

Requiem for Rome

Welcome to Roma, heart of the greatest empire in the world, if no longer its capital. The year is 360 AD as the Christians reckon it, or 1113 since the Empire was founded by Romulus. But his twin brother Remus left a legacy of his own in the Julii, the blood drinking dead who stalk Roma's streets. They founded the Camarilla, the largest and most peaceful organization for the co-operation and governance of bloodsuckers that will ever exist. Tonight the Propinqui can live safe and free thanks to this august body's leadership from the shadowy catacombs of Necropolis where they dwell.

The gates are always plagued by barbarians, whether they be the eastern Parthians or the Stirges, shadowy and owlish spirits with whom Remus bargained to return to unlife and who resent the Julii greatly for clinging to their humanity. Even now, general Julian's army proclaims him Caesar while they defy the true emperor Constantius and civil war looms. But despite it all, Rome and the Camarilla will always stand tall. The thought that either empire could fall is ridiculous.

As a Propinqui, you are immortal, and your body's biology is all redundant, making any physical attack based on cutting or piercing less effective. Sunlight is highly deadly to you, so that even robing yourself entirely and revealing only your eyes would still eventually kill you if you stayed out in the open. Fire too is highly deadly. Too much damage from more mundane sources, or being starved of blood, will send you into torpor, a coma-like state in which you appear to be a shriveled corpse. You will awaken from torpor in time, or when fed Vitae from a Propinquus with much higher Blood Potency. A wooden stake through the heart will likewise send you into Torpor, though the stake's removal will instantly release you.

You can see very well in the dark, and your senses are hypersensitive to the presence of blood in particular, able to see dried stains in carpet in a pitch black room like they were glowing in the dark. You will have difficulty staying awake after the sun rises or waking up during the day, even if under attack.

A Propinquus may lash out with a predator's aura, psychically assaulting a victim. Doing so pits your Blood Potency and strength, intelligence, or charisma against their own supernatural power and the best of their strength, intelligence, or charisma if they resist. If they don't resist, they suffer the effects. If they do resist, then either you or they, whoever lost, suffer the effects and the winner also finds it easier to attack or flee from the other. If you used strength, you exert a monstrous aura which causes a fight or flight reflex for several nights or until they beat someone near to unconsciousness or death. If you used intelligence, you exert a competitive aura that forces the subject to either give it their all or hold back in any competition for several nights or until they win or lose a competition that frays someone's sanity or morality. If you used charisma, you exert a seductive aura which drives the victim to excessive want for several nights or until they do something with the potential to fray their sanity or morality. In any case, a single person cannot suffer the same effect again for a month after it subsides.

You require Vitae, blood, to live and fuel your powers. You would need to devour a large rat every night to survive or drink as much as is safe from a human every other night. To fully fill themselves, the youngest and weakest of Propinqui would need to drink ten rats, safely drink from five mortals, or drain two to death. If the technology existed for it, it would take two pints of stored human blood to equal a rat's fresh blood. Besides the amount needed for mere survival, you may use Vitae to call on the

Blush of Life and appear in all ways like a human instead of a walking corpse, able to eat without vomiting, have sex, and even bleed. Vitae can also be spent to increase your strength, dexterity, or hardiness for a few seconds or to heal your wounds, though healing sunlight or fire damage will take a full day of rest and massive amounts of Vitae. It is also used to fuel Disciplines, those supernatural abilities the Propinqui can develop. Many Disciplines are universal, though each Clan has one unique to itself that can only be learned by outsiders with the help of one who already knows it and who feeds the student their own Vitae.

