

One year ago, eldritch horrors of cosmic malevolence called the Iconnu attempted to destroy our reality. They failed, but the attempt left the world in rapidly darkening shadow.

Dead souls returned to claim living bodies, creating blood-drinking undead fiends: vampires. Bestial spirits came as well, to create werewolves, and demons formed bodies from worldly matter. Magic crashed back into the world, and mages wield its power for whatever purpose suits them. Humans called the Awakened unknowingly keep the darkness at bay.

These supernatural creatures struggle against each other and clash in the shadows, most attempting to destroy the world, but a few fighting to preserve it. And over it all, the Iconnu still lurk, squeezing the world like an eggshell.

A spiritually blasted wasteland warped by the Nightmare Wave surrounds the intrusion point, and these Haunted Lands extend for five hundred miles around the 'invasion' where horrors roam and reality is more of a suggestion. But the Unbidden's agents and influence are not contained to the intrusion, and while there are millions of Awakened pinning reality in place… Out of all of humanity, it is only the few million Awakened holding reality in place. If too many of them fall, our world will crack like an egg.

Will you help push back the horrors, or just scramble for some safe place like a cockroach exposed to light? Whatever you decide, take these 1000IP (Iconnu Points).

Characters

Man or woman, adult or child, the end of the world comes for all alike. Pick what you wish. Though even a group as cynical as the IDA probably won't send a tween into the frontlines.

Allegiance

Independent Agent

A survivalist living in the Haunted Lands, a young boy who turns into a monstrous wolf, a demon buying souls to feed his own power. You aren't an agent of the Iconnu, though you may have been touched by their influence. Maybe you're fighting for the survival of the universe in your own way, or maybe you're fine with other people winning that war for you. But either way, you haven't joined up, whether that's by choice or merely a lack of opportunity.

Intrusion Defense Agency

A spook, a monster, a defender of all life, or just a mercenary who understands that he's in the lifeboat with everyone else. Why you joined up doesn't really matter. You're a, the, G-Man. The well dressed man or woman from the government who has no sense of humor, asks odd questions, and who shows up to make problems disappear. Your remit isn't just of dubious legality, but is in fact blatantly illegal.

The U.S. Goverment doesn't care, the Constitution isn't a suicide pact, and they know that existance itself is at stake.

Nature

Vampire

An evil soul conjured back from… somewhere, and rehosted in a living body. Twin souled, the Vampire usually is a slave to the omnicidal goals of the Unbidden, even as they try and seize what pleasures they can before burning it all away. Sometimes the original soul wins, though, or the dead spirit has no use for masters. You are such a case.

Vampires must fight not to fall asleep with the day, and must fight against it and spend Vitae to resist. They also must spend Vitae each night to wake (or stay animate). They do not naturally heal, having to invest the Vitae in the effort. And they are bound by their need to drink the blood of the living, an urge that drive even young vampires to murder those they feed on, and gets worse the less often they feed, or the more potent the vampire grows until human blood no longer satisfies them and they become canablistic.

Post-Jump Vampires lose Deathsleep and Sunlight Vulnerability, and no longer suffer the downsides of Undead or Vitae.

Werewolf

A spirit more bestial spirit seizes the body in these cases. More hellhound than wolf, Werewolves are the destroyers and terror weapons of the Iconnu. While all werewolves are inclined towards destruction, literally spirits of destruction and murder, the human mind still whispers to their dominator. Usually that ends up meaning nothing, but sometimes the human mind infects the invader with perspective, and puts that power to the service of man, rather than towards their destruction. Such is your fate.

Werewolves take extra harm from Silver, and it resists their passive regeneration. They also are given to berserk rages in their hybrid form.

Post jump a Werewolf loses their Silver Vulnerability.

Demon

Last of the inhuman servants, if Werewolves are the fists of hell, they are its mind. The Demons that answered the Unbiddens call do not steal human bodies, but weave bodies for themselves once they arrive. Truly alien spirits coming from a realm unknowable, It's not clear why they seem to so strongly echo the myths of humans. They are largely ignorant of the details themselves. True sociopaths, they care nothing for anyone but themselves, and are untouched by the infection of humanity that plagues the Vampire or the Werewolf. For all their unbridled malice, some come to value this world in their own selfish fashion, and have no desire to let it slip out their fingers simply to serve a master to whom they owe no loyalty.

