

20th ANNIVERSARY EDITION

MAGE

THE ASCENSION

By Pokebrat_J

What is the nature of reality? At what point does the physical world separate itself from humanity's vision, and how closely are they intertwined? A child who has only known life on the streets does not possess the same perspective as one who grew up in the lap of luxury, even if there are only a handful of miles between the two.

Reality is both objective and subjective, for the dichotomy between the two is a polite fiction that few are capable of looking past. That humanity has no say in how the world is shaped is ignoring all of its achievements and sins, to ignore that nearly two hundred years ago it was impossible for a man to travel through the air, when any random person can now fly a plane halfway across the world. To take the power of lightning and use it to power wonders once thought to be fanciful dreams that are now present in every home in America. All it takes is the right idea from the right person to change how we see reality, but above all else, it requires a will stronger than any other.

As an Awakened Willworker, a Mage, you are one of the few who hold the unlimited powers of creation in your hands, capable of altering reality in an almost infinite number of ways. Yet your vision of reality is drowned out by the countless Sleepers who force reality to conform to their Consensus. All the while, the silent war between the Nine Mystic Traditions and the Technocratic Union wages ever onward, each member believing that their view on how the world should be is the correct one.

You receive **1000 cp** to help you make your way through this world of darkness.

Origins:

Any origin may be chosen as a Drop-In. Age and gender may be chosen freely.

Disparate Alliance: A newly created network of independent Crafts that have chosen to take the matters of the Ascension War into their own hands, separately from the Technocratic Union or the Council of Nine Mystick Traditions. While they are untested since their formation, they have recognized the potential of global social media, virtual contact, and mutual protection. From the secretive Ahl-i-Batin, the educated Ngoma, the rebellious Hollow Ones, the feminist Sisters of Hippolyta, the religious Templar Knights, the stories Wu Lung, or one of the many Orphans, there is no shortage of potential Crafts you could be a part of.

Akashayana: One of the Nine Mystick Traditions, holding the seat of Mind. Also known as the Akashashic Brotherhood, they believe that mind, body and spirit are all part of the larger whole of the person, just like at the same time that person is part of the whole of the universe. In other words, conflict is an illusion, and the same can be said of identity and dispute, so when mind and body harmonize, the soul follows them. By honing their bodies, these mages make a temple for the mind that ultimately brings the comprehension of the spirit.

Celestial Chorus: One of the Nine Mystick Traditions, holding the seat of Prime. Closely tied to the God of Abrahamic faiths, the One represents the source of all Creation and all Creation is believed to be a part of the One. Humans in particular carry shards of the divine within them, though it is known by many names: the divine flame, the soul, the Avatar. It is this connection which the Celestial Chorus believes enables them to clearly hear the One's song and to shape Creation. While their faith is essentially monotheistic, it is accepted that the Divine has many facets and can be expressed through any number of names, religions, and creeds.

Chakravanti: One of the Nine Mystick Traditions, holding the seat of Entropy. Also known as the Euthanatoi, they are intimately devoted to the forces of death, rebirth, destiny, and karma in the world. They represent a collection of thanatotic cultists, necromancers, priests of fate, assassins, scholars, gamblers and healers. Most believe in the reincarnation of souls, meaning death in one life is not to be feared and in fact may be crucial to one's spiritual development. Even those who do not share this belief recognize a continuous cycle of death and rebirth throughout life, and accept that at times death may be necessary to end suffering.

Kha'vandi: One of the Nine Mystick Traditions, holding the seat of Spirit. Also known as the Dreamspeakers, they practice shamanism, communing with spirits as part of their magic and existing as intermediaries between the Mortal World and the Spirit World. Though originally shoehorned into a single group by the other, eurocentric Traditions, the disparate cultures within the dream speakers have found common ground in their respect for and dedication to the balance between physical and spiritual reality. Whereas other mages tend to overlook matters of spirit and Sleepers forget them altogether, the Kha'vandi were born to walk the middle ground; to see and hear what others do not, and to fill roles still very much needed in the modern world.

Order of Hermes: One of the Nine Mystick Traditions, holding the seat of Forces. Hermetic philosophy is complex and many-layered, but at the heart, the Hermetics profess the drive to perfection. This drive manifests through trials, tests, self-discovery, and the rejoining of fragmented patterns like disparate languages or mathematical conundrums. Its failings, however, are equally as grand as its ideals. Hubris runs strong within the elitist Order, and with the Reckoning, many of their traditional ways are challenged. With countless secrets, artifacts and Archmages now lost to them beyond the Gauntlet, they will survive, but not as the same Order as they once were.

Mercurial Elite: One of the Nine Mystick Traditions, holding the seat of Correspondence. Also known as the Virtual Adept, they are the youngest of the Traditions, and believe that through the Digital Web, a Zone based entirely within virtual reality, they can find a way to reach the singularity, the point where mankind can transcend into something post-human. It is through Information that they seek Ascension, for to change Information is to change reality itself.

Sahajiya: One of the Nine Mystick Traditions, holding the seat of Time. Also known as the Cult of Ecstasy, they seek to transcend boundaries and limitations through sacred experience. To achieve that, the Cult uses things like drugs, music and sex, but they are just means to an end. The objective is to achieve a mental state that transcends the physical world, a trance that allows the mage to see beyond his normal experience and go outside all the lines that keep most people and mages penned in. Cultists take the word ecstasy in its original meaning: a sudden, intense rush of feeling that catapults the subject into an altered state.

Society of Ether: One of the Nine Mystick Traditions, holding the seat of Matter. Also known as the Sons of Ether and once part of the Technocratic Union, these technomancers abandoned their former compatriots after the Union aided the expulsion of the Luminiferous Ether from the Consensus. Since then, the Sons have adopted several outdated technologies and incorporated them into their Paradigm. Death rays, robotic servants built of brass and powered by clockwork and fantastic space or aquatic vehicles spring to mind when others discuss the Sons of Ether.

Verbena: One of the Nine Mystick Traditions, holding the seat of Life. Though modern Verbena have some similarities to Wiccans, they are inheritors of far older legacies from disparate cultures originating around the world. Regardless of their many differing faiths and customs, the Verbena share many principles in common, including a deep respect for the Earth and the natural order, a holistic view of people and the world as intrinsically intertwined, and the belief that power and understanding can be found by embracing life in all its passions and pains.

Iteration X: One of the Conventions of the Technocratic Union, focusing primarily on mechanics and engineering. To become stronger, faster, *better* than what they are, than what the human condition allows them to be, it would be quite rare to see one who doesn't possess some manner of technological cybernetics. It is here that the tools to aid humanity, to push them beyond what mere flesh and blood could ever achieve, are created and tested.

New World Order: One of the Conventions of the Technocratic Union, focusing primarily on information and psychology. They are the secret police within the Technocracy, dedicated to shaping and guiding information in progress with the Collective Will of the Masses. There are countless things in this world that man was not meant to know, so it is often these men and women who ensure that humanity is ignorant of the monsters lurking in the shadows.

Progenitors: One of the Conventions of the Technocratic Union, focusing primarily on organic sciences. They are the doctors and pharmacologists within the Technocracy, employing the tools of genetic manipulation, hyper-advanced surgical techniques and sophisticated drugs to constantly push the envelope of medicine, no matter what horrors it may inevitably produce. They sometimes work closely with Iteration X, especially in the fields of cyberotechnology and artificial body parts.

Syndicate: One of the Conventions of the Technocratic Union, focusing primarily on economics. They are one of the most reviled Conventions, even within the Technocracy. They control the flow of money and trade among the Masses as well as in the Union, leaving them in a very unpopular position and are often blamed for perceived shortcomings. The Syndicate knows, however, that they are the glue which keeps the Union together and that the Technocracy could not function without them.

Void Engineers: One of the Conventions of the Technocratic Union, focusing primarily on astronomy and geography. The explorers of the Umbra, they seek to abandon the small, dying Earth in favor of the endless possibilities to be found amongst the stars. Far from the problems of humanity, their space faring vessels allow them to witness the beauty and horrors of the great beyond, and seek to push the frontiers of their knowledge by uncovering the mysteries of the great unknown.

Nephandi: There is one kind of enemy that even the Nine Traditions and the Technocracy ally against, the third party of this Ascension War. These fallen mages wield what many would refer to as dark magic, and do not seek to better humanity through their arcane gifts. Instead of Ascension, they seek Descension, the obliteration of the whole of creation. Even in this world overrun by darkness, there are few things more evil and vile than those who would see each and every soul experience Oblivion.



General Perks:

Willworker [Free]: You have awoken to the divine spark within you, allowing you to utilize what the more knowledgeable of mages refer to as Dynamic Magick, or if one is a part of the Technocracy, Enlightened Science. Through utilizing one's Will and a substance known as Quintessence, a mage holds near infinite potential to alter creation. The reality, though, is that one must acquire more Arete and mastery in various Spheres of magick in order to get the desired effects. Each mage has a different way of casting magick, from waving their hands and speaking invocations in Latin to utilizing gadgets as a convenient medium, and depends entirely on your preference. There is no singular correct way to cast magick, only what works best for you.

However, there is one aspect which holds mages back and forces the Ascension War to be one of secrecy; Paradox. It is the collective force of consensual reality fighting back against the enlightened will of the mage. Though you may be able to alter some aspects of reality, there are still consequences to going against the rules of Consensus, especially where it reigns supreme, or even in front of a large number of Sleepers. Should you invoke Paradox, there are a number of possible consequences, ranging from being taken away by the reality police to wounds suddenly appearing all over your body, or in the most offensive cases, catapulted to a Paradox Realm or hounded by Paradox Spirits.

Avatar [Free]: The Avatar, known by other names as the Daemon or an Enlightened Genius, is the portion of an individual's soul which is the source of an Awakened mage's ability to perform magic, and which grants the possibility of Ascension. The exact form it takes is entirely dependent upon you, but all bear some similarities. Typically acting as a voice in the back of the mage's head or speaking via dreams, your Avatar will seek to push you towards mastering your magick, to guide you to succeed at being the very best you can be, even if the ways it goes about this are difficult, too vague or nightmarish to comprehend. At the end of the day, despite everything, they are ultimately here for *you*.

Character Sheet [50]: Know the enemy and know yourself, then you shall always achieve victory. Well, in this dark and strange world, it's quite difficult to predict what you may run into, but at least you'll always know just what you yourself are capable of. When you need to, you can conjure a number of mental screens which detail all of your skills and abilities, as well as how much you have progressed in them. It also gives you a mental gauge of how much Quintessence you possess and Paradox you have accrued.

Green Thumb [50]: Life always finds a way to bloom even in the worst of battlefields, and there are no greater battles than the war of Ascension fought by mages. Whether or not you are actually talented in using the Sphere of Life, it has touched you. Flowers spring up in your footsteps and trees burst into bloom at your touch. Your hands are as warm as sunlight or stones from a cheery hearth.

Magickal Beauty [50]: Mages are vain creatures, so it isn't inconceivable for them to alter their appearances through some means. You have made special use of these possible services, and sculpted your looks to perfection. Movie stars have nothing on you, who appear as though you walked right off the easel of a master artisan, to the point where any flaws on your form, be it scars or mutations, would only work to accentuate your supernatural beauty.

Parlor Trick [50]: You have a natural affinity for magic, though admittedly it isn't how you may think. You have a small trick that may not blow anyone's mind, but it can be useful in some scenarios. Perhaps you can conjure a small orb of witchlight, or a flame on the top of your finger? Maybe you could have your eyes change colors, shifting from brown to blue to red to violet to silver and back again? Thankfully, these petty tricks cost nothing to use, and don't invoke Paradox. You'll be the life of the party for sure.

Astral Vigor [100]: It's a common thing to project your spirit into the Umbra, yet there are always dangers that can affect even the most senior of mages. Not only will you never suffer from any of the psychological side effects normally associated with the protracted astral travel, such as the loss of REM sleep, but your astral body is especially hardy and resistant to damage. This will also allow you to ascertain your physical body's state of being at any point with a moment of concentration.

Unaging [100]: The goal of countless mages, and what originally caused the transformation of House Tremere into vampires, many seek to possess a life eternal. Perhaps you drank an elixir from the Mythic Ages, or tasted one of the Peaches of Immortality, or your body is composed of timeless stone. Maybe it was an injection of Iteration X nanotech or a Progenitor symbiote. Regardless of what the original cause is, you have become immortal, untouched by the passing of the ages save for new scars and accumulated knowledge.

Fast Learner [200]: Some are slower when it comes to learning magick, while others take to willworking like second nature. Standing above even them, you are a natural born prodigy in just about anything, capable of quickly learning and mastering any abilities you possess or skills you try your hand at. Be it driving, melee weaponry, or one of the many Spheres, you'll become a master in no time.

Iron Will [200]: It takes a rare breed to make it far in the world of mages, where reality is changed through one's will. And there are few with as much willpower as yourself. When you've made up your mind, you're unshakable, unable to be swayed from your goals. This unshakable sense of self, as well as sheer stubbornness, makes it so that you are even highly resistant towards supernatural effects meant to control your mind, making it easier for you to break from their hold.

Manifest Avatar [400]: Most people see their Avatars only during Seekings, if at all, but yours is different. At any point, be it during an important meeting or sitting on the toilet, your Avatar can make itself known and converse with you. This will allow you to have full access to its wisdom whenever you call for it, and it will offer some advice during particularly trying tasks even if you don't call upon it. Playing a more active role in encouraging your growth, it will be invisible to most others, only able to interact with entities like the intelligences within the Web or its contemporaries. With the right knowledge and magickal expertise, you could even physically manifest it in order to assist you in combat, play as a lab assistant, hang out, or just make for a hot date.

Nephilim [400]: Unlike many other mages, you are not entirely of human origins. No, you are the direct progeny of a human and a native of the High Umbra, though the exact reasons why this union took place is something you try not to think about. Not only is interacting with entities of the High Umbra more certain to go your way, but you can even physically enter this realm whenever you so wish. Most mages would require years of skill to pull off what you can do instinctively. Unlike many of your kind, you do not possess any of the physical deformities that would ordinarily betray your true heritage.

Physical Immunity [600]: Many have sought invulnerability, for the physical world in which we live to no longer be a threat to us. Through some arcane means, you have found a way to protect yourself from its many dangers. You are no longer threatened by any physical threats, be it the modern weapons of man or the claws of a werewolf. You have even surpassed the need for breathable air, and are unaffected by poisons or disease. This protection is not perfect, though, as there is one weakness that can bypass your invulnerability. Maybe it's a weak spot akin to Achilles' heel, or there is a relatively rare material such as mistletoe. Perhaps it could be something more specific, like having your head cut off or a gun fired by a woman, or objects created from your own body like a rope of your hair or being commanded to gnaw off your own arm. No matter what weakness you choose, it should be important to note that this will not offer any resistance to effects like having your soul stolen, or someone using magic to transform you into something like a radish. You'll still be invulnerable, but you'll be an invulnerable soulless radish.

Mystical Marauder [800]: Typically insane mages whose Avatars have been warped by their mental instability, surrounded by an area of warped reality from their magick gone wild. Their insanity is so profound that they do not even suffer from Paradox, forcing it to seek out other mages. Whether you share their level of madness or not does not really matter, for you possess their most coveted ability; you are now immune to the effects of Paradox, as well as similar detrimental effects of magic. You could go flying through Times Square, throw around neon fireballs and transform a crowd into stone all without any consequences from Reality. To harness the unlimited power of Creation even in a world surrounded by Sleepers and their Consensus is a gift countless others would eagerly kill for, or worse. Should it be impossible for you to avoid the downsides of certain spells or rituals, then you will instead be able to shunt off the consequences of your will working onto another, even if they themselves are not capable of magick.



Disparate Alliance Perks:

Discounts for Disparate Alliance are 50% off, with the [100] perk being free.

Ordering Lunch [100]: While many of the factions who make up the alliance may seem incompatible, the mere fact that they willingly banded together proves that they are at least able to compromise and work together when the need arises. Despite that, there is still some friction between various members, which you are uniquely suited to deal with. When it comes to easing tensions in a group and promoting cooperation, there are few better at it than you, but remember that there will always be that one asshole that never wants to play nice with others.

Forgotten Child [200]: Even with how unique each Mage is, there are quite a few who fall through the cracks, abandoned and alone, orphaned by a hostile world. Yet for as tragic as it is, there are benefits to not being seen, for going beneath the notice of greater powers. Similarly, you can cloak yourself in an aura of unimportance, allowing yourself to be overlooked and ignored when it is convenient.

Witch Hunter [400]: One of the greatest concerns for the newly created Alliance was not just Technocratic influence reaching new highs, but the influence of the vile Nephandi working to undermine all participants of the Ascension War. Indeed, Crafts such as the Ahl-i-Batit and Templar Knights see no greater calling than the destruction of these wizards of evil, and so do you. Like a sharp pain in your head, or perhaps a particularly foul odor, you can locate the Nephandi and their works with unparalleled precision, seeing through even their greatest disguises before you've even laid eyes on them. You can detect other sources of evil and corruption as well, should you find yourself in a realm without such heinous beings.

Cultural Tenacity [600]: Many of the Crafts that ended up joining the Alliance were believed to have been destroyed and erased decades, even centuries ago by the Technocracy or more problematic members of the Traditions, but still they persevere. se Crafts and the cultures that shaped them, you too are extremely resilient. You have a tendency to survive all but the most hopeless situations, be it a moment of brilliance that gives you a potential solution to your current problem, or your enemies overlooking your prone form after catching a stray hit. You even take less damage from enemies than logic would dictate, but none of this means that you are unkillable. Being surrounded by twenty HIT Marks is still going to be as effective against you as it would be for anyone else.



Akashayana Perks:

Discounts for Akashayana are 50% off, with the [100] perk being free.

Martial Artist [100]: Discipline is important for a number of reasons, and there are as many ways to instill it as there are ideologies. One of the most common ways to instill mental and physical discipline is through martial arts, a practice that has become almost ubiquitous within the Akashic Brotherhood. Following this trend, regardless if you're looking for bodily refinement, honing the mind, or simply bragging rights, you've come to be exceptionally proficient in an unarmed combat style of your choice.

Weakness Of The Body [200]: Pain is a natural thing, acting as the body's warning that something is wrong, or that there is danger. Yet despite how useful pain is, there are times when it is required to ignore these sensations. Through intense training, you have reached a point where you can ignore pain in its entirety. Fire may be eating away at your skin and your body filled with bullets, your bones shattered and your lungs filling with blood, but you can push past these in order to accomplish whatever goal needs doing. It won't stop you from dying, though.

Seeking The Records [400]: All things leave an impression upon the Tapestry through their actions, upon Creation, no matter how seemingly small or insignificant. These impressions have become something tangible to mages, that which many would call a kind of Akashic Record. You are especially talented when it comes to discerning the impressions and actions on the Tapestry, emptying your own self from egotism, sharing your thoughts with those of the Akashic Records, gaining moments of supernatural intuition, sudden bursts of important knowledge and even visions from past lives.