The taste of Vitae is addictive however. And beyond addiction, it brings the Blood Bond. One drink inflicts what is essentially a crush, two drinks is like love, and three total infatuation with the added weakness to mind control Disciplines that vastly increases their durations. Feeding Vitae to a mortal, alongside a small expenditure of willpower, makes them a Ghoul. Ghouls are like weak Propinqui, with Blood Potency 0 that can never be raised. They do not age and diseases cannot progress in their bodies. They can spend Vitae to enhance their bodies or to heal, can continue fighting even when a normal mortal would be beaten unconscious, and can learn Disciplines. Going a month without another drink of Vitae sends them into withdrawal, locking their supernatural powers and making them age a year per week up to their real age. Exsanguinating a mortal and feeding them Vitae, and weakening your own grip on Humanity, will embrace them as a new Propinqui. The exsanguination of a mortal who had previously tasted Vitae rarely causes a spontaneous embrace, as much more commonly does the death of a ghoul. These Reverents have no Clan, are stuck at the lowest level of Blood Potency, and violently expel all their Vitae around their body as they sleep each night. Any Propinqui can feed them some Vitae and expend Humanity to induct them into their Clan, turning them into a proper vampire.

The strength of your curse is measured by Blood Potency. Blood Potency may help in resisting certain supernatural effects, and it increases both the maximum amount of Vitae you may store at once and how much of it you can spend at once. The most powerful of vampires could hold seven and a half times as much Vitae as the weakest. It also increases how much stronger you get during Frenzy. And at truly great levels of Blood Potency, one may develop their skills and characteristics to superhuman levels, not just strength but also intelligence, charisma, even emotional self control. There are disadvantages as well. As Blood Potency rises, you eventually lose the ability to feed on animal blood, then on human blood, until you may only drink the Vitae of other vampires. Blood Potency also decreases how nourishing stored blood is and increases the amount of time spent in Torpor and the damage sunlight inflicts.

Blood Potency may be developed intentionally, but mere continued existence will raise it as well, gaining another level of it every 50 years or so. For the weakest of the newly Embraced seeking to keep their Blood Potency low, the loss of animal blood would come in 100 years and the need to drink only the blood of other vampires would occur in 250. Every 25 years spent in Torpor conversely reduces Blood Potency one level. The superhuman gains to your body and mind made while at high Blood Potency are retained even if your Blood Potency later declines, though further gains are impossible until it raises again.

The condition of undeath comes with the Beast. This inner predator seeks only food, safety, and dominance. In times of hunger, danger, stress, or humiliation, the Beast may rise to the fore of the Propinquus's mind. In this state, called Frenzy, the Beast will seek to fulfill whatever instinct brought it forth, though an exertion of will can either stop the Frenzy or allow one to "ride the wave", redirecting it to another instinct and directing how it fulfills it. While in Frenzy, a Propinquus is stronger, faster, and harder, and is immune to any mind control that would cause it to avoid fulfilling the Beast's instinct.

The Propinquus use Humanity, their frayed connection to the living condition, to help cage the Beast. At the heights of Humanity, one strives to be even more human than the average man, while at its lowest the Propinquus is little more than a coldly rational predator. The highest levels of Humanity might be lost by going a night without peaceful human contact, lying to hide the existence of the undead, or spending more than the barest minimum of Vitae in one night. For the Humanity of the newly embraced, going one week without peaceful human contact, surviving something that would kill a mortal, or injuring someone for blood might degrade their Humanity. Actions such as going a decade without peaceful human contact or mass murder could destroy the last shreds of it, turning you into a draugr, a mindless monster lost to the Beast who exists only to hunt. When losing Humanity, you may develop a bane in order to stop that particular kind of act from ever reducing your Humanity again, though it makes it easier for all other actions to erode your Humanity. Banes are occult phenomena which harm or inconvenience you, like being damaged by the sound of bells, blood taken from the unwilling being less nourishing, or suffering great confusion when passing through a crossroads. You may only choose to develop a maximum of three banes.

High humanity makes it easier to wake up in the face of danger. Low Humanity increases the damage sunlight inflicts and increases the time spent in Torpor, from a night at least to a week for a Propinquus with normal amounts of Humanity to 50 years for one who is nearly a draugr. Low Humanity also makes it difficult for you to understand or empathize with the human mind.