The natural form of a demon is a hideous panic indusing monstrosity. They can naturally shapechange, but only for a limited time, making them ration their use of a human form. They all either suffer from a craving - an unnatural need they must feed, or a Bane that harms them and holds them back. A craving will help a demon regain Anima, the mystical fuel they need.

Post-Jump, any Craving or Bane the Demon has will fade, though fulfilling a Craving will still grant Anima.

Mage

There have always been those who claimed to have power, who tried to harness some supernatural force whether through prayer or ritual or psychic meditation. While their track record before the incursion was poor, after it… after it the power of magic came into human hands. Some became cultists for the Unbidden, others defenders of reality, and some just work towards their own ends. Mages are human in the end, and humans have never been unified.

Awakened

And some people don't need to learn to wield mystical forces, their will, their spirit anchored reality when the Iconnu came, who rejected the invasion and locked reality in place so that tomorrow remained tomorrow and the sun kept rising in the east. Simply by existing they

oppose the Unbidden, and they are the ultimate targets of the Intruders' Schemes, for if enough fall, so will reality.

Attributes

While the natives of this world only have what providence granted them, you invaded this world in search of greater things. Attributes that share a label with your Nature are discounted, and you may discount two Attributes matching your allegiance. A discounted 100IP Attribute becomes free, while other Attributes become half off when discounted.

Everyone gets a single Focus for free. Awakened get two.

Universal

Focus of Might (100IP)
You are a bit stronger, but more than that… you are naturally inclined towards physical and practical skills, and learn them faster.

Focus of Intellect (100IP)
You are a bit smarter, but more than that… you are naturally inclined towards intellectual and technical skills, and learn them faster.

Focus of Spirit (100IP)
You are a bit more likable, but more than that… you are naturally inclined towards social and intuitive skills, and learn them faster.

Focus of Stealth (100IP)
You are a bit more agile, but more than that… you are naturally inclined towards subtle and manipulative skills, and learn them faster.

Agent of Corruption (600IP)
The monsters came with the Nightmare Wave, a tide of horrors intended to drown humanity. While there has been a drip of new incursions from the Conflagration Zone, there has been no new Vampires, or Werewolves, or Demons. Every one of those that exists came into being during that initial attack. No one bitten by a Werewolf inherits the curse, no one drained by a vampire rises as a bloodsucking fiend of the Night, no one summons new Demons from whatever hell they come from.

Upon purchase, you gain the ability to grant one of the supernatural paths from McWoD. Each Origin has a discount on their own Path. Each version is a separate perk.

If you purchase Agent of Corruption [Vampire], you gain the ability to bind a dead soul to a living body. This requires you to have control over the person to be turned, and takes several hours of work as the two souls are inexorably bound together. The transformation will also require blood

to fuel it - generally speaking it will require five liters of blood at least as supernaturally potent as a humans. ‘Lesser’ blood will requite proportionally more.

If you have access to a dead soul, you can use that soul as the ‘agent’. Otherwise a random evil soul will be conjured. You have the ability to decide the balance between the two souls, giving control and influence to either side to whatever degree you desire. You may also inflict a ‘Covenant’ upon them, a simple set of supernatural urges to guide them towards certain behaviors. This Covenant cannot be long, complicated, or directly suicidal, and some Vampires will break free of it’s influence.

You may choose if a Vampire you create is itself a viable strain that can go on to create more. If you do grant it, you may choose the Covenant that it will pass on.

If you purchase Agent of Corruption [Werewolf], you learn how to call forth a demonic spirit from some bestial moon-scared realm through long hours of meditation and ritual. The spirit will only remain with you for a short time - a few days at most. You must host it if it’s to remain.

In a savage assault where the target is badly mauled and his or her defenses are broken, you may implant that beast spirit into a host who will rapidly develop into a new Werewolf. When you do so you may choose the balance of spirit between them, though such a balance is more simple than it is with Vampires. One spirit is in charge, with the other leaking emotions and context over.

You may also grant a few vague instincts to your new Werewolves, things like ‘keep yourself hidden’. No more than one or two, and only of a vague nature. Werewolves are not a sophisticated tool. Some Werewolves will break free of such suggestions anyways.