Body and Mind as One [600]: There is a link between the mind and body, as improvement in one often leads to the other being more effective. The mind and body are linked together in a meshwork of oxygen, nutrients, hormones and neuron health, with physical exercise driving that meshwork, stimulating and freeing one's mind. You have pushed this paradigm farther than many others, and now find that any improvements you make to either mind or body will affect the other. As you grow faster and stronger, your mind will be better able to comprehend and retain new information at more rapid speeds, and vice versa.

Celestial Chorus Perks:

Discounts for Celestial Chorus are 50% off, with the [100] perk being free.

Voice of an Angel [100]: Were you a member of the choir before you found yourself harnessing your magick? It is certainly a possibility, and a fortunate one at that. While not all members of the Celestial Chorus use singing or chanting for their spellcasting, many do and you are especially well suited to such casting. Your voice is melodious especially while singing, and could even make reading the phonebook a pleasurable experience for those who listen in, with nary a stutter to be heard.

Revered Evangelist [200]: Faith is a curious thing, especially when interacting with spirits beyond the Umbra and those capable of manipulating the very fabric of reality. And yet, faith continues to flourish in the face of these rational explanations, especially under you. Perhaps it is your mission to spread knowledge of the One to others, to convince them to join in your faith, or perhaps you're just a con man looking for a batch of loyal suckers. Regardless, it is a notable talent of yours to bring so many voices to join the chorus, no matter who leads the song.

Harmonizing Vocals [400]: Song has often been a medium in which to affect the perceptions of humanity, and no music has been more long lasting than that of choir. Much like how those of a choir harmonize their voices to achieve more than they could alone, it is when you work alongside others that you begin to truly shine. No matter their methodologies and personal creeds, working alongside you will draw upon their latent potential, making all slowly become the greatest version of them they can be. This does come with some actual talent when working with others, be it in the heat of combat or the study of magick.



True Faith [600]: In a world overcome by darkness, where monsters and worse lurk behind every corner, it is often those who turn to faith that are best equipped to dispel such shadows. The strength of your faith has allowed you to harness a power that is anathema to the creatures of the night, from vampires to werewolves to demons to changelings. Though mastery, it would allow one to combat near any supernatural entity you may encounter on a more even playing field. It is not just the destructive aspects that you have access to, but healing wounds and curing diseases, as well as temporarily empowering allies, all of which strangely do not seem to accrue Paradox.

Chakravanti Perks:

Discounts for Chakravanti are 50% off, with the [100] perk being free.

Mourner's Chant [100]: Death is a part of life, the two as conjoined as light and shadow. Yet people will naturally despair when those they love pass on from this mortal coil, so you have taken up the duty of comforting them in these bleak moments. A few moments with you will ease their sorrow and depression, and move on with living their lives as best as they can. No matter how painful it may be without their beloved by their side, life continues on, and so too shall they.

Place Within The Dharma [200]: Despite what some people would have you believe, there is no such thing as a worthless person. Each and every soul within the Tellurian has value, even if it is in the role they fill. It is when they are unaware of their role, or are blind to the gifts they possess, that their value is wasted. Such a fate is beyond heinous to you, so you help these people wherever you can, letting them swiftly realize where their strengths and natural talents lie.

A Soul Too Far Gone [400]: Sorrowful as it is, there are some people who will never accept your assistance, and are intent on becoming the worst versions of themselves they can be, and dragging everyone around them down in the process. Such people may prey on the sympathy of others, but you see through them all too clearly. With a glance, you can judge when one's moral degradation has become too harmful to themselves and others to be allowed to continue, and when it is appropriate to deliver unto them the Good Death.



The Turning of the Wheel of Ages [600]: All things have a place in the world, a rightful path they should travel in order to bring about a perfect balance. And yet, life is a chaotic thing, free will and random chance tipping the scales beyond what they were meant to. Not all is lost, as there are those who seek to correct these karmic aberrations, though perhaps none are as successful as you. Like an unseen hand, you will find yourself constantly placed in places and situations in which you can do the most good for the whole of the Tellurian, where your skills shine and you can find others who make up for your weaknesses, with rewards suitable for the tasks you perform. It is possible to walk away, to abandon your duty and responsibility, but could you truly bring yourself to renounce your role?

Kha'vandi Perks:

Discounts for Kha'vandi are 50% off, with the [100] perk being free.

Talking With Spirits [100]: Those of the Umbra are often seen as strange, their perceptions on reality possibly as different to us as a fish's. And yet, you seek to be the bridge between the two, for material and spiritual to coexist. As an emissary to the spirit realms, those otherworldly inhabitants, those ghosts and spirits will be far more respectful towards you, interactions going smoothly so long as you are a part of them.

Totemic Spirits [200]: In order to create magical objects known as Fetishes, a mage must be able to convince one of the Umbrood to inhabit an object of their own making. The kind of object they inhabit, as well as the kind of spirit and its power also determine its capabilities. Techno-Fetishes require more raw knowledge to create than standard Fetishes, as there aren't many mages capable of building a computer or automobile. You are unnaturally proficient with the creation of Fetishes, hashing out deals and agreements with these entities that greatly favor you.

Mediator of Flesh and Spirit [400]: It is natural in all things to take part in conflict. Humanity is a constant example of this, yet they are not the only ones. Spirits of nature and vegetation struggle against embodiments of steel and fire, shadows forever entwined in battle against light. Though not all are as seemingly permanent as these conflicts, which makes your job as a mediator of the spiritual and material worlds even possible. If there's a way to find peaceful solutions between two parties, you're the most qualified person for the job. So long as the differences between those involved aren't too great, you'll be able to find a resolution that most can agree to, as well as convincing them to agree to it simply because of how persuasive you are.



Gateway of the Umbrood [600]: There are untold spirits out there in the Umbra that, if given the chance, would do whatever they could to come to Earth, even if there are some strings attached. You can call upon these Umbrood and have them take residence within your very own body, drawing upon their power and wisdom to supplement your own. And unlike many of the practitioners of this potentially risky form of magick, you are capable of retaining a portion of these spirits' talents within you. Be it a raw increase in arcane strength or a kernel of otherworldly knowledge, mayhaps even one of your mundane skills rising beyond what should be natural. Though these improvements are minute, you may become greater than any other, so long as you summon the right spirits.

Mercurial Elite Perks:

Discounts for Mercurial Elite are 50% off, with the [100] perk being free.

Sophistication of Numerology [100]: Despite how young a Tradition the Virtual Adepts are considered, they are capable of tracing their origins back to the ancient scholars of Greece, Egypt and China, those who first pioneered the use of numbers and mathematics as a basis in which to understand the world. As one of the firmest believers in this paradigm, you are capable of performing advanced equations in your head within mere moments, and are just as accurate as a calculator.

Digital Age [200]: Originally being a member of the Technocracy, it is only natural that many of the members would utilize technology and science in order to work their magick, often in the form of computers and digital phones. As one of these technomancers, you are actually quite skilled with all forms of computers and software programming, pulling off tricks only seen on the Hollywood big screen. Of course, this also means that you can quickly adapt to and understand any unfamiliar technological device you may find yourself running into.

Cyber Security Specialist [400]: Some people actually believe that their internet presence is safe and secure, that a randomly generated series of ten digits is going to be enough to keep you out. More the fool they, because no computer is capable of keeping you out for good. In fact, all it takes is just a touch for you to gain complete access to a digital device and the data stored within. The only thing that could possibly keep you out would be another technomancer, but even then only for a short while. Though, the same can't be said for when you yourself put up some form of digital protections, arcane firewalls with nary a bug to exploit.



Into The Matrix [600]: Also known as the Web or even Reality 2.0, the Datasphere is an umbral zone that acts as a highly immersive virtual reality, one that possesses electronics and calculatory devices. And as it is yet another part of the Umbra, that means it's possible for mages such as yourself to travel there. Indeed, you can physically travel into the internet from any connected device, and interact with it in a way that no one can fully comprehend. Manually fix a software glitch like a construction worker, plug up leaking data as though you were an actual plumber, tearing down a firewall with arcane explosives, or even fight off waves of hostile computer viruses with a sword and shield.

Order of Hermes Perks:

Discounts for Order of Hermes are 50% off, with the [100] perk being free.

Power of the Spoken Word [100]: When one truly stops and thinks about the concept of language, is that not a magic all on its own, capable of manipulating the thoughts and actions of others? Such a thing cannot be used carelessly, something you know better than most. You possess exceptional social awareness, having a good sense for how best to word yourself around any particular people. Of course, in the heat of the moment, all that tact and care might end up thrown out the window.

Search For Knowledge [200]: Is there no purer pursuit in life than that of acquiring knowledge? After all, information is an extremely potent weapon if used well, be it ancient secrets hidden deep in the Umbra or some salacious factoid about a rival of yours. When you really put your mind to it, there is no knowledge you can't eventually uncover, though you can easily use this talent to making sure your own secrets are well hidden from others.

Maneuvering Through The House [400]: For as much as they may espouse their superiority to the other Traditions, one cannot forget that these are political groups united through a shared worldview, each with their own little idiosyncrasies. Thankfully, you seem to have found the perfect place for yourself, as you possess a keen political sense that sees the acquisition of power come far more easily to you than most others. Sure, you may only be a fresh initiate now, but give it a few years and finding the right allies to support, and you'll be one of the most influential members in the whole of the Order.



Ars Magica [600]: Though perhaps undeserved, the arrogance of the Hermetic Order is well founded in both their skill and dedication to the arcane. You may be one of the brightest minds to have ever graced this honored institution, taking to this Dynamic Magick with greater intuition than many others. While this doesn't mean you'll become more skilled, you instead push what you're capable of to the absolute limits, finding unorthodox uses for your magick with an almost impossible level of creativity. Of course, should you possess other such powers, you can apply this out of the box thinking to those as well, ensuring that no matter what you have on hand, you've got at least a dozen different ways to deal with your problems, to say nothing of if you decided to use these abilities in tandem.

Sahajiya Perks:

Discounts for Sahajiya are 50% off, with the [100] perk being free.

Earthly Pleasure [100]: The Cult of Ecstasy pursues pleasure in all its forms, something that may grow difficult when one can live for centuries, experiencing anything and everything one could in that vast span of time. No longer will the possibility of dulled passions befoul you, as pleasurable activities will always be just as enjoyable as when you first participated in them. A novel will be just as captivating on the thousandth read as the first, and you'll never grow tired of sensual nights with your beloved.

Release Your Inhibitions [200]: Many believe that what holds the individual back from truly realizing their full potential is the limits and restrictions placed upon them by both society and themselves. As such, it is the Sahajiya's duty to break down these barriers, shatter those self-imposed limitations to give people a rush of eye-opening experience. You are one of the better ones at this, in pushing and prodding at people to become freer than ever, casting off the shackles of restraint.

Heartbeat of the World [400]: The Serpent Road, Dhambia has many names, but the concept lies in the idea that creation has a heartbeat, a pulse that everyone can feel if they want to. All the emotions, passions and unconscious minds tap into this pulse, with the intellect blocking the perceptions, but also focusing them, being a perfect consciousness that sends the person above mere intellect and sensations, using both to achieve a communion with the Lakashim. You may tap into this phenomenon at any time, feeling the state of anyone nearby with unerring accuracy at a moment's notice, and can determine if someone is of a supernatural persuasion based on this alone.



Present Sight, Future Gift [600]: Though to be an Oracle means something completely different to Mages than Sleepers, you would certainly fit the modern definition if you tried your hand at gazing into the future. Though the tides of the future are imprecise or confusing to most, gazing into these far off times are more reliable for you than any others. Of course, it certainly helps that you seem to have a sixth sense for how to push these futures towards something more desirable, be it for just yourself or everyone involved. While pushing a lady into someone may not seem too important, their interactions may very well cause a ripple effect that could make your life just that much easier, more pleasant. Though that perfect future may never come, or is constantly in flux, with your meddling it's more than possible.

Society of Ether Perks:

Discounts for Society of Ether are 50% off, with the [100] perk being free.

Weird Science [100]: By experimenting with other dimensions, mind-wracking mathematics, and Paradoxical technologies, the Society of Ether risks their mental stability at the price of unique insights. It's when you cast aside the rational and embrace the absurd and bizarre that your creations truly shine, becoming more reliable and effective even in areas heavy with Consensus. Sadly, there are some ideas that mankind as a whole just aren't ready to accept quite yet.

Ideals of Utopia [200]: The final straw that turned the Sons of Ether away from the Technocratic Union was their striking the concept of Ether from Consensus, which the Society has proven time and time again how much it could benefit society. Some of this line of thinking still applies, with many encouraging the development of non lethal weapons for self defense, such as stun guns or knock out drugs. As one of these idealists, you can tweak any device, or even your magick, to become completely non lethal, incapable of causing long lasting harm onto another.

Spirit of Innovation [400]: While the Technocracy is focused on making as many safe and reliable technologies open to the public as it can, such stringent dogma crushes the spirits of those who would trailblaze and innovate, pushing the boundaries of what is possible. You seem to embody that frankly unsafe spirit perfectly, seeing as your creations would be exactly what the Technocratic Union would point to as poor examples. Simply put, in exchange for making your creations more unstable and prone to backfiring, you will find a higher chance for them to succeed in the first place. That isn't all, as such unstable devices will also be far more potent than anything made by those utilizing more safe or standard designs.



Study of the Luminiferous [600]: What use is pursuing magick through the lens of science and technology if you are not willing to push the boundaries of what is truly possible? After all, isn't the essence of a Mage being able to do the impossible, to make wonders into reality? Throwing off the shackles of dogma and tradition is easy enough for you, but it is your ability to convince others that truly makes you stand out, to help them see that reality could be more than what they have been taught, that *they* can reach greater heights. For just as through the study of Ether that you may one day Ascend, so to can you inspire others to be the greatest versions of themselves.

Verbena Perks:

Discounts for Verbena are 50% off, with the [100] perk being free.

Natural Shapeshifter [100]: It is not just the Garou who are capable shapeshifters, as those talented enough with the Life sphere are more than capable of similar, if not greater, forms of shape changing. As a natural prodigy with this kind of shapeshifting, it requires less effort to perform such spells, while any new shape you adopt is as comfortable to you as the one you were born with. Be it as a bird, a tiger, or some tentacled monstrosity, each will be just as natural to you as the last. As an added benefit, you are never in danger of losing yourself to the identity of your beast forms.

Spite of the Wood [200]: Is there no greater enemy one can make than a mage, a person capable of altering reality in a way that few can truly comprehend? Such a logical fear is best exemplified in you, one who is by no means a novice when it comes to cursing those who wronged you. Of course, even if you don't like the thought of paying back wrongs done to you seven-fold, you can at least quickly tell if someone you've met means you harm.

The Power of Sacrifice [400]: Magic, both in fiction and in practice, often comes at a terrible cost. From the bloody rituals to the Allfather Odin for arcane knowledge to tossing a blanket from your childhood into a fire in order to fuel a protective spell, it is from giving up one thing for another that true power and understanding is gained. With the lessons you've learned, you can draw the most from these sacrifices, as the greater the thing you give up, the more potent the effect you can create and the more likely it will be to succeed.



Crucible of Mother Earth [600]: When the Sleepers hear of Mother Earth, they think of meadows covered in flowers and sunshine, babbling brooks and peaceful critters slumbering the day away. They try not to think about the other side of nature, the ugly and brutal competition between all things to survive no matter the cost, especially if that cost is the lives of others. It is a crucible where only the best can survive, before they too are inevitably torn down. Unlike the willfully ignorant, you have fully embraced the crucible that is the world, seeing life itself as a challenge to overcome. In fact, you will see incredible growth the more danger you face and triumph over, drawing upon more power or displaying improved skill with each challenge you overcome.

Iteration X Perks:

Discounts for Iteration X are 50% off, with the [100] perk being free.

Machine Efficiency [100]: Life can be a chaotic quagmire at the best of times, yet is it not the mission of the Technocracy to bring order to such a reality? Thankfully, there are agents such as yourself, embracing the rigid order espoused by the Union to such a degree that you find yourself making the most optimal choice in many scenarios that you find yourself in. Keep in mind that the optimal solution at the moment may not be the best decision in the long term.

Prediction Software [200]: Combat is quick and messy, with adrenaline running high while few are able to keep a level head once the bullets and lasers start flying. Perhaps they should just begin emulating you, or perhaps install a similar piece of cyberware, which helps with predicting the short term actions of those around you. This is highly beneficial in combat, and only becomes more effective the more data you have on your opponents.

Metal Over Meat [400]: People all over the world suffer from debilitating accidents and injuries, leaving them lesser than they were before. And yet you could rebuild them! You have the technology! Indeed, for when it comes to the creation of cybernetics, there are none who could rival your creations. Putting a crazy amount of tools and gadgets into a chrome limb while keeping it just as functional as someone's original limb is the norm for you, and that is far from your limits.

Merchant of Death [600]: To face the many enemies of a uniform and orderly reality, the agents of the Technocratic Union need to be equipped with only the best of the best. Such tools of enforcement were often birthed from your workshop, where even a pen could be used to house some form of high-tech laser capable of burning through human flesh. And that's just a small item, imagine what you could put into an actual firearm or robotic entity. The best part is that your creations are more likely to be accepted amongst the Consensus than your contemporaries, especially as the public furthers their understanding of science. After all, how many people are there trying to make lightsabers in their garage, and somewhat succeeding?



New World Order Perks:

Discounts for New World Order are 50% off, with the [100] perk being free.

Men in Black [100]: In these modern nights, the Technocracy cannot be picky with who they put on their payroll. They take in any who are willing to subscribe to their uniform paradigm of science and logic, but especially need people like you on the front lines. No matter if you want to appear as one of the faceless men that blend into the background, or the terrifying agent that makes problematic people disappear, you can project exactly what kind of person you want to be seen as almost without effort.

Propaganda Machine [200]: One of the most important jobs for agents of the New World Order is to control the flow of information and ensure that any Reality Deviancy is quickly covered up, something you are quite talented in. You are incredibly skilled at making sure secrets and controlling how information is perceived by others. With your involvement you could make a political assassin seem like a hero of the people, or you could make that same person seem like an unhinged psychopath.

The Veil of Society [400]: There is a reason why it is the New World Order that is the face of the Technocratic Union, for it is these brave agents who face all of the darkness this world has to offer, and ensure that the sleeping masses know none of this. And while you may not be the most martially gifted of these agents, you are a damn fine hand when it comes to covering up these incidents. A rogue Reality Deviant may have leveled an apartment complex, but after you're done, everyone not directly in the know would believe it was a problem with the structural integrity, or maybe a gas leak that led to an explosion? Either way, only the most skeptical wouldn't take it at face value.

Eye of Providence [600]: Despite what the Technocratic Union would like you to believe, their reach is not infinite, their control nowhere near as ironclad as they would desire. Society as a whole has not accepted their collective vision on what reality should be, with the Traditions evidence enough. But this is a war that the Technocracy has the advantage in, thanks to people like you. As one of the more effective manipulators within the NWO, you can pull the strings of society with incredible ease thanks to a mixture of talent, skill, and Enlightened Science. Given enough time, and no outside interference, entire regions will be accepting your view of things as the norm, all without the hapless citizens any wiser.