You have 1000 CP.

Starting Location

Roll 1d8 or spend 50CP to choose.

- 1) **Aventine**- A poor district of Rome where crime is rife.
- 2) **Caelian**- An affluent district of Rome.
- 3) **Capitoline**- The highest of Rome's seven hills. In a secret cave at the base of the Tarpeian Rock lies the Camarilla's Necropolis.
- 4) **Esquiline**- The Baths of Diocletian, largest of the city's public bath houses, lies on this hill. An excellent place for feeding.
- 5) **Palatine**- The hill of Rome where the old Imperial Palace is located. The famous Flavian Amphitheater (the coliseum) the Circus Maximus (chariot race track) flank it as well.
- 6) **Quirinal**- One of Rome's seven hills, distant from anything distinctive or exceptional. Perhaps then a wonderful place to hide.
- 7) **Viminal**- Another quiet and unexceptional member of Rome's seven hills.
- 8) **Free Choice**- You can start anywhere you want in the World of Darkness.

Backgrounds

You can change your sex for 50CP. Any Background can be taken as a Drop In.

Clan

Daeva(Free)- The Daeva come from the east, claiming to be cursed by the gods of ancient Babylon. They have celebrated the decadence and death of hundreds of cities, and now they have come to Rome. These Courtesans fulfill even the most taboo of desires and use seduction to lure in their prey. Daeva become either more agile or better at lying through the Embrace. If they drink multiple times from the same mortal, they risk becoming addicted to that person's blood. Their unique Discipline is Majesty, giving them control over others' emotions.

Gangrel(Free)- The Gangrel followed Caesar back from his Gaulish campaign, and after initial violence were eventually welcomed into the Camarilla. Since then, Romans have found Gangrels across the breadth of their European, Asian, and African conquests. The Gangrel are the second largest Clan in Rome. They prefer to perform mass Embraces of foreigners, each fledgling being fostered by each sire in turn, and they are especially common in the Legio Mortum. The Embrace gives the Gangrel either enhanced emotional self control or stamina. The lower their Humanity, the harder it is for them to resist Frenzy. Their unique Discipline is Protean, allowing them to shift shape.

Julii(Free)- When Remus was killed, he made a pact with the Stirges to rise from the dead. He Embraced Julius, who in turn founded the Camarilla. The Julii are the native Propenquii of Rome. They often Embrace from within their family lines, to which they act as ancestral ghosts. The Julii invented the Masquerade, the idea of living among mortals and pretending to be alive. But now they grow fat and senile, and their ancient enemies, the Stirges, notice. The Embrace improves the Julii's charisma or mental fortitude. They have a harder time holding on to their Humanity as they perform immoral acts. Their unique Discipline is Dominate, the power of mind control.

Mekhet(Free)- The Mekhet arose in ancient Egypt and spread across Africa. Their Masquerade is so severe that they do not even allow mortal society to know they exist at all, much less that they are undead. Many Mekhet entered Rome from Egypt in the Egyptian fad born from Cleopatra's coming to the city. Many others are more recent, coming among the Christians. The Embrace improves a Mekhet's intelligence or quick wits. A Mekhet gains a permanent bane the first time their Humanity slips and all their banes may be slightly worse. Their unique Discipline is Auspex, which allows the supernatural discernment of information.

Nosferatu(Free)- The Nosferatu are everywhere, and there were already five in Rome when Julius was Embraced and declared himself leader of the dead. They reject their mortal lives and spend most of their time in Necropolis, which they are responsible for digging and building, even preferring to refer to each other as "brother worm" than having names. They commonly spy on the rest of the Camarilla. The Embrace improves a Nosferatu's strength or emotional self-control. They find it harder to interact with the living socially. Their unique Discipline is Nightmare, control over fear.