You may choose if a Werewolf you create is itself a viable strain that can go on to create more. If you do grant it, you may choose the instincts it will pass on.

If you purchased Agent of Corruption [Demon], you learn a ritual for ripping out the soul and Anima of a person and reformatting it into a demon. Such a ritual will take preparations and paraphernalia, along with a human (or similar) sacrifice to be transformed, along with a prepared vessel for it to inhabit. Such a vessel will require valuable and rare materials, and must be tailored to both the subject and the Demon they are to become.

You may choose how much of the subject's original personality and memory survives the transformation, and what their Craving or Ban is. While it’s possible to mitigate the mental changes, it’s not possible to completely stop them, with this perk alone, and even in the best case the subject will become somewhat alienated from their previous humanity. Though it’s unlikely they will feel this a downside - demons like what they are.

You may shape a bias into your demons to push them to act a certain way or pursue a particular objective. While this bias can’t be too complex, demons are a more sophisticated tool than a

Vampire or Werewolf, and you can focus it a bit better. Still, demons are also contrary beings, and some will slip free.

You may choose if a Demon you conjure is able to conjure other demons into being in turn. If you do so, you may choose the bias a particular strain inherits.

If you purchased Agent of Corruption [Mage], you learn secrets that you can pass on that will open someone's inner eye. You may create texts or other works that when studied will set someone on the way towards one of the five Paths. You may also choose if your works are intellectually focused, intuitive, or flow from someone's inner personality and self. It takes the average student about a month to step on to the paths to magic.

You may include symbology into your work that people who study it will unconsciously adopt and internalize, essentially seeding the magic you teach with a philosophy or religion, though many people will be able to ignore that if the belief system doesn't resonate with them.

You may choose if your works are reproducible or irreproducible. If they're reproducible, you may choose if any works descendant from your will always inherently include a particular system of symbology.

If you purchased Agent of Corruption [Awakened], you become a talented self-help coach, able to talk people into being the best version of themselves possible. With work, you may even help people talk themselves into being a bit better than is possible, pushing them over the edge into becoming Awakened themselves. All Awakened have some ability to do this in turn, though not everyone will be equally good at it.

Allegiance

Independent Agent

Prepper (100IP)

"When the day comes" most of the idiots waiting for when the day comes will die. That's because preparing for a disaster always has more angles than anyone is really ready for. Every disaster is unique, and the deciding factor won't show itself until danger is already underway.

No one can plan for every contingency, because some contingencies are mutually exclusive, and others involve deep investments that are expensive, while you only have finite resources to invest.

With this alone, you can't break that rule, but what you can do is make an honest assessment of what you're genuinely prepared for. You can easily see how long resources should last, how fast wear and tear, attrition, or simply time will degrade resources, budget how they can and should be used, and generally know exactly how deep and reliable your preparations are in the abstract. And you can do this in an instant.

If a sacrifice needs to be made, you can judge what sacrifice will degrade your resources and state more. If you're making judgment calls, you can figure out who is consuming more than they contribute. And if you're looking to drop dead weight, you can see what's unlikely to be used or useful. And you can do this all in a split second.

Conspiracy Theorist (100IP)
The old woman living in apartment 207 is a serial killer who replaced the woman who used to live there! You know this because her behavior completely changed, she stopped going outdoors during the day, her dog disappeared, and several homeless people in the area were found dead. If she wasn't replaced with a serial killer, why did those murders happen the same time she started avoiding going outdoors?

You have an uncanny ability to pick up on connections and weave them into a tapestry. Sometimes there will be a logical leap or misstep, but you're regularly going to get uncomfortably close to the truth on very little evidence.

For example, if you don't know Vampires are a thing, you won't be able to predict them, so you might jump to people being 'replaced' instead. If you don't know about mages, then you might blame mind control on chemtrails rather than spells, but you'll pick out who's benefiting from the mind control and finger the guilty party. You're liable to aggravate any investigators with how often you're almost right on no real evidence.

Off the Grid (100IP)
The government has an astonishing number of ways to track you if it ever cares to and decides to take the gloves off, and Social Media platforms can know personal details about you before you do. Staying off the grid requires not merely never touching any tripwire, as the panopticon looks for absences almost as much as presence.