Progenitors Perks:

Discounts for Progenitors are 50% off, with the [100] perk being free.

The Doctor Is In [100]: Medicine has long been held as one of the more arcane arts throughout history, most people unable to comprehend how a certain mix of herbs applied in a specific way can ward off illness and disease. There are no mysteries here for you, a trained medical professional capable of diagnosing what ails your patients before recommending what they need to return to full health. Whether you're able to provide it or not is another matter entirely.

Hippocratic Oath [200]: The worst thing to ever happen to a surgeon is when their patient perishes on the operating table, that one's skill wasn't enough. It's something that every surgeon goes through, though you may prove to be the exception. You will find that no patients will pass away during an operation unless you actively go out of your way to make it happen. Some of those you operate on may ask for death the entire time, depending on what exactly you're doing, but that's why you apply anesthesia.

Resident Virologist [400]: Have you been playing a certain video game series? Because whatever you're doing, it certainly has a number of similarities. When it comes to the creation and cultivation of viral agents and other microscopic organisms, you practically wrote the book. Be it a simple biological weapon to give an area super ebola, a virus that puppets the flesh of the dead, or even a symbiotic organism that turns the average person superhuman, you're not only highly successful in their creation, but also in containing them as to not lead to an uncontrollable outbreak.

Frankenstein's Inheritor [600]: There are those who believe that steel contraptions are greater than mere flesh, but they forget that the body is a highly complex machine in its own right. But there are those, such as yourself, who are aware of this, and who know how to build upon flesh to make it something *more*. So long as what you're encountering isn't technically dead, you'll be able to find a way to fix it up, and make it even better than before. This poor housecat may have been run over by a sports car, but under your careful ministrations, not only is it alive, but now it has a certain trigger allowing it to warp into a massive creature due to the vampiric and werewolf blood now flowing through its veins, tearing apart the enemies of the Technocracy at your command.



Syndicate Perks:

Discounts for Syndicate are 50% off, with the [100] perk being free.

Share Holder [100]: Some outsiders may be confused as to why a paradigm like money would be so accepted by the Union, but what they don't think about is how money is a magic all on its own. After all, a few slips of paper could easily change someone's mind as easily as a Tradition's spells, and halting its flow could cripple entire nations despite no physical material being involved. Much like the Convention itself, you will find that you get far more leeway in your action than others so long as you are actually contributing something to a group or organization.

Promotional Material [200]: Just like any corporate environment, the actually good workers in the Syndicate never seem to get a promotion, stuck where their employer won't lose access to a valuable resource, all the while the incompetent ones or scumbags are those who end up in a higher position. No matter what side of the spectrum you are on, you find that moving up the chain is easy for you, with promotions being offered to you when an opening appears.

Memorable Advertisements [400]: One of the more important parts of the money making process that some don't like to think about is making people actually want your products. After all, everybody knows about O'Tulleys, but that doesn't stop the many advertisements you see on TV. You are a veritable genius when it comes to advertising, figuring out all the best ways to make your products as appealing to the masses as possible. Play your cards right, and soon your brand will be one of the first people think of depending on what you sell.

Secure Investments [600]: In the aftermath of the Dimensional Anomaly, most of the Conventions of the Technocratic Union were left reeling, as a large amount of Upper Management was cut off from Earth and lost in Space, never to be seen again. Most, because the Syndicate was left almost completely unscathed, seeing as many of them still lived on the planet at the time. Similarly, even when things seem to be going terrible for everyone, when tragedy strikes at all blindly and equally, you find yourself losing the least. In fact, it is after such tribulations that you can set yourself up to majorly benefit immediately after the crisis has been handled, and long after still. Some may call foul play, or you having had a hand in it, but you know this is just the result of good investments.



Void Engineers Perks:

Discounts for Void Engineers are 50% off, with the [100] perk being free.

Spirit of Exploration [100]: The Void Engineers are the pioneers of the unknown, explorers of far off realms and the Deep Universe. It is inevitable that in your travels you will encounter all manner of strange biomes, and in order to survive you need to adapt. This is one of your most valuable talents, the ability to quickly adapt to any environment you find yourself in, regardless of how wild or strange it is.

The Final Frontier [200]: Space is a dangerous place, and there are few places out there for human life, especially those who utilize hyper tech or Enlightened Science. It would be impossible to properly explore the Universe without people like you, those who build and maintain their spaceships and space stations. Of course, should you be one of the few who spends most of their time on Earth, then you could turn this towards more mundane vehicles, such as cars, boats or even experimental fighter jets, and push them far beyond what Sleepers would think is possible.

Gaze Into The Abyss [400]: The threats you face are not always physical in how their danger is manifested, but spiritual as well. One example would be the bizarre “illness” that afflicts those in Project: Deepwater, whose potential cures always disappear along with the person who discovered them. Such things may be threats, but never to you. Your body and mind are protected against these spiritual threats, unable to find any purchase on your body from which they can take over. As for the mind, you could stare at those gibbering horrors, incomprehensible creatures that would drive any other to madness, and only comment on how ugly they are.

Protector of Humanity [600]: As you are no doubt aware, there are many threats beyond the Horizon that humanity is simply not ready to face, ranging from ancient Nephandi to the fourth-dimensional Zigg'raugglurr. Despite all that, it is the Void Engineers who are the first line of defense, the guardians who stand against the horrors lurking out there in the Deep Universe. You may well be one of the best members they have, devising all manner of effective strategies and protocols for dealing with these extra dimensional and supernatural entities, keeping them away from the world at large. Of course, you could easily turn this expertise against more terrestrial Reality Deviants, such as kindred or shapechangers, but it is against the alien and otherworldly that you shine the best.



Nephandi Perks:

Discounts for Nephandi are 50% off, with the [100] perk being free.

Inverted Avatar [100]: Despite the many technical and philosophical differences between typical mages, if such a thing even exists, and the Nephandi, to the uneducated observer, both are simply humans capable of shaping reality to their whims. Due to the nature of your willworking, you find that you have some control over exactly how your powers and abilities manifest, changing them to match your Qlippothic nature. Perhaps a power of purification could be turned instead to corruption, while healing could instead fester and decay.

Subversive Element [200]: While it is true that a few Nephandi are born as they are, a majority of them were converted, choosing to have their Avatar inverted of their own volition. Others may balk at such a thing, the idea that one would choose such a life antithetical to their world views, but that doesn't change the reality of things. Yours is a tongue made for converting others to your way of thinking, a sinister worm in their ear whose whispers overshadow their own good sense and eventually even their morality.

Dog Eat Dog World [400]: While it is a common saying, it should be known that dogs typically do not eat one another, only driven to such extremes by human cruelty. Beaten and starved, abused and pushed to the very precipice, is it any wonder that even the most beloved of creatures are turned into monsters by humanity? It is a lesson you learned long ago, one that has granted you much power. You are able to consume other mages in order to grow your own power, their flesh and spirit cultivated by their Avatar now giving you the strength they may have had. The effect wears off soon, but some remains, skills they possessed or a touch of their magickal aptitude now yours to do with, and who knows just how powerful you could become.



Qlippothic Descent [600]: People may preach about hope and ideals, naive idiots too blind to the nature of the world and delusional fools who refuse to acknowledge that things have only ever gotten worse. This world sickens you, an existence that is a cruel joke with no punchline. To be trapped in such a place is something you can no longer tolerate, and so you seek to bring down everything. Never before has there been a more effective force of destruction or corruption than you, swiftly figuring out all the best ways to tear down all around you, be it physically, mentally or emotionally. Even structures and magickal wonders are not safe, as rot and decay spill forth to weaken the strongest of foundations and render them impotent.

Magick:

*It is here that you will determine your starting skills when it comes to willworking. You will receive **600 Ascension Points** to help you determine what your starting abilities are. CP can be converted into AP at a rate of 1:2.*

Arete:

The primary measure of magickal Will and understanding is often called Arete. A Greek word translating roughly as a spiritual form of courageous excellence, Arete reflects the mixture of knowledge, will, imagination and integrity that true magick demands. Without Arete, a mage cannot freely work with such powers; without increasing it, they are stuck.

*The tests that an Avatar poses to a mage within a Seeking provide that mage's keys to Arete. Before they can attain higher levels of excellence, the mage must prove themselves to be worthy of them. Unlocking doors of ignorance, pride, fear, and stagnation, a true willworker faces those challenges and returns to their world, assuming they ever do, having learned some new lesson about the secrets of their Art and the secrets of their soul. If they don't learn them, or turn away from the test, then their Arts are limited. You will start off with one Arete for free, but can avoid these trials and tribulations, purchasing up to four additional Arete for **[100]** each.*

Spheres:

*Spheres encompass certain elements of reality, and determine what effects your magick can achieve. It is possible to achieve more complex effects through utilizing multiple Spheres at the same time. Though each rank will cost you **[100]** to purchase, you may choose a single Sphere to be your affinity, allowing you to get the first rank for free and purchase additional ranks at a discounted price of **[50]** for each instead. The rank of Spheres cannot exceed that of your Arete.*

Correspondence: The element of connection between apparently different things. Correspondence magic allows powers such as teleportation, seeing into distant areas, levitation, and flying. At higher levels, the Mage may also co-locate themselves or even stack different spaces within each-other. Correspondence can be combined with almost any other sphere to create effects that span distances. Space, interrelationships and sympathetic links all become clear through the study of Correspondence. By bending space or bypassing it entirely, a mage can travel rapidly, fly or teleport from place to place. Divining locations allows the mage to see far-away places or direct magic over distances. With a link between a person and an object, effects may be targeted through connecting rituals.

Rank 1: Basic spatial understanding allows a mage to sense things in her immediate vicinity even if she can't perceive them with her normal senses. Using that perception, she can estimate the distances between objects; intuitively find a direction (North, South, East, West); notice hidden objects or characters; and spot spatial instabilities – warps, anomalies, wormholes, etc. – especially the ones caused by other Correspondence Effects.

Rank 2: That mage can now extend her senses across intervening space, sensing things in other locations. Such extensions, however, leave minor ripples in space... the kind noticed by Rank 1 Correspondence. Fortunately, she can also thicken space to cover her tracks; each success used in doing so deducts one success from the roll of a character who's trying to spy on her or notice her sensory Effects.

By adding Life or Matter to Rank 2 Correspondence, the mage can grasp small items or organisms (housecat-sized or smaller) and then pull them through tiny holes in space. This lets her snatch business cards, guns, rabbits, and such from another location, apparently pulling them out of nowhere.

Rank 3: Now the mage can tear holes in space, large enough for her to step through. These minor gates are small and temporary, but they allow that character to step from one place to another, so long as she's alone and lightly encumbered. (Teleporting large items, or while carrying heavy loads, demands Correspondence 4.) Scoping out the new location is a good idea, of course. A close, familiar destination requires fewer successes than a distant, unfamiliar one.

Using the Co-locality Perceptions Effect, the mage can also perceive several places at once. Those locations all appear as ghosts overlapping each other, as if they'd been layered on top of the closest location.

Also, by combining Correspondence 3 with Forces, Life, or Matter, the mage can move things around from a distance, levitating, manipulating or teleporting them without physical contact.

Rank 4: Creating larger holes in space, the mage can now open permanent gates between locations with great difficulty; isolate forces, spaces, objects, or people into their own tiny realms (by combining Correspondence 4 with Forces, Life, Mind, or Matter); and ward certain locations against specific Patterns (again, combining Forces, Life, Mind, or Matter with Correspondence) or Resonance energies (combining this Sphere with Prime 4). This warding effect can impede or

even block the forbidden elements from crossing into, or out of, the protected space.

Using the Co-location Effect, that mage can also appear in several different places at once. To function, however, she must add Mind 1 to that Effect. Each self mirrors the original's actions unless she also adds Life 2 to that Effect, granting independence to every self.

Rank 5: Distance and dimensions become child's play to a mage at this Rank. She can distort space; alter sizes and stretch or compress objects (Matter), bodies (Life), or forces (Forces); connect different Patterns to one another across intervening space; or even superimpose places or objects on top of one another (extremely vulgar). Combining this Rank with Life 3, the mage may also expand her senses to perceive many different places at once.

Entropy: The principle of chance, fate and mortality. From this Sphere comes the study of order and randomness, and thus, the study of totally random creation and destruction. All things dissolve eventually into haphazard components, and similar events form from disjointed, unconnected patterns. Mages who study Entropy often choose the path of either order or chaos. Students of order look into patterns, into the ways that events flow from one to the next and into the means by which new things build on the old. Students of chaos study the dissolution of patterns, the destruction of matter and the random elements that infect happenstance and probability.

Rank 1: Basic Entropic understanding allows a mage to see the currents of probability, spot flaws in Patterns, and note the subtle yet telling details in a person's speech and behavior that suggest whether or not she's telling what she believes to be the truth. Although he cannot yet control such phenomena, the mage can predict dice throws, card draws, and other apparently random events; spot weak spots in objects, people, or arguments; and use those imperfect yet profound insights to his advantage.

Rank 2: Now the mage can control the factors he could only sense before. Pulling the strings of apparently random events, he can influence activities and results – directing the fall of dice or cards, repeatedly hitting weak spots, and directing people and things toward a conclusion of his choice. Of course, it's easier to control small events (the winner of a horse race) than large ones (causing a six-car pileup). In game terms, large alterations demand more successes than small ones do.

Rank 3: Things eventually break down. At this Rank, the mage can control the speed at which material objects fail or decay. That's easier to do with complex

machines (cars, computers) than it is with simple ones (walls, stones) – after all, more things can go wrong with complicated things.

At this Rank, the mage can also start controlling the fate and fortune of objects and people, giving them good or bad luck by controlling the probability of events around them. Again, larger feats require more effort to accomplish.

Rank 4: At this Rank, the mage assumes the awesome power of blessing, cursing, and conferring outright health or decay. By influencing the flow of entropy within a living body, that mage can grant outstanding vitality to, or inflict sudden disease upon, his subject. Such influence, as noted above, inflicts or heals aggravated damage and may grant long-term luck or misfortune.

Rank 5: The most esoteric applications of Entropy allow the mage to alter ideas, strengthening or breaking down concepts. Although he does not affect the actual workings of consciousness, he can cause synapses to misfire, thus confusing perceptions and mental processing, bind someone to an oath, or degrade the patterns of thought. By doing so, that Entropic Master can craft, perpetrate, reinforce, and undermine arguments, beliefs, and even memories.

To do such things, the Master merely speaks to, or glances at, the subject of his attention. Chaos Masters can scramble someone's perceptions with a few weird utterances, and Masters of Order can present arguments with apparently perfect logic. By offering compelling statements, the Master can create or destroy memes, thus influencing whole patterns of belief. An oath, meanwhile, ties the subject's fate to her loyalty; if she breaks the oath, then her luck goes really, really bad.

Forces: The understanding of elemental energies. It is the Sphere of energetic Patterns, among them heat, light, vibration, radiation and gravity. In effect, Forces are constructs of Quintessence in motion. Every force has its own unique properties, but they all share the common root of Prime swirling through a Pattern. Although modern physics disputes the old lines between matter and energy, the venerable study of Forces transcends human politics. Science considers certain forces to be the absence of others, while mystical Traditions usually consider negative and positive forces, like heat and cold, to be opposite but independent entities.

Rank 1: Unlocking basic perceptions of the elements, a Forces-savvy mage can sense the flow of forces in her environment. She can boost her perceptions into the infrared or ultraviolet spectrums, notice electrons, see in the dark, view X-rays, discern the flow of sound or radio waves, spot kinetic energies, and hear frequencies beyond the normal human range.

Rank 2: Although she cannot conjure energies just yet, the mage may now alter the flow of existing forces. Sound can be muted or amplified; shadows can be gathered, shaped, or dispelled. The mage can warp light to make things invisible, change their colors by altering the spectrum of localized light, or render them silent by bending sound waves in their vicinity. With a wave of her hand, she can disrupt electrical currents; flare flames; or direct the course of winds, momentum, or gravity.

Combining this Rank with other Spheres, that mage could also make an object (Matter) or organism (Life) attract or repel forces. Thus, she could weave minor protection spells or force-fields... or, conversely, turn that target into a magnet (perhaps literally) for the forces in question.

Rank 3: Now the mage can alter and invoke the energies she could only touch before. By adding Prime 2, she may conjure winds, fire, electricity, gravitational wells, and so forth. Combining this Rank with Life or Matter, she can transform people into electricity (Life 5/Forces 3); change water into air (Forces 3/Matter 3), or attach elemental force to material forms – making them fly, pinning them to the ground, and having other, similar effects (generally with Life or Matter 3). And by adding an ephemeral Sphere to this Rank, she might erode or enhance energies (Entropy 3); manifest thoughts into energies (Mind 3); transmute spirit-stuff into physical energies (Spirit 3); or set triggers for energy fluctuations at some later interval (Time 4).

At this Rank, the scale of effect grows larger, now encompassing several dozen yards or a handful of people.

Rank 4: Larger Effects become possible. Our mage may now use the lower-Rank Effects over larger areas – a mile or more – to change weather patterns; conjure darkness; drop or raise temperatures; protect locations, or destroy them; and otherwise employ the previous levels on a much greater scale. For obvious reasons, such Effects tend to be vulgar and demand many successes to achieve.

Rank 5: With godlike power, a Forces Master works her Will upon vast areas. She can conjure tornados on a clear day, calm tides, and ignite the very air into a firestorm. Such mages earn the title “Nuke,” though few of them survive long enough to enjoy it. It’s easier to invoke such forces under the right conditions, of course – a cold snap comes more easily in Winter than in Summer – and such radical alterations have repercussions that often outlast the original Effect.

Life: The mysteries of life and death. Life governs those Patterns that grow, evolve and eventually change. Life patterns differ from the other two static Spheres in that they are not self-contained vessels of Quintessence, but draw on the Tellurian for sustenance and later return these energies. This process only ends when Life transforms into Matter, during the moment of death. As a whole, this Sphere embraces everything that has living cells within itself, even if that object is technically dead. Preserved blood and organs, still-living plants, live-culture cheese, and so forth contain Life, but corpses, cotton fibers, withered organs, or cut wood become Matter.

Rank 1: Basic Life knowledge allows a person to read the presence and health of nearby life-forms. With such knowledge, the mage can discern a living being's age, sex, and overall health. By combining those perceptions with other Spheres, he can also sense distant organisms (Correspondence 2), guess their potential for sickness or misfortune (Entropy 1), perceive them through past or future states (Time 2), or read the streams of Quintessence that bind them to the universe (Prime 1).

Rank 2: Simple organisms – viruses, mollusks, insects, plants, etc. – become clay in the mage's hands. He learns to adjust their Patterns (giving a crab wings, for example), and heal or kill them. Although he can't yet transmute them into other states of being, he can cause flowers to bloom or wither, help trees bear fruit, and so on. Focusing on his own Pattern, he can also heal himself or perform small alterations (hair color, skin tone, height, weight, and so on) to his basic form.

Rank 3: Advanced understanding allows the mage to radically alter simple organisms (turning a tree inside-out); transform one into another (changing fruit into insects); or – with Prime 2 – conjure them from raw energy.