Wing of the Camarilla

The Cult of Augurs(Free)- Pagan religions have abided in Rome and its conquest for its entire history. From those roots have sprung the blood sorcerers and priests who make up the Ala Vaticinium, the Wing of Prophets. Though outwardly submissive to the Senex, they actually possess great power through slipping their own agendas into the art of divining the will of the gods. They are currently divided between charlatans who take bribes to provide the "divinations" their clients want to hear and the true believers, who are starting to explore beyond proper divination into forbidden sorcery in the face of their own waning prestige.

The Lancea Et Sanctum(Free)- The Lancea Et Sanctum is not a Wing of the Camarilla at all, but a self styled "covenant" of those who believe in the teachings of Monachus and his sire, Longinus, who was transformed into a vampire by the blood of Christ and granted secret revelations by angels. Their actual beliefs vary wildly, and the Lance and Sanctum even include Gnostic or Jewish cults in their number, but they are kept together by the oppression they face from the Senex. The dregs of vampiric society often turn to them for belonging.

The Legio Mortuum(Free)- The Camarilla was built on the backs of the Legion of the Dead. These

are the Propinqui who conquered the undead of the empire's other cities and the wilderness of foreign lands. They are also the police force for the Camarilla, the ones responsible for kicking in the doors of members of the Peregrine Collegia who flout the Senex's dictates or killing the heretics of the Lancea Et Sanctum.

The Peregrine Collegia(Free)- The Ala Hospitia, the Wing of Strangers, consists of all those members of the Camarilla who are not part of the Cult of Augurs, the Legio Mortuum, or the Senex are part of the Peregrine Collegia, except for the cultists of the Lancea Et Sanctum who have broken away and formed their own legal body. The people relegated here were foreigners, slaves, criminals, or prostitutes in life, instead of honorable Roman citizens. They are grouped together in bands by ethnicity or profession and live by either keeping their heads down or by providing illegal services for the more powerful members of the Camarilla.

The Senex(Free)- The Ala Senecta, the Wing of Ancients, is in charge of creating policy for the Camarilla. The original Senex ("old man") was Aulus Julius, claimed Childe of Remus, who founded the Camarilla. As the Camarilla grew, Aulus's representatives were considered extensions of himself, and so they too were called Senex. Now the name applies to the senate of Propinqui who debate law in the halls of Necropolis and are responsible for organizing undead society. It is said that rational debate steers the Senex's course, but in truth few are willing to gainsay the inner circle of elders called the Invictus.

Perks

Plebeian Taste(100CP)- You are in danger of losing your ability to survive in your vampire alt form as you spend more time in it. You will eventually need to drink Propinqui blood to take Vitae, but regularly Embracing Childer will erode your Humanity. With this, you can cease worrying about that eventuality. You will never find that blood is less nourishing to you or unable to refill your supernatural powers due to its source. Animal blood will always suffice to provide you with Vitae, for example, no matter how great your Blood Potency rises.

Bloodline Inheritor(400CP)- You are no young Propinquus freshly risen. You are an older and more experienced monster, one used to unlife in the Necropolis. You may optionally have chosen to adopt a Bloodline, an intentional mutation in the blood which grants you a new weakness but also makes it easier to learn a specific Discipline, one that may be totally unique to the Bloodline. For example, the Morbus, a Bloodline of the Mekhet, have the unique Discipline of Cachexy which grants power over disease but in return blood from mortals provides no Vitae unless they are diseased.

Alluring Foreigner(100CP, free Daeva)- The Daeva came from the east with the Greek hetaira, tempting the Romans into thrilling sin. And the Julii, overtaken by decadent lust and thinking themselves unconquerable, welcome these new Propinqui into their society. Like the Daeva, when you are in a strange land your foreignness makes you seem alluring, causing others to forget their xenophobia or caution in favor of luxuriating in the intoxicating novelty you offer in dress, philosophy, and custom.