The fact that you woke up one day with a sun allergy, or suddenly found the idea of ripping off people's legs funny tends to cause your behavior to change, and that's a change 'they' are looking for. They even have a date range to look for when the changes started. It seems like you're doomed.

Or it would be if you weren't you.

You know what needs to happen to signal 'nothing to see here.' You can produce the data needed for people to conclude there is no data. You don't make amature mistakes like taking an active cellphone with you when you plan out a crime, or suddenly change your browsing habits in a way that gets you added to watch lists. And if passive avoidance isn't enough, you have an intuition about the right kinds of preparations for active avoidance. It's unlikely anyone will ever discover your secrets without active and directed investigation, and who would investigate a nobody?

Sovereign Citizen (100IP)

Whether you're a true "freeman of the land" or merely contrary, you have a sense for when the noose is tightening, whether it's metaphorical, physical, or spiritual. More than that, your fiercely independent spirit excels at escaping, whether it's through argument, distraction, or flight. You'll luck into picking all the right escape routes whether that's diving off the path or yelling to draw attention. Your muscles fill with hysterical strength as your voice fills with conviction. And your mind and will are honed to a focused razor's edge. You will not be caught, and are no one's slave.

Intrusion Defense Agency

Enlightened Self Interest (100IP)

The IDA recruits for a wide and non-traditional pool of talent. Just because you're a borderline personality who thinks car accidents are funny doesn't mean you're on board with reality ending, and so the IDA probably has a use for you.

You have an incredible ability to find common ground, or at least common cause. And once you've found it, you're good at leveraging that into an alliance. You can team up with people who don't see you as real, or who have serious emotional issues that make them an active danger, and can smooth over the problems with such team ups. It's quite likely that the IDA will use you as a recruiter if they realize exactly how good you are at connecting with monsters. Whether you see that as a good thing or not is on you.

Professionalism (100IP)

The ideal the IDA seeks is to appear, solve the issue, and vanish all without anyone realizing anything was wrong. There's multiple reasons for this, but a basic one is that the agency tramples rights, protections, and jurisdiction, acts with little concern with the actual legality, and achieves ad hoc solutions that sometimes have little resemblance to precedent, much less justice.

Professionalism isn't merely efficacy, it's camouflage. When everything ticks over smoothly, when all the right forms are filled and all the right permits are applied for, the rot underneath won't show. You are capable of being thoroughly professional. Serious without being dour, punctual without being inflexible, focused without being fixated, and never sharing personal information without being impersonal.

But more than that, you do the right things. You don't struggle to not cut corners, you fill out forms just as fast in the tenth hour as the first, you remember to dot your i's and cross your t's. You'll always read and pay attention to the briefing, never forget to get a warrant, stay in cover, and generally do the professionally correct thing. This on its own doesn't make you do them well, but doing them won't be an effort or something that degrades when you're tired or drunk or bleeding out.

It honestly would be creepy, if being creepy wasn't unprofessional.

Surveillance State (100IP)

Spying is such a harsh word. Much of your job involves finding out information that other people don't want you to know. While it becomes nearly impossible to keep an active secret in front of focused attention, knowing where to focus your attention is only the first of several difficulties you will face. When setting up watchdogs and tripwires, you'll set the right ones, pick the right kinds of patterns to watch out for, and seem nearly prescient in your criteria.

More than that, you are good at the nitty gritty of setting up and using surveillance at every level, from the perspective of a spook on the ground, all the way up to guiding policy at the executive level, and every step in between. You have an intuition about what needs to happen, and how it needs to happen, that balances reliability, security, and secrecy to an astounding extent.

When you personally interface with surveillance, you also are both uncommonly good at and lucky in picking out which patterns are real and which are noise, and extracting meaningful information from the data. You probably could single handedly replace entire teams of specialists.

License to... (100IP)

Some people may accuse you of having made some dark deal with a demon, or think you're a walking Nightmare Site. There's no other explanation for why Bureaucracy seems to just… like you. Sometimes it's subtle. There just is no way you should have filled out all those forms correctly on the first try, and done it so fast. Or the way hostile processes gum up repeatedly. Other times it's less so, when backdated paperwork appears right when and where you needed it to… work you never filled out.