Working with his own Pattern, that mage can work substantial alterations on himself, growing gills, claws, armor and so forth. He remains essentially human, but begins to master the definition of "human." Meanwhile, he also gains the ability to heal damage to other complex organisms, put them to sleep, or inflict harm upon their living Pattern forms.

Rank 4: this Rank, the mage may enact radical changes on any complex organism – people, dogs, horses, and so forth. He can uplift other species with new limbs, opposable thumbs, increased brain capacity, etc., so long as he doesn't change their intrinsic nature.

Working with his own Pattern, that mage can transform himself into other life-forms of similar size and mass; he could become a Great Dane, for example,

but not a hummingbird. Special abilities of that form (flight, water breathing, and the like) do not carry over, however, unless he builds them into that new form with additional Life Effects, and the new body might require an adjustment period before the mind and reflexes reflect the new form.

Rank 5: Now the Master of Life may adopt any form he wishes to achieve and may transform other complex organisms the same way. His expertise allows him to make permanent changes to life-Patterns, create complex life-forms from energy (with Prime 2), give them consciousness (with Mind 5), transmute them into other elements (Forces or Matter 3) or raw energy (Prime 5), radically age or de-age them (Entropy 4 or Time 3), or instill them with spirits (Spirit 3 or 5). Without such measures, however, his creations remain mindless, soulless sacks of life – alive, but nothing more.

Matter: The principles behind supposedly “inanimate” objects. It is the Pattern Sphere that purviews all inorganic Patterns that hold Quintessence, in contrast to the energetic Patterns of Forces and the symbiotic Patterns of Life. Representing the base of the physical world, Matter governs the elements from the periodic table in all their physical conditions, or, to mystics, the three elements of Earth, Air and Water. Manipulating Matter is usually a much simpler affair than manipulating other Patterns.

Rank 1: A Primary understanding of Matter allows the initiate to perceive the intrinsic properties of base materials – their underlying structure, innate properties, and integral stability or lack thereof. With that knowledge, she can view the material composition of an object, note its less-obvious structures, find its hidden layers or – when combining this perception with Entropy – spot its weak points. Combined with Life, this Sphere detects implants, enhancements, and other integrations of living tissue and inert materials.

Rank 2: With advanced knowledge, the mage can transmute one substance into another, so long as she doesn't alter its essential shape, temperature, or basic state (gas, liquid, solid). Depending upon that mage's practice, she might reshape lead into gold through alchemy, wood into stone through a hyperpetrification process, or water into wine (and, with Life 3, wine into blood) through a sacred miracle. Rare and/or complex materials are more difficult to fabricate than simple ones; it's easier to turn stone into iron, for example, than into gold. To reflect that challenge, such refinement requires a greater number of successes than a transmutation into a common material.

On a related note, the mage cannot yet fabricate radioactive materials. Such elements merge their essence into the Sphere of Forces, and thus demand a greater level of expertise.

When combined with other Spheres, this basic level of understanding allows a mage to conjure base materials from energy or dissolve them into Quintessence (Prime 2), transmute matter into living tissue (Life 4 or higher), move an object through space (Correspondence 2 or higher) or time (Time 3 or higher), change ephemera into matter and matter into ephemera, or awaken the slumbering spirit within material objects (Spirit 3 or higher). In all cases, Matter 2 allows the mage to work with simple, homogenous, non-living substances. Complex mixtures of various elements usually require Rank 3 or higher, although simple combinations (like those found in bread, milk, paper, or gunpowder) are possible with some difficulty.

Rank 3: At this Rank, the mage can alter the shape of materials in whatever ways she desires, and she can temporarily transform their essential state into a different one – steel, for example, into fog or water into glass. (Permanent changes require Matter 5.) That crafter may change an item's density, fuse broken pieces together, or rip solid ones apart.

By mixing Matter 3 with other Spheres, the mage can join inert matter with living tissue, disintegrate it into dust, shift objects with the power of thought, or otherwise perform amazing transformations upon apparently solid materials.

Rank 4: Complex and radical transformations now become possible, especially with the addition of other Spheres. Pumpkins can be changed into carriages (Life 2), people into thrones (Life 5), cars into robots (combinations of Forces and Prime), or thin air into banquets, so long as the mage doesn't mind racking up Paradox. Different principles can be combined in complicated ways, creating cybernetic machines or electrified gold. Complicated devices, such as guns, cars, computers, may be conjured out of empty space if the mage understands the principles behind such things. As usual, though, complicated creations demand extended rituals and great effort.

Rank 5: With Mastery, the crafter can create substances that transcend the limitations of scientific possibility, conjure materials unknown to Earthly reality, or share the deadly legacies of radioactive matter. Such Masters can shape armor out of air (with Prime 2), turn vampires into lawn furniture (Life 5), or melt steel with a thought (Mind 3). Again, such deeds remain incredibly vulgar, but they recall the godlike feats of legends.

Mind: The potentials of consciousness. Since human beings perceive reality through a complex interplay of consciousness, the Mind Sphere affects how a being sees the world around it. The Mind magician can use thought to communicate, control, and wipe away the inaccuracies and errors of human misjudgment for the peaceful serenity of

total concentration. All thought is open to the mage, from the refined sensibilities of human philosophy to the feral instincts of animals. Any thinking process can be comprehended and manipulated with sufficient skill.

Rank 1: With basic mental magick, the mage learns to sense the emotions and surface impulses of other people. Although he cannot read specific thoughts, he's able to perceive psychic impressions about a person or (with Matter 1) a place or object. Through this perception, he can guess at the nature of weak Resonance signatures and read the stronger ones outright. Even without Resonance, that mage can scan auras, note mood shifts, discern truth from lies, or grasp someone's overall state of mind by way of a successful Arete roll.

Meanwhile, the mage also learns to shield his own mind from the thoughts and emotions of other people, constructing mental barriers around his aura, emotions, and consciousness.

On a related note, he also learns how to multitask and absorb data with startling acuity. Each success he rolls allows him to either consider an additional subject or speed the processing time that a normal person might require. For a scene or two, he can even raise one of his Mental Traits by one dot per success, thanks to a Mind Empowerment Effect that concentrates his mental faculties.

Rank 2: Now the mage begins to skim the contents of unshielded minds, discern emotional states, read memories that have been left behind on objects or places, and project single words or emotional impulses to other people. The simpler the emotional content, the easier it is to send or read; a flash of rage, for instance, is easy to project or receive, but the complex stew of reflective melancholy presents a challenge to inexperienced Mind-mages.

Rank 3: With increasing skill, the mage learns to link minds, forge telepathic communications, read or influence another person's thoughts, craft mental illusions, enter someone's dreams and explore dream realms, and blast psychic assaults into an unwilling rival's consciousness. At this stage, Mind attacks can inflict painful – though rarely fatal – damage. Combined with Correspondence, Forces, Matter, or Life, he is able to employ telekinesis, pyrokinesis, and psychophysical assault, influencing objects, elements, or people with the power of his mind. Unlike most other Effects, this sort of thing is not coincidental, although such talents do have a place within popular culture.

Rank 4: The fearsome power of Black Suits and psychic assailants allows the mage to command another person's actions as well as her thoughts, alter her perceptions or mental state, and project his own mind from his physical form. At

this Rank, a mage can change someone's memories, drive her crazy or sane, overlay her aura with a desired impression, and set up posthypnotic suggestions and commands. And by using internal rather than external powers, he can also project his astral form.

Rank 5: A true Mind Master commands not only his own conscious but other minds as well. He may alter someone's mind forever, raising or lowering various personality traits, fully rewriting her personality, or (with Life 4) switching her mind into another body. He can do the same things to his own mind as well, and he can untether that mind to explore the deeper reaches of astral space for hours or even days at a time. His greatest power, though, is the ability to fabricate entire consciousnesses, creating minds where no mind had been before.

Prime: An understanding of the Primal Energy within all things. Prime is the Sphere of magic that governs the raw energy of reality, sometimes called Primal Energy, Quintessence or Odylic Force. A mage who uses Prime can sense magic of other magi, use the power of the universe to create effects out of nothingness, and can store Quintessence past their Avatar's strength. It is the study of Quintessence, and it is regarded by all the Traditions as a valuable or even holy power. With Prime, magi can create, destroy or reshape the universal energies. A mage can further enchant objects and living creatures with magical energy, fight back the effects of Paradox, use countermagic, and make the changes they exact on the world *permanent*.

Rank 1: A beginning study of Prime allows the mage to perceive and channel Quintessence from Nodes, Tass, Wonders, and magickal Effects. She may spot energetic ebbs and flows, can sense and at least try to read Resonance and Synergy signatures, and could also absorb Quintessence into her personal Pattern. Mages without at least one dot in Prime cannot absorb Quintessence beyond their Avatar Background rating. A Prime-skilled mage, however, may do so.

When infusing her Quintessence into an object, that mage may also consecrate the object with her personal energy. When she shapeshifts, steps sideways, or otherwise alters her Pattern's metaphysical nature, that consecrated object will then change with her. In the process, it also picks up her personal Resonance, which, because it both identifies her and becomes essentially connected to her, is not always a good thing.

Rank 2: Attaining a degree of control over Prime energies, the mage may divert Quintessence into new or existing forms. Combined with other Spheres, this allows that mage to create new Forces, Life, or Matter Patterns (conjuring them

from thin air), and to infuse existing items with Primal Force to strengthen them or enhance their protective or destructive power.

Weapons or attacks infused with Quintessence through Prime 2 Effects may hurt spirits or inflict aggravated damage, and substances infused the same way may protect against such harm. On a related note, she may also – with Life 2 for simple organisms, or Life 3 for complex ones – consecrate a living thing at this Rank, as if that life-form were an object described above.

Through similar applications of energy, the mage can also conjure a simple Body of Light: an idealized self projected from ephemeral energy. Although this Body of Light has no substance or special properties, it presents a glowing holograph of the mage herself.

Rank 3: By tapping into the flow of Quintessence around her, the Prime-skilled mage can draw both free and raw Quintessence from Nodes, Junctures (special times), and Tass (solidified Quintessence), and she may also channel that energy into new and existing Patterns as well. With such powers, she could (with Life 3) enchant a living thing so that it could inflict or endure aggravated damage; inflict aggravated damage by shaking up that organism's life force; pull small amounts of life force from a living sacrifice or (with Matter 2) from inert objects; instill Quintessence into a vessel called a Periapt; or – with other Spheres – craft temporary Talismans or Devices by infusing them with Primal Force.

In desperate circumstances, a Prime-schooled mage can also create temporary weapons out of pure concentrated energy – blasts of Quintessence or swords of light. Such weapons inflict aggravated damage and cost a small amount of Quintessence per use, or, for weapons that last for a length of time, one point per turn. When the mage runs out of Quintessence, the weapon disappears. Unless channeled through energy-guns or conjured as miracles among the faithful, such attacks are inevitably vulgar.

Rank 4: The terrible power of draining Quintessence from objects or forces (though not yet from living things) can disintegrate those targets, consume them in Primal flames, or decay them almost instantly. Reversing that flow, the mage can craft objects that cannot be broken, or bond organic and inorganic materials together to create cybernetic implants, nanotech, and other Wonders. At this stage, she is able to enchant items permanently and draw Quintessence from the energetic Wellsprings of exciting events. By infusing her personal Quintessence into a Periapt, the mage might use Matter 4 to craft a Soulgem: a portable vessel that's filled with her own Resonance and energy.

Rank 5: A Prime Master can draw Quintessence from anywhere, at any time, and channel it into other vessels as well. A dark, vulgar aspect of that power allows her to obliterate a living being by consuming all of his life force, whereas the reverse of that power infuses him with life force so strong that he's essentially blessed. Combining that ability with Life 5, she may turn complex organisms into Soulflovers: living Periapts who become walking batteries of boosted Quintessence. Such Mastery also allows the mage to create Nodes in significant places, and to nullify Paradox.

Spirit: Comprehension of Otherworldly forces and inhabitants. Spirit is the Sphere of the ephemeral stuff that is the building block of the three Umbrae, the realms between the pureness of unbridled Prime and the Patterned World of flesh. Spirit is a homogeneous whole, a sort of conceptual energy given a special form that can mirror or mimic the more mundane Patterns of elements. However, Spirit is much more. It's also the results of emotion, hope, and thought; the intangible end product of the Mind's musing and shaping. The mage skilled in Spirit can touch the wall that separates potential from material to see beyond.

Rank 1: To most of humanity, the spirit world remains invisible. Not to a mage who knows the Spirit Sphere. Although he'll be most attuned to spirits with Resonance similar to his own, that mage can read the local Gauntlet's thickness, discern auras, sense spirits of all types, peek into the Penumbra through the Vidare, and determine whether or not a material object has a spiritual component (as mystic Fetishes do).

Combined with other Spheres, that mage can spot forces, places, or items with unusual ties to the spirit world, such as Awakened objects, elemental spirits, possessed organisms, Shallowings, Nodes, and so forth.

Rank 2: Perception moves to contact. The Spirit-savvy mage can now reach through the Gauntlet for a turn or two; call across the Gauntlet; speak to spirit entities, or touch them for a brief moment; and thin or thicken the local Gauntlet. That said, a human mage can only lower the Gauntlet within the mortal world by so much.

By adding other Spheres, that mage could project thoughts across the barrier (Mind 4 or 5); stir up elemental disturbances within the Otherworlds (Forces 2 or higher); imbue material objects with ephemeral power (Matter 2); drain Essence from a spirit (Prime 3); or help other living creatures sense or contact the spirit realms (Life 2).

Rank 3: Now the mage can cross over, transmuting his living tissue to ephemera. He may carry a few material possessions, although transmuting them as well raises the difficulty for both changing them as well as the trip. That traveler must step sideways on his own; bringing large items or other people across demands a higher Spirit Rank. Meanwhile, a combined Spirit 3/Mind 2 Effect allows the mage to read Resonance, Synergy, and other spiritual energies (Essence, a spirit's place within a hierarchy, etc.).

At this Rank, a mortal mage can also harm an Umbral entity as if he was using Life 3 against that entity. While Spirit 2 allows the mage to touch that entity, Spirit 3 lets him actually damage its ephemeral Pattern's integrity the way that Life 3 damages a physical creature's form.

By combining this Rank with Matter 3 and Prime 2, the mage can also create short-lived objects from ephemera; such creations must be constructed as if they were material things, and they fade away at the end of the Effect's duration.

Finally, this Rank helps the mage rouse the slumbering spirits within objects or places, or else put active spirits to sleep.

Rank 4: As the mage approaches Mastery, he can tear Gateways in the Gauntlet, allowing groups or large objects to pass through or close such breaches. Both applications, of course, are deeply vulgar.

At this Rank, the mage may also compel spirits to appear, bind them into Fetish objects, or tie them to certain spots or prisons. For obvious reasons, such bondage is risky, especially if the spirit is powerful. A brave or foolish Spirit mage can even turn himself into a temporary Fetish, channeling a spirit entity into his mortal body; in such cases, he loses his ability to use true magick, but he may employ the capabilities of the spirit inside him. On the flipside, he can also exorcise a spirit that has possessed a mortal host. In all cases, the mage enters a series of resisted rolls against the spirit, pitting his Willpower against that spirit's own.

Rank 5: The Spirit Master is now able to command ephemera itself, creating, challenging, and destroying spirit matter as he Wills. With such power, he may craft Realms, imbue or drain a spirit of Essence, instill a soul within an empty shell of Life or Matter, and bestow the awful sentence of Gilgul – the destruction of a mage's Avatar. Such powers are always vulgar and feature devastating consequences even when the mage succeeds.

This power also allows the mage to break the Dreamshell and venture beyond the Horizons, wandering into the Deepest of Umbrae. Such tasks demand a large amount of effort, but a courageous Master can travel as far as his soul wants to go.

Time: The strange workings of chronological forces and perceptions. Time is known as the magic that all men know. Science and magic both agree that the flow of time varies with the observer, that time itself is hardly the constant that it initially seems. Esoteric doctrines claim time is an illusion. Even those who accept that Time is a forward march, more or less, still discover that the eddies, currents and branching paths of time are far more manifold and mutable than most people would ever guess.

Rank 1: Temporal understanding begins with the mage's own perceptions of time. At this stage, she develops a precise internal clock and can spot the temporal ripples left behind by (or, in many cases, developing ahead of) Time Effects. Other phenomena, too, leave disturbances in the time-stream, and the mage can notice them as well. Combined with additional Spheres, this Rank allows the mage to detect the influence of the Time Sphere on other spells or Patterns too.

Rank 2: Now the mage can look forward or backward through time. Although those impressions are fleeting, hazy, not entirely accurate, and bound by the limitations of that time and place (that is, what a bystander in that specific time and location could sense under the circumstances), they allow the Time-seer to catch glimpses of the past or future.

By itself, this Effect allows the mage to see in her present location only. By combining Past/ Future Sight with other Spheres, however, she could read the probable past or future impressions of objects or places (Matter), living things (Life), and alternate locations (Correspondence). Entropy 2 even allows her to glimpse multiple futures and pick out the one most likely to occur.

Reversing her powers of perception, that same mage can thicken the walls of time, which makes other Time Effects more difficult. Each success she rolls deducts one success from the attempts of other Time-savvy characters.

Rank 3: Speeding or slowing her relationship with time, the mage can now gain multiple actions, slow other characters or phenomena, or rewind small snatches of time. The potency of such effects depend on the amount of effort placed into it.

By rewinding time, the mage can also move her immediate surroundings back one turn for every two successes – an Effect that pulls her out of the normal flow of time and allows her to retcon an action or two.

Combining this Rank with other Spheres, the mage can affect other Patterns (Forces, Life, or Matter 2), cast Effects across distance and time (Correspondence 3), move back in time while recalling events from the future she just left (Life 3/ Mind 1), or even invoke multiple probabilities (Entropy 3). Again, such attempts are Paradox magnets with awful long-term consequences.

Rank 4: Now the mage learns to withdraw herself from the normal flow of time, hold Effects until they get triggered by events, or – by adding in Correspondence, Forces, Life, Matter, and/ or Spirit – capture other beings or phenomena in bubbles of time. Thus, a mighty, and vulgar, Time/Forces/Entropy Effect could capture a tornado and shunt it off into no-time space until some trigger sets it free. At this level of expertise, the mage can also set a temporal anchor point for herself for when she dares to travel through time at Rank 5.

Rank 5: The “Dr. Who Effect” allows the mage to exist outside of time; immunize people, places or things from time’s passage; or travel forward or backward through time. Such godlike feats, ones that often cause a mage to become forever lost to history, are as unreliable as they are dangerous. Even for Masters, Time travel is a mysterious and maddeningly imprecise art.

Items:

All Origins receive an additional [300] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

Starting Gear [Free]: We can't exactly throw you out onto the streets butt naked, now can we? To avoid this, you've been given a set of comfortable clothing, as well as a wallet with some change, around five hundred dollars. In addition to all of that, you will find a set of tarot cards in your pocket, the images upon them depicting not just yourself, but many of your allies and possessions, and even your enemies.