Irrumator(400CP, discount Daeva)- Among the living, it means a male performer of fellatio. To the dead, it describes a Daeva who controls others from a position of apparent weakness. And you are a master of just this. Your honeyed words of temptation and gorgeous body offer irresistible temptation, and your skill in the bedchamber is amply able to fulfill those promises of pleasure. And once you have someone addicted to a vice, you know exactly how to string them along and turn them into your puppet.

Blood Ties(100CP, free Gangrel)- The Gangrel embrace from foreign stock and as a Clan, fostering each new Childe with each more experienced mentor. It is responsible for their strong Clan bonds. Now you too know how to both exploit and instill similar ethnic loyalty in your own people, and to even gather together with similar communities, such as forging an alliance with all the other foreigners living in Rome.

Barbarians Manning the Gates(400CP, discount Gangrel)- Rome pursues the wise policy of paying off barbarian tribes to fight for them, turning them against one another. Likewise, the Camarilla have turned their former Gangrel enemies into allies by absorbing large numbers of them into the Legio Mortuum. Now great organizations will pursue similar strategies against you, strategies that will clearly never have any negative repercussions for Rome. Your enemies will be far more forgiving and willing to allow you to join their side, even in critical positions. And once you've joined, they'll begin applying the same logic to others like you.

Noble Bearing(100CP, free Julii)- Whether you have a truly noble visage that would proudly adorn a marble bust or not, none can deny the sheer aura of nobility and virtue you seem to exude. It would seem unthinkable that you could be anything but the height of propriety. There is no way anyone could mistake you for a mere slave, much less suspect you of being some kind of blood drinking ghost, without serious and personal evidence. You may toggle this off if you want to go slumming among the plebeians.

Dominus(400CP, discount Julii)- Though the Propinqui do not Embrace emperors, you would have made a good one. You know how to ably navigate the pit of vipers that is politics. You know who to trust and how to earn the trust of others before inevitably betraying them. You could quickly advance through the ranks of power, all while keeping the illegal dealings you needed to get there perfectly secret.

Egyptian Mystique(100CP, free Mekhet)- The original Mekhet who came to Rome rode the fad of Egyptophilia that swept the empire with Egypt's conquest. Today the same pattern recurs, though instead of the cults of Isis and Serapis they now preach the exotic and novel religion of the Christ. You too seem to ooze an aura of foreign secrets and occult mysteries when you wish it. Others will be intrigued by what you offer, even in a society like Rome that normally looks down on foreigners. You wouldn't have a hard time creating a cult, though you'd best offer true and terrifying magics if you want to gather anything but dilettantes and thrillseekers.

Umbra(400CP, discount Mekhet)- The Mekhet are so effective and extreme in their dedication to secrecy that their home continent of Africa lacks vampire myths entirely. Some especially paranoid Propinqui note how the first Mekhet in Rome avoided every potential pitfall in interacting with their new hosts and wonder if they hadn't been there much longer, operating their own Masquerade even to the rest of the dead, gathering information, and waiting for the right time to reveal themselves. You have a similarly iron clad mastery of information security, knowing how to operate secret organizations who are completely cloaked in shadow.

Burrowing Worm(100CP, free Nosferatu)- The Nosferatu are responsible for mining out the catacombs of Necropolis. They are experts of both mining and architecture, and you are a worthy addition to their ranks. Such is your skill that even masters from other lands will find they can find no flaw in your underground constructions.

Eyes in the Dark(400CP, discount Nosferatu)- The Nosferatu secretly spy on everything in Necropolis and much of the city above it. You are a master of such spying, able to slink silently and unseen in dark corridors and alleyways to pick up the juiciest secrets. And just as the Worms embody fear itself, so too do you know the perfect way to exploit the hidden information you pick up, especially utilizing it for blackmail by striking terror into the heart of your victim.

