow simple commands (five words or fewer). While skinless the mummy looks utterly grotesque, and the skin is a hollow, eyeless mockery. The effect lasts a few hours at the most, after which the skin must immediately return to the Mummy or disintegrate. It takes one month to regrow skin.

Ectoplasmic Extrusion (300bp)

The Bane Mummy can create up to four ectoplasmic tentacles or arms which can be used to independently reach out and grasp objects, hit things, or envelop targets and smother them. Their reach is five yards.

Tar Baby (300bp)

The Bane Mummy's skin is made of a thick, sticky substance like molasses or tar. Anything that comes into forceful contact with the skin will stick to it like a fly on flypaper. Objects such as clothing that are slid slowly pass the skin will not stick; only forceful contact activates the tackiness. It requires immense strength to wrest something free from the Mummy's skin.

Fungal Touch (400bp)

The inside of the Mummy's body has been replaced with a foul smelling fungoid substance. The Mummy can infect a target with this fungus by touch, the victim slowly having their physical abilities drained until they die. The infection can only be cured by supernatural means. An average human will pass away after three days from this infection.

Plasmic Form (600bp)

This power allows a Bane Mummy to turn into a thick reddish-brown liquid which can move about of its own free will. A plasmic mummy can flow into extremely tight spaces. The liquid mummy cannot be harmed by kinetic attacks, but fire, electricity and radiation will still affect them; as would most mystical and mental attacks. Switching between liquid and solid is nearly instantaneous but extremely draining.

Taints

Ugly as Sin (+100bp)

The Bane Mummy is just plain ugly, overwriting any appearance perks they may possess.

Special Diet (+100bp per level)

The Mummy gains sustenance only from an abnormal source of food. The first level is something simple such as spoiled milk, and the third (and final level) is something much more difficult to obtain such as vampire blood.

The Crusties (+300bp)

For three to 10 days every month, the Bane Mummy's skin dries out covering the Mummy with a thick residue that crumbles off in large flakes. It collects in the Mummy's clothes, eyes and lungs. This can make movement uncomfortable, greatly hinders breathing, and reduces the Mummy's visual acuity.

Infections (+300bp)

Select one of your Bane Powers. Every time something with that power goes awry a bad infection sets in (this overrides disease immunity). This infection will spread swiftly through the Mummy's body until they are crippled. After one week the infection will heal at an equal rate.

Worms (+300bp)

The Mummy hosts parasitic worms, which cause endless pain and occasionally emerge from the Mummy's orifices. The Mummy must vomit them daily, or they will start to consume them from within. As you can imagine, if the Mummy also possesses the Stomach Pumper power the two can be combined to great effect.

Inner Volcano (+300bp)

Inside the Mummy, temperatures rise to unhealthy levels. They have a perpetual fever, strong enough to break most thermometers under the best of circumstances. When the Mummy is under stress or exertion, this fever literally cooks them from the inside, enough to cause severe internal damage. Anyone who gets too close to the Mummy while they are being "cooked" may be burned from contact.

Rotting (+600bp)

The Bane Mummy is rotting away. A decently landed blow will cause the part of the Mummy's body that was struck to fall off. Pieces lost in this manner can not be regenerated until the Mummy's next rebirth.

Companions

Immortal Retainers (400cp)

This allows you to create or import up to 8 companions with their choice of background (They can only select Bane Mummy if you are also a Bane Mummy), and 600cp to be spent on perks. You can purchase single companions for 50cp each.

Drawbacks

600cp drawback cap

Prequal, Sequel +0cp

Eventually you are going to catch up to the Old World of Darkness proper, and when you do any actions you have taken in previous OwoD will be part of this world's canon. You may even encounter old friends. However, it is impossible to encounter your past self or change an event you took part in before. Don't worry, no one will question why there may be two of you running around.

Came Back Wrong +100cp

Your mind has been broken by the process of rebirth. You suffer from a single serious mental issue such as choromania, hallucinations, phagomania, paranoia, hallucinations, or a common and severe phobia.

Offensive to Animals +100cp

Something in your nature subtly marked you in a manner that makes animals uncomfortable and irritable around you.

Anachronism +100cp

Something in your mind causes you to lag behind the times. You adapt painfully slowly to changing customs and technologies. It will take you years to become accustomed to such changes. Typically by the time you catch up, you will still be behind.

Flashbacks +200cp

You are prone to flashbacks in high-pressure situations or in situations that remind you of a former life (including your past backgrounds). These situations are not necessarily life-threatening, but are almost always emotionally charged. During a flashback, you relive a particular past event, losing touch with what is going on around you. People speaking to you are mistaken for others from a past life. Sometimes even objects may be mistaken for people, and vice versa.

Broken Memories +200cp

Remember how I said that the Mummy loss of memory will not be an issue for you? Not any longer. Everytime you go through the rebirth you will lose bits and pieces of your memory. If you are not careful to take notes and review your past you may even lose all of them.

Joyless +200cp

As the process of rebirth erodes memory, the long life of an Immortal may drain them of joy. Whenever you are at the juncture of the familiar and the unfamiliar; such as encountering some dramatic negative change in the world for the first time or meet with something utterly new (from the perspective of a mummy), you will become more joyless and prone to despair until there is nothing left of your enjoyment.

Technohobic +200cp

You see technology as a dark, unpredictable force, far more inexplicable and threatening than the familiar magic and superstition you grew up with. You are violently opposed to using advanced technology (even those which you brought from other worlds) and any technology you do use is prone to malfunctions.

Enemy of Horus +200cp

You have incurred the wrath of One-Eyed Horus and by extension all of the Shemsu-Heru. As far as they are concerned you are no different than any vampire, deserving of only destruction.

Enemy of Set +300cp

The ancient vampire Set has taken offense with you, and has turned all of his vampiric children against you. Servants of Set, both vampiric and mortal shall seek you out in order to destroy you. If you put up a particularly good fight, he may even contract the seven original Bane Mummies to target you.

Stolen True Name +300cp

Some powerful Magus or Mummy has aquired your true name and is holding it hostage in order to force you to perform their duty. You (and by extension your companions) have been cursed to be incaapable of harming him. They are extremely clever and powerful, and if you do not find some way to free yourself from their control you will spend your entire time here under their command.

Notes

Bane powers and taints can be comboed together. Post jump bane taints can either be kept a part of the mummy alt-form and rendered harmless to the mummy or discarded wholesale.

Post Jump a Mummy cannot ressurect themselves freely, like they do here. Post-Spark however their ability to revive is fully restored.

Post-jump your soul energy will not drain over time, but can still be used to stave off death. Similarly it can be restored while in spirit form or staying in the underworld.

If I put in notes about everything you would need to know about living in the world of darkness, the notes section would likely be larger than every jump I've made put together.

Perks that enhance your soul from other jumps will increase the time it takes for your Mummy soul energy to drain, as such you can go longer between rebirths.

While in the underworld soul energy can be restored by acts such as learning something of major significance, completing a task of note, acts of true heroism, making a personal sacrifice in order to honour an important duty, etc. Soul energy recovers naturally while in the underworld but at a punitively slow rate.

Should you already possess a form of proper immortality you will not be forced out of your body when out of soul energy, however you cannot restore soul energy while in the living world. When empty of soul energy all of your Mummy abilities suffer a severe dropoff in effectiveness, necessitating the recovery of soul energy in the underworld before they return to full effectiveness.