Block Party Videos [50]: Why bother with worrying about life when you can rent a movie instead? With cheap video rentals and friendly service, your local movie store has everything you need to take your mind off your troubles, all approved by the NWO and Syndicate. The videotapes themselves are unremarkable, unless you can pick out the subliminal messages keyed into the magnetic tracks. Messages like "support your police," "protect your family - report all strangers," and "it is good, so very good, to belong." Beyond that, these regular deliveries of movies, typically local to your nearest reality or at least based on it, straight to your Warehouse are a pretty good way of killing a Saturday night.

Coding Tunes Vol. 1 [50]: Composing magically active computer code is a draining experience. Just as with writing out magic in a book, it is relatively slow and Quintessence-intensive. Tessie Thompson of the Virtual Adepts found a way to make it easier; by creating a Periapt from a CD, she was able to create a Wonder that fed her Quintessence at a steady rate as she listened to its music.

Digital Dollz [50]: Sometimes real people are more trouble than they're worth. For you, the shy boy or girl with discerning tastes, we offer the Digital Doll, a virtual companion that you build to order. It can come in all different shapes, sizes and personalities, male, female and otherwise. The software allows you to give them some basic character traits and methods of speech, as well as altering intelligence levels, topics of interest and sexual aggression. This really shines when you enter the Web, where you can physically interact with your doll. They have no combat capabilities or utility, having been made solely for pleasure. Additionally, one should remember that this is merely an advanced program, and is nowhere close to being an actual person.

Doc Eon's Action Jackets [50]: All-weather, all-action gear worn by Doc Eon's Terrific Trio. These jackets, styled after WW2-era aviator jackets, are well-insulated and keep the wearer warm in cold weather and relatively cool in hot weather. Made from the tough hide of the smilodon from the Hollow Earth and treated with special oils, it can deflect knives and small-caliber bullets. Blunt blows, like punches and clubbings, are no trouble at all. Although the jacket is really flexible, it's virtually tear-proof and can resist small, open flames.

Dream Spirit Bag [50]: This ornamental bag is covered with beautiful beads and is full of sleep. When the mage wants a target to fall asleep, he simply blows a handful of sleep at his target. Should they be unable to resist, the target will fall into a deep, relaxing sleep for at least two hours and as many as twelve.

Erg Cola [50]: The perfect beverage for those long nights where you can't afford to doze off, wrapped up in a yellow and green label. Ergo Cola is a combination of stimulants, nutrients, vitamins, minerals, sugar, amino acids *and* Quintessance. This beverage boosts the drinker's body for up to six hours without depriving it of nutrients, while also getting "all the calories, half the grease!" that she would otherwise get from a drive-thru fastfood dive. You receive a twenty-four pack of this drink, and will receive more when it has been emptied.

Fractal Symphonies [50]: Mathematicians and artists have studied fractals for decades, such as Chanter from the Adepts. After experimenting with translating fractals into sounds, he discovered that certain patterns have an effect on the human mind, altering their moods. These CDs aren't completely reliable, and it doesn't bring on sudden emotional shifts, but playing them in the background would lead to a calmer meeting or a more violent family reunion experience.

Ginger Dragons [50]: These chewy, dragon-shaped ginger candies are rare, with you possessing only five within this cellophane bag. In order to use it, one pops the candy in her mouth and begins chewing. Soon after, they will be able to breathe fire. While very useful and effective, the ginger dragons come at a cost; they are extremely spicy, causing the eater's eyes to tear up and making them sweat profusely. They will suffer from burning pain for a number of minutes afterwards, or until they're able to drink a large glass of water or juice.

Lon McAin's Cool Shoes [50]: There's nothing worse than dangling at the end of a cable behind a spaceship traveling at near-light speeds. Whimsical Void Engineer Lon McAin experienced this firsthand, which led him to developing the Tarsal Electromagnetic Compensator. Stick it in your boot and you stick to the ship. After a meeting with the Syndicate, a whole shoe line has been made using these principles. You get a premium version of this footwear, allowing you to run up walls, stick to the side of a speeding spacecraft, or even walk on water.

Rulebooks [50]: While you may be familiar with this world through a certain video game about vampires, there is another medium through which people could enjoy. You now possess a collection of all rulebooks for what is known as the Old World of Darkness, an invaluable font of knowledge for anyone new to this side of the world.

Slip-Rex, the King of Lubricants [50]: A mainstay in the tool chests of almost every Son of Ether, Slip-Rex comes in a simple, old-fashioned oil-squirter can. Any surface touched by Slip-Rex becomes completely frictionless. Anyone standing will immediately lose her balance, and once on the floor, she cannot get up unless she has some means of getting out of the slippery patch. When the can starts getting empty, the mage simply refills the can with any oil, from baby oil to olive oil to Pennzoil 40 weight. The can will automatically turn it into Slip-Rex, the King of Lubricants.

TDR "Living" Computer and Video Games [50]: A series of games that were created by the Virtual Adepts in order to find those who might be close to awakening, they can be bought on any game store shelves. As opposed to the games that the Technocracy promote, these video games make players think on their feet, and force them to come up with more creative and intuitive solutions, with low-level magickal effects making them very responsive and almost seem intelligent. Be it on console, computer or VR, you'll be having all kinds of fun that will push your problem solving skills to the next level. If you want, your copies of these games won't alert the Virtual Adepts.

Telepathy Specs [50]: Manufactured by the Pinnacle Joke and Novelty Company and advertised in the backs of comic books, these cheap-looking plastic goggles claim to allow you to stare at anyone and read their mind. These can only be used by kids and those with similarly open minds, such as yourself, translating the thoughts of a target into a cloudy image superimposed over their heads. The image will vary wildly depending on the target. A simpleton's thoughts will be bright and cartoony, while a Bauboy's thoughts will be muted and bleak. Most people's thoughts will look like grainy videos with a lot of the details missing, with some details vastly overemphasized. The thought images of other supernaturals would leave even Stephen King shaking.

Therestia's Magick-Finger Bed [50]: One night in a dirty hotel in New Mexico, Ecstatic Theresita Gonzalez put a quarter in a little machine by the bed and the mattress came to life. It inspired her to make her own bed, one with sensors that reacted to the rolls and bumps of the occupants, tailoring its vibrations to their activity level. When she wanted to lounge, the bed gently massaged her back and legs with soft, rolling waves. When she wanted to have a little fun, the magick-fingers kicked in, stimulating her everywhere they touched. When she really got going, the bed joined in. She bucks, the Bed bucks back, and so on, and so on, and so on...

Vengeance Blade [50]: A mage who has a particular individual foe that he wants to cut down can make a vengeance blade that guides his hand any time he's fighting that enemy, or even that enemy's closest allies. The mage will find it easier to strike at their chosen enemy, acting with more skill and experience than he actually possesses. Against anyone else, this would be just like any other handheld blade, though you can choose a new target for this one once every decade.

Zelly's Eternal Theatre [50]: This unique machine was built by Sir Laurence Lewis to amuse his bed-stricken, dying niece Zelly. After his quest for a cure to her cancer ended in failure, he spent long nights in his laboratory devising the delicate engine that drives this wondrous device. This theatre is an ornate, Victorian box with hand-painted scenes of an opera house on its sides, complete with balconies and chandeliers. When the box is wound with the tiny crank on its top, one side falls open to reveal a curtain. The scrim slowly opens, revealing a cast of four characters that enact a short, five minute play, complete with voices and music. No two performances are the same, each use showing one a unique play every time.

3-Dim Sonographic Sense Factory [50]: Better graphics and faster applications aren't the only things to come out of the more powerful processors of today's computers. The creation of sound can be just as important, and this soundboard pushes that to the extreme. Using a 128-bit video card as the basis, it is able to fill a room with flowing 3D images sculpted from the sounds her computer generated. These sonographic images aren't good for much other than entertainment, but when combined with the right songs and other tools, it is an experience that little could match.

Astral Tiki [100]: Among the oldest and most time-honored vessels into which to bind a spirit, carved wooden images remain among the most popular Fetishes. Astral tikis are carved from black hardwood and use green glass or gems for the eyes, often a foot high, and work to reduce the Gauntlet strength between the physical and spiritual worlds. Obviously depending on where it's placed, this could either be a good or bad thing. It makes traveling into astral space easier for the mage, but also makes it easier for ghosts and Umbrood to bedevil the mage. Based on its range of vision, the affected area can range from two inches if facing a wall, or up to fifty feet if it's in an open area.

Blade-Blaster™ Brand Rocket Blades [100]: Any loser can strap on a set of inline skates and go tooling around the neighborhood, but if you want the coolest, you've gotta get the Blade-Blasters™. Supercharged with the latest in mini-thruster technology, it lets you go from standing still to 200 mph in just over 20 feet! If you can see where you want to go, Blade-Blasters™ can get you there in one blast! Perform wild, over-the-top stunts as short bursts of super-high speed allow you to go up sheer surfaces or even blase along totally upside-down! (Note: proper safety equipment is highly recommended.)

Coalminer's Handy Identity Randomizing Processor Card [100]: The Digital Age ushered in tons of improvements in communication, automation, entertainment, and most relevant right now, security. The Adept going by Coalminer made this grey plastic card that, when slid into a magnetic card reader, initiates a low-level data inquiry to the security system controlling the door. This gets a list of people authorized to open the lock, then supplies a randomly chosen identity and passcode from that list. Currently it is only capable of bypassing systems that require alphanumerical input, as long as there is a place to put the card. It won't be able to fool fingerprint and retinal scanners.

Cauldron of Spies [100]: A Verbena artifact par excellence, the mage need only fill the cauldron with water and bring it to an energetic boil before speaking the right words. Afterwards, out of the cauldron will fly a number of bats or rooks, depending on if it is night or day respectively. These animals are connected to the mage telepathically, and whatever they see, she sees. These creatures have a range of several miles from the mage and last for twelve hours, at which point they dive into the nearest, deepest shadow and fade away.

Corelli's Badass Jackhammer [100]: In the late '70's, Butch Correlli, a New York Euthanatos who had worked in construction before his Awakening, designed the Jackhammer to break into a Technocracy stronghold. Foot-thick, concrete walls protected the Construct on all sides, but that didn't stop butch. Turning his new Device on the barriers, he tore through them at a mind boggling pace. However, no matter how amazing it was going through stone and steel, it was not as effective against flesh and bone, and made a hell of a lot of noise.

Disguise Hat [100]: Many people believe that the clothes make the man, and this hat proves the truth of that statement. Using a combination of a complex internal framework and fabric that is both easily stretchable and changes color when small amounts of electric current is applied, these hats can be transformed into any of ten separate hats of a variety of different styles, from SWAT helmets to a Hollywood executives' beret. Observers perceive that the wearer's clothes match the hat, and even changes the user's appearance to better match the disguise. Sadly, they are incapable of disguising the user as a specific other person.

Disposable Camouflaged Monitoring Devices [100]: These miniature surveillance devices, generally designed for use in urban areas, make Orwell's worst nightmares a reality. Disguised as "used disposables," these spy cameras can record events in their vicinity while disguised as bits of junk. Cigarette butts, discarded fast food containers, even crumpled newspapers. Cheap, disposable, easy to use, it's no wonder why the TrashCams are so popular. You will receive ten of these devices, as well as the codes needed to watch them through your computer or phone, and will receive more if they are broken or destroyed.

Electronic Signal Inhibiting Pulse Generator [100]: With the Technocracy always breathing down your neck, you need some provisions for privacy. The Easy Pulser is one of the better devices for such a goal, making the user "invisible" by disrupting any electric signals of sensory equipment that might be trained on them. Said sensory equipment includes things such as video cameras, radar and the human eye. Under spare observation, the Pulser can last up to an hour, but the more observers nearby, the shorter timeframe the device will last before needing to recharge.

Faerie Cap [100]: Although the original items were always simple peaked caps made of bright cloth, Verbena now make this Wonder in the form of almost any hat imaginable, though the colors are almost always dyed red or green. In addition to being an exceptionally useful device, allowing one to exist in any environment, from the ocean depths to the vacuum of space, Verbena, Dreamspeakers and members of the Cult of Ecstasy who have or wish to have ties with the Fae wear these hats as a symbols of their allegiance. Since many Fae can sense that these hats were based upon their own magical creations, they naturally take an interest in anyone who wears one.

Heisenberg Electron Array Trinary Processor [100]: Things around us get smaller, sleeker and more efficient every day. Computers that once took up entire buildings can now fit in the palm of one's hand, and the HEAT Chip will push it even further. Functioning off of the Heisenberg Uncertainty Principle, the fuzzy logic gives this small chip the capability of a Trinary computer. Its processors have at least ten times the speed and power of ordinary CPUs, and can be attached to almost any device to gain its benefits, potentially even HIT Marks.

Kinetic Transfer Safeguard [100]: The joy of every Technocrat agent The KTS turns the standard issue trenchcoat into useful armor. The basic material is kevlar, but a piezoelectric crystal lattice has been integrated into the layers of the defensive fabric. Every kinetic bump, thump and crash that the agent wearing this trenchcoat suffers is translated into electricity. The jacket insulates the wearer, while the next person, place or thing the jacket touches will suffer from the shock, be it through touch or channeled through a handy magnetic gun, implanted in an agent's lower arm for just this purpose, or through a sharpened claw, blade, or other hand-to-hand weapon.

Lens of Zadkiel [100]: Zadkiel is an angel of knowledge and understanding. The Fetish that bears its name is a crystal lens with a diameter of six inches, a binding formula written around the circumference of the lens in Enochian. When a mage peers through the lens of Zadkiel, anything he sees is translated for him by the angel bound into the crystal. Foreign languages, high-level encryption, even werewolf glyphs and the strange signs of imbued hunters are made clear as day.

Lesser Viasilicos [100]: Owning one of these relics from the 15th century is a source of pride for high-ranking Technocrats, a Device from the days of the Order of Reason that gave Enlightened Ones an edge over other magi. The Viasilicos is a type of seeing stone used for communicating over great distances, which is secure in ways that no cellular phone today is. You will receive nine of these stones, all of them linked to one another, allowing you to use them for an archaic "conference call." And unlike all the others, yours cannot be listened into by the Greater Viasilicos.

Mad Mook's Million Eyes on the World [100]: Everyone's seen the glass rings or pendants that look like eyeballs, including Mad Mook, a Marauder from the Third Darkness Realm. Inspired, he created his own eye jewelry, then slipped copies into machines and toy bins filled with harmless toys. Each of these eyes contains a bit of liquid Tass on a slow-release mechanism, seeping into your skin and sending your senses reeling. After a very short time, the Eye-wearer ends up seeing and hearing things way outside the mortal spectrum. Wear it long enough, and one can see the Penumbra, auras, and lots of other stuff that mortal eyes just weren't meant to see. Mad Mook calls this "The Gift of a Thousand Sunrises," most others call it "insanity."

Madame Xanadu's All-Seeing Fortune Machine [100]: No one knows whether to attribute creation of this artifact to the Society of Ether, the Chakravanti or the Hollow Ones, but it's a fascinating, if somewhat awkward and clunky, device. Madame Xanadu is a clockwork fortune teller in a glass booth. When a mage puts a coin into the slot, Madame Xanadu comes to life and tells the querent to think deeply on the nature of his concern. At this point, a printed ticket shoots from a slot with an enigmatic ten-word phrase. The odd thing is, the advice is always right, but the answer tends to be a little veiled. She has also been known to give addresses and telephone numbers to those in need. Madame Xanadu *always* knows what the querent needs most.

Martian Purifier [100]: Using lore given to him in dreams by a Martian, Professor Oddity built this device that purifies all of the channels of the body, allowing for complete mental and physical health at the press of a button. It can cure fatigue, depression and minor aches and pains, proving itself to be a popular pick-up, all thanks to the Mu Stones used in its construction. After ten uses, the device will only require a day to recharge before it can be used again.

Rapid Text Stream Data Reader [100]: Everyone knows there are plenty of rotes and Devices to help a Web-walking Adept find the data she wants, but what about when she finally *has* the data? In most cases, she has to read it, but when you're on a time crunch, there may not be the time to go through it properly. This piece of software, created by an Adept named Incanta, helps with this problem, allowing a mage to read and comprehend online data at nearly four times the speed she would have normally. It has no decryption capabilities, though, so that will be something that has to be taken care of separately.

Pandora's Random Electrical Transference Inducer [100]: With Iteration X and Void Engineers so hot on the tails of the Virtual Adepts, these technomancers have to be ready to fight. Nicknamed the "Pretty Gun," this started out as a mundane taser before Pandora increased the weapon's range and prepped it to fire electrical discharges from a distance. Despite the name, it is an ugly contraption, one that fires a blue globe of energy that, upon striking a target, drains the nearest source of electrical power and channels it into the unfortunate victim. The bigger the source, the worse it hurts, with a large enough source able to turn a man to ash. It has a range of around fifty yards, and the gun's battery can only handle six shots before it needs to be replaced.

Personal Cerebral Translation Unit [100]: The world keeps getting smaller every day, with the journey from Europe to America shortening from three months to a few hours. This pill is meant to help those who wish to travel, but are worried they won't be understood by others. Once consumed, the user will be able to understand and speak over sixty languages found all across the world as though they were your native tongue, as well as over thirty programming languages.

PlastiSkin [100]: Life often imitates art, especially when the "life" in question comes from the demented minds of young Progenitors. A certain group of students got kinda wired one night while watching *Mission: Impossible* reruns and were inspired to create this elaborate mask. Two parts synthetic skin, a dose of Quintessence, and a little bit of artistic ability, and you've got the makings of a perfect disguise. It needs to be sculpted before putting it on, and even then it cannot be worn for longer than twenty-four hours. Additionally, it still requires you to know how the person you are disguised as actually talks and their mannerisms if you want to be convincing, but other than that it's damn near perfect.

Plutonium Pill [100]: This pharmaceutical marvel unleashes the power of the atom to super-accelerate the mind. Invented under a government grant in 1950's America, the pill provides the ingester with vast intellect beyond human ken for twenty-four hours. The most complex logic puzzles or mathematical calculations become literal child's play. Sadly, it has many downsides. The pill is highly addictive, causing cravings immediately after the effect has worn off. Successive uses last for a shorter period of time, with a minimum of two hours after the fifth pill. After the third pill, the brain and skull begin to slowly swell like a lightbulb. Additionally, the user's moral capacity erodes with his raised intellect, allowing him to logically accept just about any proposition. Despite all that, it is still quite popular among the Etherites.

Portable Virtual Reality System [100]: With computers getting smaller and smaller as time goes on, so too must the tools needed to interact with them. It's this line of thinking that led to RAM Hog, an Adept from Los Angeles, to create these dark glasses fitted to the wearer's face and blocking out all light, as well as the accompanying black gloves and socks. This minirig allows a mage to enter the Digital Web, either through sensory access or astral emersion, and its use is considered coincidental, meaning it's unlikely you'll receive any Paradox from its use.

Professor Parallax's Displacement Device [100]: This Device makes onlookers believe that you're standing *here* when you're really standing *there*. A small holographic field mapper latches onto the wearer's belt, and transmits an image of them to a tripod placed wherever he wishes to appear, with a practical range of around 25 yards. The tripod will be invisible under the hologram, and is by design disposable, with you receiving a new one each time it is broken or destroyed. It isn't foolproof, as an enemy with a radio wave scanner, or some other Forces-based detection device, can trace the signal back to its source.