Profitable Prophet(200CP, discount Cult of Augurs)- The people don't want to know the will of the gods. They want to hear that everything is going to be okay and that the gods support whatever their agenda is tonight. You are an expert on giving the people what they want, ably interpreting the "signs" you obtain from your elaborate divinations in ways that will manipulate the audience or your client into believing whatever you want them to and bilking them for all the money and favors you could want for the privilege.

Veneficia(600CP, discount Cult of Augurs)- The Veneficia are the secret mystic rites of the Cult of Augurs. They include not only the auguries for which the Wing is named, but illegal curses, all evoked through ritual prayer to the gods and the sacrifice of Vitae. You are a master of Veneficia, knowing many rituals, and uniquely you find that practicing and researching Veneficia does not deaden your Humanity.

Missionary Zeal(200CP, discount Lancea et Sanctum)- The Testament of Longinus is not a terribly attractive religion. Avoid decadence, torment mortals, face oppression on Earth, then get sent to Hell anyway. Yet no matter how many of them are killed, they only become martyrs for a new crop of converts. You are perhaps one of the forces behind this phenomenon, a fiery preacher able to found and spread new religious movements.

Theban Sorcery(600CP, discount Lancea et Sanctum)- The Mekhet brought terrible miracles with them out of Thebes. Theban Sorcery replicates miracles out of Christian lore, and you are a master of the practice, knowing many of its rituals to do things like blot out the sun, turn staves into snakes, or cause virgin births.

Legionnaire(200CP, discount Legio Mortuum)- As an elite soldier in the army of the dead, you are both hale and skilled. You are at the peak of human strength, dexterity, and stamina, and are a grand master of a weapon of your choice besides.

One of Many(600CP, discount Legio Mortuum)- The Legio Mortuum acts as one. You are not only able to act perfectly in sync with you fellows, but to train the same teamwork into others. You can drill your subordinates into perfect corporation while instilling a strong group mentality into them. And of course you are also a legendary general, able to use the incredible army you've trained to the hilt. They would have whispered your name with greats such as Scipio Africanus if you hadn't been Embraced.

Low-Unlife(200CP, discount Peregrine Collegia)- The Wing of Strangers are full of criminals, and those who can't provide services to their fellows inevitably sink to the bottom of the heap. You're quite skilled at this dishonorable existence, being an expert thief, fence, information broker, smuggler, and even assassin.

Too Useful to Kill(600CP, discount Peregrine Collegia)- No matter how much they may hold up their noses and the plebian criminals of the Peregrine Collegia, the Senex would never dream of getting rid of them. Those same skills they deride are just too damn vital to their own plots. Now your betters always apply the same logic to you. No matter your crimes, no matter how much you'd be a loose end

for knowing too much, no matter how much more profitable it would be to get rid of you and take your share, your employers and fellows will always refuse to stab you in the back. Only hostility on your part will prevent them from letting you go and directing official investigation away from you. Nor will you be hurting for work should you desire it, as whenever you want to engage in some skullduggery for hire, the wealthy and powerful in need of illegal help will somehow just know that you're the Propinquus for the job and can be trusted to be discrete.

Master of Rhetoric(200CP, discount Senex)- The Senex decides matters of policy through rational debate, where any may stand and make their arguments. Nor do they restrain themselves to the topic of law, as they may debate philosophy or for the pure joy of debate. You are a master of this underworld forum, being among the greatest debaters to evil walk and having the greatest social skills for which a mortal could ever aspire.

Blood and Circuses(600CP, discount Senex)- The Camarilla, for all its flaws, is the most peaceful and fairest method of large scale, inter-Clan cooperation that will ever exist. You represent everything that is best in the organization's leadership, understanding exactly how to keep a collection of monsters living together, safe, well fed, and secret from the mortals around you, even over such a large area as the whole Roman empire.

Items

You may take one 100CP item for free and gain a discount on one item of your choice for each other price tier.

Arms and Armor (100CP)- Choose any kind of armor and up to two weapons or shields to receive. Perhaps they are authentic Roman weapons, or something from a nearby barbarian land, but they are expertly made and of high quality.