Rapid Text Stream Data Reader [100]: Everyone knows there are plenty of rotes and Devices to help a Web-walking Adept find the data she wants, but what does she do once she *has* the data? This piece of software was made to assist with that, increasing the user's ability to read and retain online data. It appears as a black globe with a pair of short, round wires sticking out the back while in the Web, and to use it one simply attaches the wires into the file's digital representation. It has no decryption capabilities, so you'll have to figure that part out on your own.

Retinal Encoding Organism [100]: A 1975 appeal by an NWO agent facing Technocratic judicial proceedings paved the way for a most irregular parole, where the inquiry panel allowed renowned Progenitor researcher Patricia Zevis to create an organism that would permit the agent to prove her loyalty. She created a simple bacteria with an extra genetic engine, one that colonizes a target's retina. Every scrap of visual data falls upon the thinly spread colony, which is encoded into the bacteria's DNA before being secreted into the subject's tears and saliva, which are then collected and analyzed. Using a computer program included with this purchase, one can decipher these samples into a grainy motion picture of everything a target has seen since being infected, or the last secretion.

Skin Suits [100]: For Void Engineers, the Etherite "space suit aesthetic" just won't cut it, as the ultimate vacc suit has to be easy to use and easy to wear. With this in mind, SkinSuits have been the latest trend, made of a form-fitting rubber derivative and various biocomponents, surrounding the wearer's flesh with 5mm of black synthetic skin. The helmets are completely clear and provide 360 degree vision, and one can speak without additional comm devices simply by touching them on the side. It should go without saying, but it also comes with its own oxygen supply, around three hours worth of it.

Sin-TV [100]: Bored with the stupidity of mundane television, Ecstatic Sinclair “Sin” Geoffrey set out to create a TV that would transcend the limits of the movie set, the actors, and the stunt men. Sin always believed that fact was stranger than fiction, and often watched his neighbors through various means before creating the Sin-TV. It looks like a standard television with a pair of elaborate antennae on top. Correspondence spells allow the Device to show what is happening in nearby homes with a range of half a mile. The remote itself was standard, reliant on AA batteries to function.

Siren’s Tears and The Breather Collar [100]: Off the coast of Santa Barbara, deep in the undersea grotto, lies Xsiaquotal Labyrinth where Nephandi gather, craft their plans and bring converts to the Caul for Rebirth. In order to even reach the area and get through it without running out of oxygen, one would need these two deceptively simple devices. A Siren’s Tear resembles a water spider’s air bubble, controlling ascent and descent by drawing and expelling air through its contours. The Breather Collar is a small collar made of shiny-black leather, which injects probes directly into the wearer’s bloodstream through the jugular vein. Drawing oxygen from the water, the Breather feeds the blood and cleanses it of carbon dioxide.

Styx Armor [100]: Nanotech is a booming field in the Technocracy, with this armor being a simple and effective application of these incredibly small machines. Invented by Dr. Kurisaki, this brilliantly designed “technovirus” provides people with armor as close as their skin, because it *is* their skin! While not as effective as Kevlar, it is far more versatile and effectively invisible. Knife wounds become scratches, and punches feel like kisses. It won’t do much against bullets, but it works to swiftly repair what damage you have accrued. Essentially, you’ll be as sturdy as any action movie star. As long as the wearer avoids X-ray machines, microscopes and magickal life-scans, the armor remains completely undetectable, and under most conditions, Paradox-free.

Sword of Mars [100]: Made of magically purified iron and carefully engraved with a series of astrological symbols, the weaponsmiths of the Order of Hermes regard these weapons as the finest examples of their craft. Wielding one makes the warrior more effective in combat, more able to strike at their foes while boasting a mightier fortitude. One can even increase the amount of damage the weapon deals by spending Quintessence.

The Black Rat's Rats [100]: Based on the gear of a very niche pulp magazine character, one that was surprisingly popular with Ether mages at the time, these ten clockwork surveillance rats are yours to command. Coming in many different models, all share a few base characteristics. They are extremely mobile and quick, with tiny transistor brains capable of adapting to stimuli on an animal level. These drones were programmed to react like normal rats, with such behaviors as running to avoid humans and skulking in shadows, but can be operated remotely through a large, desk-sized controller from up to ten miles away, complete with a cathode-ray screen to see through the rat's eyes. If need be, their teeth are fully functional weapons, able to chew through anything an actual rat can in a fraction of the time.

The Divine Staff of Fortuitous Intervention [100]: This defensive artifact looks like nothing more than a four-foot staff carved from a fine-grained white wood. In combat, however, the divine staff of fortuitous intervention is a wonder to behold as it whirls in the hands of the mage wielding it, blocking, parrying and deflecting all manner of blows and weapons fire, including crossbow bolts, bullets and particle beams. Be careful, however, as it may not be able to block each and every one in time.

The Espiritus Mini-Vac [100]: Dreamspeaker "Rolling Thunder" Ridgway found himself plagued with a platoon of minor spirits drawn to his drumming, ones that were not an appreciative audience. After finally getting on his nerves, he turned the Mini-Vac in his truck into a Device capable of sucking in and trapping spirits. He used it often, and released them where they wouldn't bother anyone else. Sadly, it only works on minor spirits, not Wraiths or other ghosts, and can only hold four at a time.

The Kaleidoscopic REM Suit [100]: The Reconnaissance Environment Mission spy suit was invented in the 1960's by an Etherite working for the British Secret Service, and is definitely showing its age. Using a complex, hypnotic photon array, the REM Suit can appear to be up to three outfits with subtle effects. There is the SAS commando garb, which helps you hide by unconsciously convincing nearby people that they don't see or hear you so long as you don't get too obvious or violent. A 1960-era Russian guard uniform which makes you far more impressive no matter what you might say or do, becoming a figure to be obeyed. And finally is the crazy, hip nightmare of outrageous psychedelic fashion, which convinces others that you're untouchably cool.

The Mad Fiddles of Dr. Mercer [100]: It was 1907 when an eccentric violinist shared a Paris stage with the radical dancer and noted Ecstasy Cultist Isadora Duncan. While the half-naked wild girl whirled and leapt, the fiddler played a mad tune, all the while some reported that the concert hall flickered in and out of reality. This Device was created in an effort to recreate the synergy between the two performers, leading to a fiddle that can stir the passions and invoke wild hallucinations in any that hear its tune.

Trusty Wrist-Unit Rote Processor [100]: We've all seen those sleek little wristwatch calculators that were so trendy a while ago. Although they may have passed out of fashion for Sleepers, many Adepts still wear and use them, often more than one at a time. With just four small buttons and a display with three lines of ten characters, this unit can manage a mage's schedule, record up to 2,048 names, addresses and phone numbers, and send and receive text messages. All that pales in comparison to the most important feature, that of being able to store and cast up to four rotes, or spells if you want to be more mystical, at any one time. These rotes will need to be prepared ahead of time, but casting them like this means you won't have to expend any energy to use them in the moment, and there is a lessened chance of Paradox.

Unbullets [100]: Primarily used by Thanatoic mages who sense that a badly injured individual has not yet completed her work in this life, these weekly replenishing Charms look a lot like .44 caliber bullets but with jade tips. When shot from a pistol, one of which will be included with this purchase, these unbullets do their damage in reverse; that is, they heal the amount of damage a normal round would have inflicted. Thankfully, being shot with an unbullet causes an intense burst of pleasure in the target that is centered on his original wound.

Universal Identification Card Kit [100]: Bullshitting takes work, even if you're an agent of the NWO. Sick of the routine, Operative Richard Drake used a little technomagickal "influence" to simplify his life. Since the right papers let you go anywhere, Drake crafted the ultimate false ID. The Universal ID was a small, leather-bound booklet containing a microcomputer, two business cards and a badge. All of them were blank, and it is through storing Quintessence in it that the cards accept different configurations, making it a Device that could fake anything from a business card to a detective's badge. Still, it is up to the operative to determine what kind of identity may be best in a given situation.

VBC-3 Bio-Computer [100]: Aside from a few minor details, the VBC-3 resembles a giant orchid, a network of silver veins running just under the surface of the stems and broad, translucent petals that glow and opalescent swirl when not in use. Designed by Verbena Samuel Halverson, this represents a successful fusion between computer technology and organic material, possessing all the correct components and peripherals necessary to tap into the world's computer matrix. Reliant on a natural sensitivity to radio waves and other electronic pulses, it pulls information from the air, translates it into code and displays the results on the petals, its biological nature causing most systems to not recognize it as an intruder. The image comes in with surprising clarity, with each petal allowing for different windows to be open. The nodes on the leaves serve as a weird ergonomic keyboard. The only downside is that computer viruses are liable to kill it soon after infection.

Beast Cloak [200]: One of the oldest fetishes known to the human race, beast cloaks are made of the full pelt of a large animal. By putting on the cloak and slipping the animal's head over her own, the wearer of the cloak takes the shape of that particular animal. Bears, bulls, big cats, wolves and bison are the most common cloaks, but there are some very odd ones that allow humans to take the shape of sharks, komodo dragons or elephants. This option may be taken multiple times for different animals.

Chains of Leviathan [200]: Many mages, such as the Hollow Ones, are often inspired by mainstream culture. When one of these Hollowers saw the Hellraiser movies, he just knew he had to have those kick-ass chains Pinhead used. Appearing as a black belt of heavy chain connected by smaller ones, the mage that puts it on finds that four lengths of the Chains of Leviathan are at his command, capable of being shot out of any dark shadow within the mage's line of sight, though more than one chain at a time can be quite taxing. Ending in barbed, Prime-charged iron hooks, anything caught is sure to be torn to shreds.

Cloë the Growl-Growl Bear [200]: Created by a Verbena parent concerned with protecting her twin daughters, Cloe is a cute plush bear, hand-sewn together from scraps of rabbit fur. With the job of protecting her charges from any danger that might befall them, she can transform into an enormous female grizzly and does what she can to protect them. When Laurel fell into a pond, Cloe fished her out. When a wild dog attacked the girls after they wandered too far from home, Cloe took care of it. And when a New World Order agent tried to kidnap the girls as a means of silencing their mother, Cloe took care of them too.

Compact Hypergeometric Organization and Purification Processor [200]: For those unfamiliar with the Web, a Virgin's Web refers to an area of netspace that hasn't been claimed with a format. Due to Adepts, Iteration X, Void Engineers, random hackmagi and a couple of Hermetics, the Web has been so divided that a theoretically infinite space has been heavily divided and formatted to their individual tastes. This large keyboard curved around the surface of a dark sphere is the ultimate tool for clearing out such spaces, returning them to their virgin states. When used, it erases a large area of formatted space in the Web, deleting it from the internet in its entirety. When used inside the Web, it is similar to firing a rocket into the side of a building. Beware, as this is a Paradox heavy effect, and could lead to severe backlash.

Doc Eon's Gas Bullets [200]: These sane and humanitarian gas bullets were designed by the Man of Many Tomorrows to render foes unconscious, while leaving no traces on the body. Fired from a normal handgun, the pellets splatter on contact, releasing a gas cloud that affects victims through inhalation or skin contact. While many have deteriorated with age and Technocracy interference, this replenishing stock is more than enough to knock most anyone out with one shot.

Dr. Day's Hypodermic [200]: A former medic in the fields of wonder-Science, Dr. Benjamin Day worked for the Red Cross for years before he joined the Nephandi. His hypodermic needle is used to draw out not only a victim's blood, but a bit of their life force, causing them to suffer chronic fainting spells, memory loss, anemia and terminal confusion. Once captured, the user can consume the patient's life essence, their mental and physical memories going straight to the consumer, making them more powerful, more educated and more dangerous. Overconsumption does have consequences, however, as it leads to a sort of MPD effect, wherein the user shifts from one personality to another during stressful situations, changing speech patterns, mannerisms and facial expressions.

Dr. Wingjet's Etherjet Rocketpack [200]: Not the first or last jetpack design, this mainstay is still considered one of the best. During the airwar of '41, Dr. Horatio Wingbat perfected his version of the ubiquitous jetpack. Powered by a cold fusion reactor, the Etherjet Rocketpack propels one through the air at high speeds, with a maximum of around 100 mph, and is surprisingly maneuverable. While they have been known to randomly fail or explode at times, this one is perfectly safe. Probably.

Dr. Worvil's Wand [200]: Made of the darkest mahogany, this magician's wand appeared in the early 20th century. Designed and carved by the travelling magician Etherites Elijah Worvil, it added a whole new dimension to his stage performance. Tiny compartments inside the wand hold buttons, seeds, feathers, and glitter, all of which Worvil used in his shows. The wand employs principles of Correspondence, Life, Matter and Prime to produce four effects; making simple creatures "appear," creating small inanimate objects or smoke clouds out of nowhere, transferring creatures and objects from one place to another, and transforming simple objects into something else.

EXO-Skeleton [200]: Iteration X shock troopers sum up the armor issue in two simple words: Exo-skeletons suck. While it may look good on the posters on your wall, six-inch thick armor-plated suits are slow and difficult to maneuver. Still, the armor is very tough, and is easily repaired or replaced if need be. This could alternatively be a suit of Exo-Musculature, a muscled “body suit” that not only augments agility and strength, but is also resistant to light gunfire. What they lack in protectiveness, they make up for in subtlety, as a more fleshy design allows the wearer to look more like a die-hard bodybuilder than a Go-Bot or Transformer.

Mask of Silent Death [200]: These masks are one of the more common items that Euthanatos assassins created and use. They provide one of the most useful abilities that any assassin can possess - the power to remain unnoticed. Older versions of this item were made from wooden masks or black leather domino masks. Most contemporary versions, however, are created from ski masks or even nylon stockings.

McPherson's Eternal Greatness Assured Pen [200]: Though the search for smaller and more efficient Devices continues every day, it could be that the smallest fully functional computer has already been made. The creation of James McPherson and billed as the ultimate in computer portability, only one MEGA Pen was ever created. This unique item mysteriously and magickally wraps all of the necessary features of a Trinary computer into a package no smaller than a Montblanc pen. With a custom HEAT Chip and miniaturized KROMM unit, it has well over 250 gigs of storage capacity and some serious processing power. An ultra-miniaturized version of the Cosmic Communications Package is hardwired into the Pen, allowing it to communicate with radio transmitters, modems and cellular phones. Where the writing end of the pen would be, it contains a laser projection that creates a computer display on any convenient flat surface. All of the Pen's applications are activated and manipulated by voice command, and no need for external power to operate.

Mental Enhancement Glasses [200]: Many Virtual Adepts are jealous of the advanced DEIs their rivals from Iteration X utilize, and so have come up with less invasive alternatives. While these may look like ordinary glasses, they act as VR glasses for any computer fitted with a wireless screen interface, on top of being able to take pictures of everything the user sees, boosting memory, calculating power and speed of thought by adding to the unit's processing and storage power to the wearer.

PDK Paranoia Amplifier [200]: In the early '70's, several California Security Collectives worked overtime trying to shut down the burgeoning Cult of Ecstasy. Not surprisingly, many Traditionalists found it easy to recruit people at the time, leading the Technocratic Union to develop a system of procedures to deal with these drug cults. These remote transmitters, which resemble tiny black sugar cubes, amplify the normal paranoia that comes with a delusional mental state, a natural side effect of using an illegal psychoactive in a police state. Once activated, these paranoid delusions become visions, and even physical manifestations in some cases, over the course of a week.

Remote Sensors [200]: When trouble breaks out, every amalgam of the notorious Men in Black has one overriding imperative: The individuals must function as a team. These simple surveillance devices were requested by a Special Agent looking to improve his team's performance. Small enough to be built into a pair of sunglasses or a part of a lapel pin, these ten Devices are linked to a single monitor, which the user can use to look through the sensors and listen in on what is happening around all of them simultaneously. The most important part is that it allows the one at the monitor to communicate with anyone wearing these Devices telepathically.

Scout Drone [200]: Lots of scientists take credit for these literal bugs, even if no one really knows where the original idea came from besides the fact that they have been around since the start of the Cold War. The basic concept is pretty simple; a small machine, built on the aerodynamic principles of wasps and hornets, carries a sensor array. The "head" houses a tiny camera system, and the midsection contains tiny energy cells and wing-engines. Adaptive camouflage on the outer shell makes the drone difficult to see, almost impossible to spot when it hovers, but they are only as durable as an actual wasp. You receive ten of these drones and the control monitor, and will receive more when broken or destroyed.

Stage II Power Glove [200]: As compact and easy to carry as modern computers have become, there are still times when an Adept can't or won't carry his rig. For such situations, this eight inch long, two inch wide computer console can be wrapped around the user's wrist with a pair of nylon straps. It even has a pair of AutoAdapters, which can match and interface with any port and connector on any model of Sleeper computer. The ultimate portable computer, though one that could give the Mirrorshades just as much of an advantage as the Adepts who created it.

Sebastianna's Ghost-Devouring Jack-o'-lantern [200]: This plastic Halloween decoration is a good thing to have on hand when delving into haunted houses. The ghost devouring jack-o'-lantern sucks in ghosts or other spirits within a thirty-foot radius and holds them until they are freed, or the pumpkin is broken. Ghosts captured in this Fetish are released when the top is taken off, and will *not* be pleased about it, so mages should be ready for full-scale war or haunting when spirits are released. Should you place a lit candle within, its range will double.

Seekers [200]: The Progenitor Genengineers recently developed another engineered insect, adapted from household roaches that are attracted to Quintessence. Released into an urban area, they seek out the nearest Nodes and gather there. The first generation carries a virulent influenza virus with a human survival rate of 20%, while later generations do not carry this virus, and are in fact designed to die out within ten generations. Each insect that actually reaches the Node proper emits a large amount of pheromone that can only be picked up by special instruments, then promptly dies without moving on the spot. You will, of course, receive these instruments for your own use, as well as receiving new Seekers after all of yours have passed.

Serpent Pen [200]: Serpent pens are relatively sophisticated assassination tools for use against individuals who are otherwise too well guarded. These artifacts look like green or golden pens, but aside from that they vary a great deal. The pen is somehow slipped into the pocket or bag of the target. When the target has forgotten about the pen, it transforms into a small, highly venomous snake and bites the target while he's sleeping. Once the pen's objective has been carried out, it gets lost and in a few days makes its way back to its master.

Shuriken Gloves [200]: Designed to focus the user's chi into a bolt of semisolid force that he can throw, this is one of the oldest Wonders still in common use. Legend says that the first of these gloves were created centuries before the ancient war that led to the continuing distrust between the Akashayana and the Euthanatoi. According to ancient tales, long ago an Akashic mystic and a Euthanatos weapon-smith worked together to create a powerful and deadly item that members of Traditions could use.