Chariot (100CP)- Chariot racing is one of the great sports beloved by the Romans. The two factions of racers, the Blues and the Greens, are widely and sometimes violently supported by their fans. You possess a fine chariot and excellent race horses to pull it. Once a year, the Propinqui rise from Necropolis to seize the Circus Maximus and perform races of their own, so you may even be able to use it for a real race at times.

Necropolis Chamber (100CP)- Almost all of the Propinqui choose to spend their days sleeping in one of the many underground chambers of Necropolis. You have one of your own, where you can sleep safely while the sun is in the sky. In future jumps, you may keep it as a Warehouse attachment or deploy it with a short tunnel leading down into the ground in the new setting

Togas (100CP)- Whether you want to be finely dressed during your stay here or have appropriate clothing to remember your time in Rome in future nights, you have a varied and high quality collection of Roman clothing.

Arsenal (200CP)- You have far more weapons and armor than you could ever need for yourself. Most likely, you intend to help supply several units of the Legio Mortuum with this, or perhaps you want to host a very decadent gladiator tournament?

Bathhouse (200CP)- Rome has 500 public bathhouses, where mortals come at all hours to clean themselves and socialize. You own a bathhouse yourself. a massive affair to rival the famous Baths of Caracalla. It contains a paleastra for boxing, wrestling, and other sports and exercises, as well as both

heated and cold baths. It makes a wonderful place to hunt. In future jumps, it may be kept a Warehouse attachment or it can be deployed into the world.

Roman Streets (200CP)- These poorly lighted back streets seem to commonly attract lone travelers at night. A perfect opportunity for a Propinquus, no? In future worlds, you will find, as near as possible to your start location, a similarly isolated street where you can find easy victims.

Slaves (200CP)- Rome's bursting slave markets ensure that a Propinquus can buy their blood fairly, should they so wish. You own 15 slaves. They are not skilled, being, at best, beautiful, and only good for manual labor. And blood, of course. They count as followers and will respawn with each jump, to make sure that unfortunate feeding accidents don't permanently use up your purchase.

Cult (400CP)- They may be the congregation of a pagan temple or a minor Christian sect, but these couple of dozen believers consider you a holy figure, worthy of veneration or at least obedience. All are skilled, though none are truly exceptional, and know how to keep their faith secret. They will gladly help you in illegal activities or offer up their blood for your use. They count as followers and respawn with each jump.

Porticus Sanguinius (400CP)- The Romans are guaranteed a dole of grain. The dole of blood provided by the Camarilla is nowhere near as regular, but this chamber of Necropolis housing manacles is where it occurs when some powerful Propinquus wishes to show their magnanimity. But it seems that someone is feeling generous, as new mortals, ones no one will miss, will constantly be found chained here. Even in future worlds, you will find a similar chamber, either as a Warehouse attachment or in the world, where mortals will be discretely summoned and chained up for you to feast on them, one mortal a night in fact.

Temple (400CP)- The Iseum Campense, the Pantheon, Saint Peter's Basilica, and now this, a temple great enough to be remembered in history forever. You own a massive temple devoted to whatever religion found in Roman territory that you wish. Not only is it a grand and splendid building, but magic invoking the name of your patron god is empowered within its grounds. Ill luck seems to follow anyone who would despoil or sack it as well, and efforts devoted to maintaining or rebuilding it seem blessed.

Tunnels of Necropolis (400CP)- Though you don't own Necropolis itself, in future worlds you will find a similar set of secret tunnels in the closest large city to your starting location. They may appear uninteresting near the surface, but deep below the ground they are every bit as well appointed and decadent as the specialized chambers of Necropolis itself.