The Bilateral Pattern-Fusion Suit [200]: Black Jack Killigan and Josie Smithereens were lovers and partners, often travelling together before returning to the Gernsback Continuum. After one such trip, they were inspired to find a way to intertwine their patterns so that a single Scientific Effect would work on both of them at the same time. Made of strong vinyl, the suits come in a variety of stylish colors, with a series of straps and belts meant to bind two mages together by the arm and leg. The Fusion Suit intertwines its wearers on a metaphysical level, temporarily entwining the two mage's patterns and creating a mystickal Siamese twin. All emotions and sensations are shared between both parties, as is any magic that affects them. As expected, a deep bond will form between those who use these suits with one another, even long after they are removed. After a few wearings, an empathetic bond will begin to form, allowing them to send their emotions and sensations to one another even without the suit.

The Bond Watch [200]: The saga of this Device begins not on the frontlines of the War for Reality, but in the movies. While the producers knew that if 007 hid some of his gadgets in an expensive watch on the big screen, they could convince people to purchase a similar style of watch at a higher price. Of course, some agents of the Technocracy wanted fully functional versions of their own, leading to this. A stylish watch that can track a homing signal, cut through ropes and cables with a miniature circular saw, emit a fine-tuned laser, function as a communication device, deliver an electric shock from the face plate, and many other minor but useful functions.

The Hot-Mach 1 Speedster [200]: Aristotle "Speed" Carter loved to go fast, getting an average of six speeding tickets a month if the cops were able to catch him. After a hearty mushroom vacation, he was inspired to create the Hot-Mach Speedster, able to reach 200 mph and completely invisible to police radars. It also has a remote control that triggers stoplights, making them turn green a block before they hit the intersection. Due to it appearing as coincidental magic, there is little chance of Paradox catching up.

The Jangler Pod [200]: Milton Jangler studied electrical engineering in college before he Awakened to the world of the Verbena. During the Techno-war in Chicago, 1988, Jangler worked his ass off to create this Device in order to help his fellow magi. Resembling a white tanning bed with golden tubes lining the inside of the lid and cushioned satin bed on the bottom, those placed within will be swiftly enveloped in a golden glow as it works its vulgar magick. If successful, the patient emerges fresh and whole from the pod, sleeping, but healed of every wound and disease. Should it fail, yours will not be anywhere near as lethal as the original, as it simply fails to do anything to the patient, leaving them just the same as when they were placed within.

The Orrery of Madame des Bellestours [200]: The eccentric Madame des Bellestours is regarded today as one of the heroes of the Enlightenment, a genius astrologer from the 15th century whose books are required reading for all Void Engineers. She constructed this orrery, a Device measuring 7.4 meters at its highest point and 8.5 meters at its widest, and is by far the most accurate representation of the universe, even if it contains some “unknown astrological phenomena” that has some Void Engineers a bit concerned. The model can be used to make remarkably accurate predictions about phenomena, both astrological and terrestrial, and seems to be constantly updating on its own, even changing completely depending on the universe it is brought to.

The Pocket Poltergeist [200]: Before his untimely disappearance in 1937, the famous magician Harcourt Langthrope patented a small black box that could fit into a coat pocket or clip onto the user’s belt, with a white cord that ran up and plugged into the user’s ear. Utilizing the electrical and psychic energy from the user’s mind, it allowed them to move objects with their mind. Langthrope caused a sensation by floating the audience’s drinks, jewelry and personal belongings to the ceiling, and used to devastating effect on some muggers who accosted him one night. Naturally, the larger the object moved, the more exhausted the user tends to be, leaving even the most active mind exhausted after a few uses.

The Sorcerer’s Apprentice [200]: Leave it to the Ruby Children, an unruly cabal of Hermetic techno-brats, to invent an instant spell-teacher for impatient wizards. This little tool allowed an inexperienced Hermetic to teach himself the elaborate rituals and arcane designs one needs to request help from Umbrood entities, ones that would ordinarily take years or decades to master. It does this by recording rites and designs and then projecting them straight into the sleeping Hermetic’s mind, taking a fraction of the time it would have taken to read, practice and memorize. In fact, you can store practically any spell or ritual that you know within, even that of Linear Magic strangely enough, and grant others the knowledge of how to perform it, and vice versa. Granted, all this is predicated on the user’s capability to actually use the magick in question.

Trans-Dimensional Superior Protective Vehicle [200]: Technocrats live in constant danger. Tradition mages, vampires, lycanthropes, un-Enlightened criminals and internal politics all serve to shorten many a life span. Given all this, it is not surprising that the Mirrorshades have spent a lot of time and cash on creating this vehicle. Officially, only twenty-seven of these exist, and resemble a normal limousine. The passenger compartment is completely sealed off from the outside and the driver by a sheet of tinted bulletproof glass. The genius of the design is that once the passengers enter the vehicle and shut the doors, they will be immediately shunted to a small pocket Realm resembling the interior of a limousine, where they will remain until the vehicle reaches its destination and they step out. If anything happens to the car in transit, the passengers will be transported to the nearest unobserved space completely unharmed.

Verrecchia's Marvelous Lions [200]: The workshop of master Artificer Benno Verrecchia spawned some of the most amazing machines beheld during the Age of Reason. No other machine, however, was as purely wondrous as this pair of regal clockwork lions. While the nobility of Europe at the time was content to watch them perform astonishing acts like declaiming courtly praises in deep clarion voices or springing open their chests to present bouquets of flowers to great ladies, they are also capable of recording conversations nearby, and can be used as focus for one's magickal abilities. The presence of the lions let the master Artificer manipulate his audience through the mere presence of his wonderful creations.

Vrum Vrum Boom [200]: A turn-of-the-century convertible car built by a Dr. Dike, a children's book author of the 1910s, it was meant to take children on adventures. Unfortunately, the Good Doctor had a pretty psychotic view of "safe and healthy adventures for children." This car can sprout wings and take off to far lands, sometimes even the Umbra or Etherspace! Created with a mind of its own,, it has a host of helpful gadgets; armor, hidden taffy guns, superspeed, flight and submarine capabilities. Vrum Vrum Boom will do whatever it can to aid its passengers, but due to a quirk in the design, it "sees" everything as a long, rousing adventure story. As is widely known, the heroes never *really* get hurt in children's books, and no one ever dies. Equipped with this naive perspective, this car gets itself into suicidal situations, secure in the "knowledge" that no one's going to get hurt, maimed, decapitated, or otherwise harmed.

Youth Drugs [200]: With an efficiency that would do Ponce de Leon proud, these Technocratic bribes provide “water from the fountain of youth” to a select few. While the Progenitors have developed youth potions centuries ago, the weight of modern medical thought has worn away the efficiency of the old formulae. The Stasis pill will simply halt a person’s aging, including skin and hair changes, body aches, and joint stiffness so long as it is taken regularly. However, this version does not extend the human lifespan. The upgraded Quin variant, however, will actively de-age someone who is regularly taking them, looking and feeling younger after a few days or even hours. It cannot turn gray hair black again, but it does eliminate arthritis and wrinkles, and gives back their energy. You will receive two pill bottles of these to do with as you see fit which replenish weekly.

Black Helicopter [400]: Any mook can take a trip down to Hertz and rent a black luxury sedan and park it in front of a Chantry’s front lawn. Experienced Black Suits rarely use such methods, preferring instead to take to the air in specially-equipped black helicopters. Arcane technomagick renders this machine inconspicuous, with dampened sounds, thermal camouflage, adjusts light refractions off the chopper’s surface, and is equipped with mental projectors that send “not my business” vibes out to anyone who might be watching. An intimidating array of sensors, armor and weaponry complete the package.

Cloning Device [400]: In recent years, the mass media has fallen all over itself to bring us all the “latest news” on cloning. Naturally, this reinforces the belief that human cloning is just around the corner, which is exactly what the Technocracy wanted. This machine has two functions, the first of which allows one to store the memories of anyone placed within it with total perfection, though they are impossible to access until it is loaded into a clone. After that is the actual cloning of the subject, which takes about a week to finish with sufficient enough material, with a smaller amount requiring up to a month. Cloned individuals may display strange habits, like putting salt on his cereal or suffer strange skin conditions, but are otherwise perfect biological copies of their donor. As of right now, the Progenitors have yet to successfully clone an Awakened Avatar, though some clones have managed to Awaken on their own. It is best to keep clones away from the original, as when they see one another, the chance for Paradox skyrockets, and the clone is liable to transform into a pile of tumors and melted flesh.

Doc Eon’s Time Watch [400]: The signature Device in legendary Doc Eon’s arsenal, the Time Watch resembles a large wristwatch with a telescoping antennae. When one presses the button on the side, it will reverse time locally, as everyone and everything within a ten yard radius will suddenly move backward fifteen seconds in time. It does require five minutes in between uses, and overuse is an easy way to unravel time or summon fourth-dimensional entities and Paradox spirits.

Folding Gate of Armaghast [400]: No one knows the origins of these rare and powerful items, though only the Virtual Adepts have come closest to recreating them. The actual item looks like a small metal box about the size of a softball, and appears to be made of a series of thin metal rods that are square in cross section. This box unfolds into a narrow, rectangular gateway three feet across and seven feet high. When activated, the rectangle becomes a gateway into a sanctum, consisting of two good-sized rooms, typically one acting as a workroom with the other a bedroom. Even without additional magic, this portable Node will provide lights, comfortable temperatures, fresh air and water as well as adequate plumbing.

Heihō no Sebrio [400]: A combination of protection, symbolism and weaponry, armor has been a mainstay of the Convention since the earliest days of the Order of Reason. Whereas most ideas of Western power armor designs enhance the strength of the stereotypical beefy farmboy recruit, a small group of Void Engineers in Japan developed the Samurai Suit. A small pilot becomes a distinct combat advantage when placed within this three meter high suit, riding in the fetal position and operating it via direct nerve impulses straight from the brain. Due to the life support systems, one could live in this suit indefinitely, and comes with flamethrowers, dart cannons, deflection shields, electric-pulse grips and pinpoint laser batteries.

Inform-a-Vision [400]: Bound to a TV or computer monitor, this powerful information spirit firmly believes that “information wants to be free,” and does everything in its power to provide its user with any information sought. Facilitating any kind of information gathering, from finding out what the weather is like in Kuala Lumpur to analyzing political trends to decrypting a Technocracy computer program, it depends heavily on how accessible the information is. The fewer people who know a particular datum, the harder it is for the information spirit to learn it as well. The spirit filters all the information in the datasphere and presents the most salient data to the mage, including recordings of broadcast transmissions, important documents in PDF format, and video or audio footage of anything covered by a camera or other recording device.

Lady Wudlowe's Menhirs [400]: In the Burning Times, many mages rigged escape routes in their homes and Chantries, knowing that a quick escape and secret path to safety meant the difference between life and death. Lady Wudlowe MacCannae commissioned her means of flight from a master carver and fellow Verbena. Each of these hollow monuments stand at eight feet tall and weigh nearly a ton, with a trigger for activation hidden in the Celtic cross that graces its face. The front will open up, revealing the hollow interior, which will once again close after a few seconds. Through use of Correspondence, the mage inside will be whisked away to the place foremost in her mind. You have ten of these stones, and can place them anywhere in the world.

Lemurian Lightning Gun [400]: This odd weapon, shaped somewhat like an old dueling pistol, is ornately carved with Lemurian glyphs, the handwriting of an ancient civilization whose only remnants survive among the Goro monks of the Hollow Earth. When fired, it unleashes a bolt of lightning-like energy that is powerful enough to rend metal, although its power can be dialed back for non-lethal encounters. The most remarkable feature, however, are its glyphs. These Lemurian runes have made the Device immune to Paradox energies! The methods cannot be replicated through any means, and all knowledge of how to create them have been long lost.

Leng Chao's Chamber of Yin-Yang [400]: An Akashic Brother, Leng Chao dedicated his life to the pursuit of the Way and continuously sought greater physical achievement. After taking inspiration from astronaut training programs, he developed this chamber, approximately four meters in diameter and can perpetually spin on a platform until one deactivates it. Alternating between heavy gravity and no gravity at all, it is the perfect place to hone one's body and mind, pushing them to the very limits of humanity and beyond. Any work done here will see a massive improvement rate, condensing months of exercise and physical training into just a few days. This can either be attached to your Warehouse, or connected to another of your properties.

Lucky Coin [400]: Although all Traditions have created similar Wonders, this version, first created by Victorian con-artist and Cult of Ecstasy member Joseph Zimmer, is one of the most popular. This Wonder is a perpetually shiny coin engraved with a small number of mandalas. To work, the coin must be visible, and is usually set into a ring or pendant. Specifically designed to bring the owner money, it helps in all manner of gambling, regardless of whether she is playing the lottery, Russian Roulette or the stock market. Also, it allows the owner to be able to talk anyone into almost any proposition involving giving the user money. Whether the owner is asking for a job, a handout, or is running a con, the subject will find it hard to resist the owner's pitch.

Matter Transdimensional Portal [400]: These Devices create a portal that the user can both see and walk through. While its size makes it impossible to carry around on the go, and the portal is extremely difficult to see from the other side, it is nonetheless extremely useful. By using one of the dozen ring-shaped portal locators to help find their way back home, many Cybernauts, Scientists and Adventurers have plunged into the various realms within the Umbra from one of these devices. Due to its power requirements, it is best to keep this on top of a Node or hooked up to something similar.

Ragnaroc Home Security System [400]: Don't you just hate it when company arrives unexpectedly? And isn't it even worse when they wear black suits? Say goodbye to all those problems, as an adept going by Loki designed this security system to deal with such pests. Controlled from a hand-portable tablet, you can check on the sensor array to see just who is at your chosen property, and program in body heat, fingerprints, pattern-recognition coordinates and more to ensure you don't accidentally fry your cat or mother. The first level of security, Observation, scans the area with multi-level sensory gear and triggers a silent alarm to warn you if someone is breaking in. The second level, Penetration, sends a non-lethal pulse grid rippling through the area, knocking out anyone who may be standing in the wrong place. And finally is Extermination, which activates all the hidden laser guns, causing them to take aim and bow the living hell out of uninvited guests. You will have to manually set the level of the system that is active, but rest assured that you yourself will never be targeted. Everyone else is fair game.

Robes of Blessing [400]: These Talismans are some of the most popular and powerful items the Celestial Chorus creates. While many still take the form of various religious garbs, the majority are now quality suits of dress clothing, if a bit conservative. While worn, the clothes greatly increase the wearer's determination and charisma. Additionally, everyone who interacts with the wearer treats her as someone both important and holy.

Rod of Holy Cleansing [400]: Although the Celestial Chorus normally focuses its efforts on creation and on aiding humanity, all but the most naive members realize that creation and destruction go hand in hand, and that Choristers must be prepared to defend themselves and others. Often taking the form of a cane or walking stick, or in some cases a riding crop, it can drain all the Quintessence from any non-living item up to the size of a vault door or a large van. In moments, the item completely disintegrates into nothingness, the only evidence of its passing being a faint pale glow that dissipates rapidly. If used to strike a person, it destroys everything she is wearing, holding or carrying, but leaves her completely unharmed.

Spiritual Armor [400]: Combat is not really a Celestial Chorister's specialty, but there are times when it becomes necessary. Wearing this fine mesh armor grants the wearer a number of boons, in addition to being just as effective as modern kevlar. The wearer will radiate soft golden sunlight that harms any vampire within forty feet, is highly resistant to all attempts of mind control, more resistant to attacks from spirits and improves their ability to dodge. The main problem with spiritual armor is the glow, which, under most circumstances, is likely to bring Paradox on the wearer.

The Cephalic VCR [400]: Crafted from the shell of an ordinary video cassette recorder, this turns falsified video images into memories. While it can be used to play regular VHS tapes, this Device has a number of wires attached to circular paddles that can be affixed to the temples of an abductee. When a doctored tape is inserted into the VCR, the viewer receives a gently massaging flow of electric current through his cerebral cortex, experiencing a high-fidelity video recording straight into the brain. It is so vivid that it seems as though the images are real, becoming memories that are perfect in every sensory detail.

The Electrographic Matter Recombinant Translocator [400]: Created in secret government experiments in the early 1950s, the ELMART is an enclosed metal box, roughly the size and shape of a large refrigerator. Step into the Device and activate it, and you're instantly converted into sentient electricity. From there, you can be fed into the country's power grid, allowing almost instantaneous travel to any place within the country that is connected to the grid. With more effort, you can be beamed via satellite to practically anywhere in the world. As sentient electricity, you can lurk just about anywhere undetected, listening in through their stereo needle or watch through their camcorder. Do remember that you will need to go through the machine again in order to turn back.

The Havoc Gun [400]: War brings out the worst in everyone; it also encourages techno-vention like nobody's business. One of the greatest innovators of the Second World War was Dr. Horatio Wingbat, who took his inventions to the battlefield himself. This was his favorite weapon, blending a machine gun, laser rifle and a grenade launcher, the Havoc Gun fires a rapid spray of exploding energy bolts. The power comes from a hip-mounted Quintessence battery, which the user can recharge even in the middle of a firefight.

The Physiognomizer [400]: Physiognomy is the belief that someone's personality can be judged by the shape of their face and body, or by reading the bumps on his head. Created by the mysterious Crimson Claw, this Device takes the principle one step further and allows you to radically change someone's personality by performing super-precise cosmetic surgery on him. Taking on the form of an enormous box ten feet tall, seven feet wide, and three feet deep, with an open area just big enough to fit a person's head, you can set the dial of the Physiognomizer with the personality traits you wish to install into the subject. Choices range from abject obedience to unbridled creativity to white-hot rage, with more complex changes having to be manually entered. The process involves a fair amount of pain, and leaves the subject's appearance relatively unchanged except for his scalp.

The War Machine [400]: Servants of the deranged Dr. Reinhardt piloted this device against both Allies and Central powers during the Great War. Driven into a sort of berserk frenzy by the carnage they caused, the Ethernaut and his psychotic crew smashed their way through France, southern Germany and to the border of Belgium until mechanical failure stranded the machine several yards in front of an Austrian-Hungarian bunker. The hull was bulletproof, but apparently not howitzer-proof. A towering construct resembling a clockwork crab more than anything, that can hold around five people in the cockpit, its massive claws are capable of reducing buildings to rubble. Two long, flexible tentacles were attached to the underbelly while a panel on top could slide open to reveal a machine gun.

X14 A Thunderhead [400]: The biggest problems with a BFG involve recoil, weight and ammunition. The Thunderhead sequence X14 A solves two of these difficulties and minimizes the third, making them very popular among Technocratic operatives. This weapon's gatling configuration boasts ten spinning barrels and a huge ammo clip, weighing in at 10kg and chambers custom-made 10mm Accelerated Energy Transfer rounds at 1000 metal bolts per minute, of which you will be receiving a replenishing stockpile of. All of this without a hint of recoil, thanks to a custom-designed kinetic-absorption system.

Wolf Paw Amulet [400]: While some Dreamspeakers see werewolves as their natural allies, others know that they are mad and dangerous beasts that prey on humanity. These mages have few ethical problems in using the innate magics found in a werewolf's body, leading to the creation of this amulet. While wearing it earns the hatred of all werewolves to discover it, it grants the wearer the unnatural strength and healing powers of a werewolf, but also infects her with a touch of a werewolf's raging battle-fury.