Amphitheater (600CP)- The Flavian Amphitheater will one day be known as the Coliseum. Perhaps you own a rival, or another racetrack like the Circus Maximus. But regardless of its precise form, this massive building could be a wonder of the world, and it's all yours. In future jumps, it may be a Warehouse attachment or it can be deployed into the world.

Fons Ater (600CP)- This pitch black chamber in Necropolis admits no light, for the fountain of black liquid inside will ignite at the merest flame. The chamber is holy to the Cult of Augurs, and any blood magic performed here will be greatly empowered. In future jumps, it can be used as a Warehouse attachment or deployed into the world.

Ghouls (600CP)- These dozen retainers are greatly skilled, both in whatever mortal specialty they are

trained in and the Disciplines you have taught them. And above and beyond what regular ghouls may offer, these seem to generate Vitae on their own, albeit only just enough for them to keep their condition constant without your intervention. They count as followers and will respawn at the start of each jump.

Unburning Fire (600CP)- Fire is a constant in the nights of Rome. How else can the kine light the night? Even Necropolis itself must rely on flame to light its chambers. It is enough of a constant that the vampires of this age are not so afraid of fire as those of later generations will be. But even still, this torch is a true wonder. Its head seems to burn, but it does not cause the Beast to stir. Even fires lit by it will retain this incredible property. The fire itself is still as dangerous as ever, so take care. The magic lies in the torch itself, so it can be safely doused and relit.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

Canon Companion (100CP)- You can choose one mortal without supernatural powers, a ghoul, a vampire, or a Strix. Alternatively, you may have an invitation, available to anyone who will accept, that will make that person your Companion. You may purchase this multiple times.

Drawbacks

You can take up to +600CP worth of Drawbacks.

A History of Darkness(0CP)- Do your roots go even further back in history than Rome? You can choose to include your previous actions in earlier jumps of the New World of Darkness and decide how this jump interacts with jumps for fan gamelines like Genius and Leviathan.

Decadent(+100CP)- When in Rome, do as the Romans do. And Romans do a lot. You seem to have given in to the worst impulses of this crumbling empire's elite, giving into whatever sensual delights you would normally enjoy to an unhealthy degree. You're likely to be quite distracted from important business and will be susceptible to manipulators such as the Daeva.

True Believer(+100CP)- Perhaps you have found true faith in the Christian god. Or equally, you could be a firm pagan devotee to whatever pantheon your homeland honors. Either way, you will be very intolerant of unbelievers and highly influenced by the dictates of the divine as you understand them.

Ghoul(+200CP)- It appears that you are not a Propinquus at all. You are merely a blood bound slave, a ghoul, subject to the cruel and insane whims of whichever of the dead provides you your blood.

Nemeses(+200CP)- Something about you drives the Stirges crazy with rage. Even their legendary hatred for the Julii is a lesser concern in their minds. The shadowy owl spirits will haunt your every step through the night, livid with the desire to ruin your life and destroy you.

To The Lions!(+300CP)- What have you done to anger the Camarilla enough to demand your true death? The great persecutions of the Lancea et Sanctum could perhaps equal the ire they feel for you. Expect to be hounded by the Legio Mortuum at every turn, ready to kick in your door and drag you in chains to the Pantheon to meet the sun.

What Fall of Rome?(+300CP)- The Camarilla is destined to fall and the whole of Clan Julii with it, leaving only the Invictus and its delusions of being the Camarilla's successor. But what if it didn't? What if the dream of a universal vampire society could endure? It's now your job to find out. The Camarilla would fall around 410 AD, with the Goths take Rome. You will be staying until 420 AD. During that time, it is your job to ensure that the Camarilla endures all the while, through the attacks of the Stirges and the fall of the mortal Roman empire. By the year 420, the Camarilla must be at least stable and powerful enough that it has good odds of surviving. If the Camarilla is destroyed or weakened too much, your chain will end.

End Choice

Go Home

Stay

Continue Jumping

Notes

Your Propinquus form will become an alt form after this jump.

A Generic Jump by Generic Anon.