Wound-Bearing Torc [400]: Wound bearers come in a number of forms, including pendants, arm bands, belts and rings; torcs are simply the most frequently found form of this artifact. Once common among Celtic and Norse magi, wound bearers will allow the wearer to transfer wounds from themselves onto another target within line of sight. This process is of course easier when you take these wounds upon yourself, but you could also transfer a gaping wound on your throat onto an enemy with a moment of focus.

X117 Death Ray [400]: Dr. Oscar Lightwell was commissioned by the United Nations to build a Death Ray (for purely peaceful purposes) in 1954. The result was this machine gun sized device that requires a tripod to properly handle. It fires a cutting beam that stays on as long as the trigger remains pulled and power feeds into the weapon. As the criminal organization who stole the device would later find out, it is able to burn open vault doors from the outside and terrorize cities when placed in a moving vehicle.

Arcane Chantry [600]: Also called Constructs by the Technocratic Union, or Labyrinths by Nephani, these are safe havens that any Willworker would want to have. These are safe places where a mage's paradigm reigns supreme, greatly reducing the difficulty of any spells or rites they wish to perform, while also minimizing the potential for Paradox to occur. This one, a building that could be anything from a small auto shop to an apartment complex, was built atop a Node, a natural wellspring of Quintessence that can be tapped into to fuel a mage's magick. For those with a more nautical leaning, this could also be similar to the Hermetic's *Verditius*, a high-class yacht that is all the more valuable as a Chantry for its mobility.

Clay Man Amulet [600]: Among the most coveted charms created by the Dreamspeakers are clay man amulets. A small, human-shaped, brightly decorated clay figure worn on a cord around the neck, it is a powerful protective charm. The next five times the wearer is injured, the clay man absorbs the wound in its entirety. This includes wounds brought about by physical combat, poison and magic. Each wound causes one of the clay man's limbs to crumble to dust, with the fifth one causing the rest of the charm to crumble. Should this happen, yours will require a period of a month before it is fully restored.

Seeds of Decay [600]: Immensely powerful and hard to find, the seeds within this weekly replenishing sack will return unnatural things to the natural cycle of life. "Unnatural things" in this case covers everything from computers to spent uranium to cars to vampires. A handful of seeds is enough to return twelve cubic feet of substance back to the earth from which it came, however distantly. The user simply throws a handful of seeds on the target and within a minute, the seeds sprout, draining the Quintessence from the pattern of the thing they're decaying and rechanneling it, rendering it into a simple loam. It will take longer on vampires, allowing them to escape the vines but will most likely be wounded afterwards. Once the seeds have germinated and the vines are grown, there will be nothing magic about them.

The Omnichronal Watch [600]: This is perhaps the most potent time-controlling Wonder known. Jules Dupree, the previous leader of the Dissonance Faction of the Cult of Ecstasy, invented this item and kept it on him constantly. Everyone thought it disappeared when he did in 1969, until it reappeared in 1974 in a thrift store in Detroit. While its most basic function is that of halting the owner's aging, the true power is revealed when one pulls up on the watch's stem and flicks a concealed lever. Once this happens, the user can place themselves out of time, altogether halting time from their point of view. They can still interact with the world, but anything they don't constantly touch is stuck with the rest of the world, while other living beings cannot interact with this state of frozen time at all. This effect only lasts for a minute from the user's perspective, though they can extend it by spending Quintessence. It requires at least five minutes in between uses before it can be activated again.

The Orb of Honorius [600]: Created in the 13th century by the Hermetic enchanter Regnum, this dread item was made using the Tass from the blood of seven powerful and insane vampires. It is a blood red sphere the size of a large cherry set on a jet-black chain, making the wearer immortal and gives them the power to command the wills of others. The user can command others with great ease, and making those under her control do almost anything short of committing suicide. Even then, all it would require is an extra expenditure of Quintessence to push them over that line, dependant on how mighty the target's will is compared to your own.

Zephraim Pincke's Automata Arcade [600]: This infamous museum of robots was designed by Professor Zephraim Pincke to teach a Son of Ether's take on history, while also acting as a trap for his arch rival in the NWO. Once Sir Dandridge and his forces were inside the building, the doors locked, and the automata on display activated. Zephraim programmed this Arcade with a series of riddles which any Etherite should know the answers to, allowing them to pass through safely, while anybody else will be enticed by the displayed Scientific lore, and promptly killed by those same inventions. It includes such displays as Dr. Victor Frankenstein and his monster, Czar Vargo and his Etherships, Professor Thunder and a Tyrannosaurus Rex, Baron Brimstone and his Inferno-gun, and many more. You can determine when this system is active, in which case it will simply act as what it looks like, a very eccentric museum.

Companions:

Cabal of Mages [50/100/200]: Where one mage may have some difficulty, having others you trust by your side will make any trial more manageable. As such, you may import or create 1, 4, or 8 companions respectively into an origin of their choice. Each companion receives 800 cp to spend on perks and items, as well as the same stipend for magic as you do. This could alternatively be used to ensure that canon characters join you.

House of Jumper [300]: In the Ascension War, each and every soul is an invaluable asset not to be wasted, and desperately sought out. Should you desire some more assistance, you may now import as many companions as you so desire into an origin of their choice. Each companion receives 800 cp to spend on perks and items, as well as the same stipend for magic as you do.

League of Consors [Free]: Not everyone who takes part in the Ascension War is an Awakened Willworker, as such a thing would not be feasible in these modern nights. You yourself have gained the service of a number of loyal people, and if you want to continue employing these extraordinary citizens, then you may import any number of Followers into this world with this option. Not only will they receive a history in this world, but also new skills to help them be of assistance to you in these coming times.

Bound Familiar [Optionally Free]: It is not uncommon for mages to possess a familiar, what those in the Technocracy refer to as Constructs or Companions. Often taking the form of mundane animals, though not always, they possess human-level or above intelligence, enhanced perception and physical abilities on top of some supernatural ability, such as breathing fire, spitting acid, or even eating Paradox. This entity is now bound to you, and will act as a constant companion or beloved pet, depending on what exactly you desire from it.

Sword of Justice [50, Free Disparate Alliance]: Having been one of the only survivors of a devastating fire that burnt down part of a city, this young man works almost mechanically towards becoming a hero who can save everyone in front of him. The magic at his disposal is simple but very effective, strengthening both his body and anything he holds, which complements his preference for conjuring arcane weapons.

Retired Snake [50, Free Akashayana]: Before having joined the Akashayana, this man had been raised from childhood by an organization that trained young children to become professional assassins, isolated from society and treated as if they were nothing but tools. Yet after breaking away from this organization, an incident related to his Awakening, he finds that he quite enjoys being by your side.

Masochistic Spiritualist [50, Free Celestial Chorus]: Born out of wedlock and given to the church soon after her mother's passing, this young woman was accepted as a Chorister soon after Awakening. With a natural predisposition towards detecting those possessed or otherwise under supernatural influence, she can take on some of their burden onto herself.

Cursed Saber [50, Free Chakravanti]: A man hailing from the far east, due to his bounty hunter lifestyle and usage of necromancy, he became so inundated with Jhor that he was rendered completely infertile. Despite that, he continues on as he did before, taking on unsavory and often dangerous jobs for the Traditions in an effort to support his family.

Crippled Sorceress [50, Free Kha'vandi]: A wheelchair bound young woman hailing from a family of sorcerers, she was trained from birth to interact with spirits. Due to an incident in her youth involving a dog, she has come to heavily dislike conflict, though will not shy away from it if necessary. She pursues more arcane forms of healing, both physical and spiritual, in the hopes of one day restoring her legs.

Digital Avatar [50, Free Mercurial Elite]: A freelance engineer and activist hacker operating out of the Middle East, this black haired young woman was the illegitimate child of a Hermetic mage, and actually used to be a member of the Technocracy. After having learned of its less than palatable operations, she defected and has worked hard ever since to fight back against her previous employers.

Plunderer Duke [50, Free Order of Hermes]: After taking part in a legendary ritual in Japan, which ended in tragic failure, this young man has since made a name for himself as a well respected and practical educator within the Order. Now as the head of a minor House within the Order, he works towards reforming the Tradition to better adapt to these modern nights in the wake of the Avatar Storm.

Garbage Tuner [50, Free Sahajiya]: There are three things that really concern this man; music, money, and women. Always seeking pleasure and excitement, though mostly from the sidelines, he will be genuinely outraged when those close to him are in active trouble without him there to watch. Still, using his violin as the primary focus for his magick, he is a potent ally if he must participate in the action.

Prismatic Magical Princess [50, Free Society of Ether]: The daughter of a greatly feared assassin and an Etherite experiment, this young girl has since become obsessed with the concept of Magical Girls. As such, it should come as no surprise that she has created a series of kaleidoscopic foci and magical items to live out her fantasies of fighting evil by moonlight, and winning love by daylight.

Vampiric Witch [50, Free Verbena]: A woman who would be happy just spending all day reading in the shade, she is actually a Revenant, part of a family of ghouls that naturally produce vampiric vitae. Almost fittingly, she has gained quite the talent in drawing on the Quintessence of the environment around her, to the point where the only thing holding her back from constantly casting spells is Paradox.

Melty Blood [50, Free Iteration X]: The rising star of Iteration X, this young genius focused on mental enhancements is often found out on the front lines, utilizing her cybernetically enhanced physicality and predictive modules to combat various vampiric entities. Overly serious and logical, she is always striving for perfection in everything she does, even at the cost of her social life.

Mage Killer [50, Free New World Order]: When there are problematic members of the Nine Traditions threatening the technocratic mission, this is the man you call to end the problem. An experienced assassin who is uniquely trained and equipped to take out these rogue Reality Deviants, he had to crush his dreams of heroism and harden his heart in order to do what must be done for the greater good.

Professor Arachnid [50, Free Progenitors]: An energetic woman with a habit of skipping work, everything she does seems to be at a whim. That doesn't mean that she's ineffective, far from it. Utilizing vampire vitae to create arachnid bio-organic weapons, it's never a good idea to try anything in her laboratories. Just try to ignore her lack of medical license if you ever need a good surgeon to patch you up.

Old Money [50, Free Syndicate]: The heiress of a multi-million dollar company, she keeps up a constant facade of grace and beauty, something that hides her highly competitive nature and perfectionism. Despite not tolerating excessive spending, she understands that spending money is meaningful as both a recruitment lure and a statement of power.

Security Manager [50, Free Void Engineers]: After having inherited her position upon her father's death, this woman believes that it is her duty to have her family's project succeed, regardless of trouble or accident. Utilizing manifested and bound Umbrood to assist her forces in braving the Deep Universe, she seems to carve out a safe place for humanity to thrive.

Elder Defiler [50, Free Nephandij]: Claiming to have been an alchemist centuries ago, this seemingly friendly and cutesy woman has changed her face and even gender countless times simply for the fun of it. In fact, that seems to be why she does anything; because it amuses her. Preferring to take on the role of mastermind, bookie and troublemaker, there's nothing she loves more than watching pure chaos unfold.

Drawbacks:

Continuity of Darkness [+0]: Have you been to this world before? If so, then you would undoubtedly want your previous actions to hold some meaning. If so, then take this option, and make your past in the World of Darkness to carry over in some form during your time here. Some may be confused to see a familiar face, but it does happen more than you'd think.

Disaster Averted [+0]: Gehenna. Apocalypse. Winter. The Time of Judgement. So many creatures of the night have their own myths and legends about the end of the world, and many believe that those times are fast approaching. Thankfully for everyone involved, though, there is this option, ensuring that such cataclysmic events don't happen unless you actively go out of your way to cause them.

Historical Fiction [+0]: For as long as man has been aware, they have had the potential to wield magic. Should you wish, you can take part in some of the most important events in mage history. You can either start your time here during the Dark Ages, when the Technocratic Union was known as the Order of Reason, or during the height of the Renaissance.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another World of Darkness Jump. Alternatively, you could use this to traverse another world, separated from this World of Darkness entirely. What could a mage like you achieve in a world of aberrant heroes?

Arcane Childhood [+100]: Are you perchance familiar with the tale of a young boy with a distinct scar who learns that he is actually a wizard? Well, you share one similarity with that boy, as you have been reduced in age to a child. As a ten year old, people won't often take you very seriously, and insist that they know better than you. You will eventually grow out of it, but for now you'll just have to enjoy your newfound youth.

Devil's Mark [+100]: The stereotype of some mages conjuring devils and demons from the very pits of hell may not be as true as the Inquisition and its successors may envision, but it does happen occasionally. You are one of those who have interacted with these infernal entities, and now possess a mark on your body that gives this away to some of the more supernaturally educated.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it up to five times.

Man Out Of Time [+100]: It isn't unheard of for a mage from centuries in the past to find themselves in these modern nights, though those from the future are decidedly more scarce. As one of these temporally displaced individuals, you have some difficulty meshing in with the modern age, and tend to stand out with your bizarre mannerisms. You'll eventually be able to adapt, but the elderly are always resistant to change.

Potent Resonance [+100]: It is a known fact that, the more powerful a Mage becomes, the more they naturally push against reality itself. In fact, some of the most powerful mages cannot stay on Earth at all because of their arcane might. Though you don't have this problem just yet, your resonance with the world around you is especially noteworthy, in that it makes socializing with normal humans harder than before, predisposed as they are to thinking of you as some weirdo.

Curse of the Otherworlds [+200]: There is more to this world than just Earth. In the vast darkness of the unknown is the Umbra, a realm separate yet connected to ours. Filled with all manner of strange entities and spirits, many mages find themselves traversing this alternate realm for some reason or another. Sadly, you'll need to be more careful than most, as you attract danger in worlds beyond the Gauntlet than any other, like moths to a flame. Simply staying out of the Umbra would make things easier, but there may be times when you're left without a choice in the matter.

History Shrouded [+200]: Should you be interested in becoming a part of this world, there's a good chance that you're well aware of all corners of this world. Monsters in the shadows, otherworldly realms, and countless conspiracies and ancient plots that may very well bring about the end of the world. No longer is this knowledge yours, being no more aware of the specifics of this world than any other in your position.

Massasa Contact [+200]: Vampires have long since been phenomena that mages would love to study, possessing both immortality and supernatural abilities unaffected by Consensus and Paradox. You've become more familiar with vampires than many others, as you have been blood bonded to one of these kindred. Unlike with others, you cannot have another instantly purge this bond from you, requiring either a will of steel to break it yourself and escape, or accept your role as their favored pet mage.

Never A Dull Moment [+200]: The life of a mage is one filled with the fantastical, bizarre and unexplainable. It is only natural when thrust into a world where others can command the very foundations of Creation. You will be especially knowledgeable in just how weird the world of mages can be, as the bizarre just keeps on coming, dragging you into some new scenario on a weekly basis, scenarios that are likely to end with your death if you aren't careful. You'll certainly be living in interesting times.

Storm Scarred [+200]: There's a good chance that you were on the other side of the Gauntlet at the birth of the Avatar Storm, or you weren't prepared for such turbulent backlash upon your Awakening. No matter what, though, you have been changed by this event, now covered in bizarrely patterned scars that are difficult to hide. You can ignore these for the most part, but will ache when in areas where the Gauntlet is weak, and actually painful should you cross it.

Deep Slumber [+300]: My apologies, it appears as though you have yet to Awaken, your Avatar still hidden away from you. Indeed, at the start of your time here, you will not be able to access your magick until you Awaken properly. Perhaps you can achieve this through experiencing a traumatic event, or many years of diligent study, or lucking out on finding a miracle elixir. Until you experience this life-changing event, you will be prevented from Willworking entirely.

Paradoxical Powers [+300]: Paradox is an ever present limitation to Mages that holds them back from being the undisputed masters of the Tellurian, forcing them to conform in some regards to what the masses believe to be true. As such, they have an interest in the abilities of other creatures in this world and their abilities, such as the Disciplines of the Vampires, because they are not tied down by Consensus. Whereas before you may have possessed similar powers that defied everything Mages knew, now you are similarly leashed. From here on out, any and all powers and abilities you possess are now subject to Paradox.

Required Phylactery [+300]: True magick is an extremely complicated thing, and differs from person to person. Some believe that they require reagents and latin speeches, while others require high tech gadgets to channel their reality bending powers, and then there are those who require attuned items much like yourself. You possess a certain object that you absolutely require if you want to work your magick, be it a wizard's staff from a halloween store, or a ring that's been in your family for generations. If you lose it, then you'll be left as nothing more than a normal person.

Untethered Realm [+300]: It appears as though you were more affected by the Avatar Storm more so than others, though not in the way you may first think. Much like the Horizon Realms that housed an untold number of resources, knowledge and Archmagi, your Warehouse has been cut off from you for the rest of your time here. You will be left with only what you have purchased here, and anything bound to your Body Mod.

War of Darkness [+300]: It may seem a bit strange that for a world so filled with the supernatural and mundane, all of them are quite good at staying away from each other, usually content with their own little corners of reality. No longer, as everything that goes bump in the night are actively after each other's throats, a hidden war that will cause too much death and tragedy, even those humans unaware of the dark world around them.

Ending:

Your time has come to an end, and you are given a choice.

Stay: There are mysteries left to uncover here, ones that demand your full attention to uncover, leading to your stay.

Go Home: You've grown content with the power you've gained so far, and are ready to return to where it all began.

Continue: As profitable as your time in the Tellurian was, your ambition does not end here, for there are other realities to shape.



Notes:

-Big thanks to Sonama870 for his help in the jump's early stages and sorting the items!

-Dynamic Magic is one of the most flexible magic systems you'll find. So long as you've got the correct spheres, appropriate mastery, and enough power, there's quite literally nothing you can't achieve.

-Future purchases of Spheres in other Mage the Ascension jumps will make them more cost efficient and less straining to use, as well as accruing less Paradox if that is still an issue for you.

-Should you have already Awakened in a previous jump, or visited one of the other MtAs jumps, you can use that **[Arete]** score to determine the rank of **[Spheres]** you can purchase instead.

-**[Nephilim]** will let you have an easier time interacting with spiritual beings, and can travel to spirit worlds near instantly in settings without the Umbra.

-**[True Faith]** is equivalent to five dots in terms of ttrpg mechanics. Additionally, it does not require belief in the God of Christianity. It could be faith in Islam or Judaism, pagan beliefs, or just in the power of money.

-**[Gaze Into The Abyss]** protects you from being possessed or other such parasitical things afflicting your soul, and protects your mind from the effects of Eldritch madness.

-All of the **[Items]** originate from the "Forged in Dragon's Fire" and "Technomancer's Toybox" supplemental books. If you want a more accurate view on what an object is capable of, check those out.

-**[Digital Dollz]** are essentially those AI character chatbots.

-Companions are based on Shirou Emiya, Souichirou Kuzuki, Caren Hortensia, Kairi Sisigou, Fiore Forvedge Yggdmillenia, Rin Tohsaka (Fate/Extra), Waver Velvet, Melvin Weins, Illyasviel von Einzbern, Hinako Akuta, Sion Eltnam Atlasia, Kiritsugu Emiya, Neiko Arach, Luviagelita Edelfelt, Olga Marie Animusphere, and Francesca Prelati. All character expies originate from the Type-Moon franchise.

-When in doubt, fanwank.

-Have the day that you deserve~