This might seem like a minor gift, but with any ambiguity you might very well be able to turn premeditated murder into self-defense, and if you have any form of qualified immunity you're unlikely to ever face consequences for even the worse abuses of power. It's less that people think it's okay, and more that any attempt to punish you will run into a series of unstoppable bureaucratic brick walls.

Nature

Vampire

"Vegetarian" (100IP)

Vampires eat people. While younger vampires can technically feed on dead or animal blood, both are less effective, and the longer they do it, the more certain they are to go on a literally murderous feeding frenzy. Older vampires lose the ability, until eventually they can only feed upon other supernatural beings.

They should change your last name to Cullen, because you will never suffer this fate. You find animal blood no worse than human, and as long as it's been properly preserved dead blood feeds you as well as living, and both satisfy your hunger in a way that keeps it from progressively worsening the way it usually does when vampires avoid human blood. In general, progressive conditions of a similar nature will never worsen for you. You will never find yourself on an ever steepening supernatural sloop where it becomes harder and harder simply to remain where you are. This doesn't mean that progressing is easier, this simply keeps treading water from getting worse.

Subverter (200IP)

Even more than the Scourge of the Temple, the Vampire is a subtle agent. The Strangers, for all their theoretical humanity, are odd and occult folk while the vampire is drowning in the muck of humanity. You excel at such things, whether it be sniffing out and using blackmail, finding weak links, bribes, or just getting someone to walk away.

At every aspect of corruption, big or small, systematic or personal, a momentary failing, or a long term decline… you achieve. But your real gift is with the more supernatural forms. Whether it's corrupting someone's senses with Obfuscate, or their will with Majasty, your influence is far stronger than it should be.

Note that this is a power of subversion, rather than domination, so direct mind control won't be strengthened, but when in your wheelhouse… Well, your Blood Thralls are unlikely to ever even imagine resisting you.

Forked Path Thoughts (400IP)

While they have one mind and one body, a Vampire has two souls, and their identity is an expression of the battle for dominance between them. For most, the damned soul wins, with the original mostly contributing the knowledge of the modern world that its dominator needs to fit in, but their divided state brings few real continuing benefits.

You are an exception to that. Where most Vampires only have a single will, you have two. At its most basic level, this lets you have two independent trains of thought, give two things your full attention, or walk and chew bubblegum at the same time, but it goes deeper. Will has full access to all of your powers, and may independently use or sustain your abilities. If one will is subverted, the other will try and free it.

Where everyone else stands alone, you can rest knowing you have your own back.

Werewolf

Bigger Pack (100IP)

The scariest thing about a Werewolf isn't that it's an unstoppable engine of destruction. It's that it brings friends. It seems you agree, since you doubled down on it. Any power that you have that works on your 'group' doubles the number of people it can affect.

As a Werewolf, you can bond to 8 packmakes, rather than 4, but this will work on any power that targets your own 'group', doubling the number of people it can affect without reducing the potency of the effect.

You may buy this multiple times, going x2, x3, x4, and so on. Only the first purchase is free for a Werewolf.

Hybrid Being (200IP)

Werewolves use the guise of humanity to mimic humanity, and the guise of a beast to return to being a beast. This can be limiting, and you refuse to be so limited. You may draw upon traits of one form while in another - inhumanly powerful musculature or senses while remaining human shaped, or a human mind while in a beast body. Furthermore, any forms that normally are spiritually unstable or hard to maintain are eased. A Werewolf could stay in the manwolf form as long as it wished, without falling prey to madness or imbalance.

Walking Instability (400IP)

Werewolves are beings of two worlds and otherworldly forces, but you take that to extremes. You are a living dimensional instability, a place where reality cracks. As a placeless being between worlds, you can rotate which facet is being expressed at any given moment. For a Werewolf this lets them change their Auspice, and other beings can 'reinvent' themselves moment to moment in a similar way.

Lastly, the instability leaks a constant stream of supernatural energy that you can harvest. It's enough to refill your Essence (or whatever your native form of power from this jump is) in a couple hours, though you can absorb the output in other states if you need other forms of energy.

Demon

Faustian Wholesaler (100IP)

Demons are known for their dealmaking, and you live up to the stereotype. You are able to make pacts, and maintain twice as many pacts as another demon might. Those you enter a pact with are not spiritually harmed simply by making that pact. You also may develop abilities to further enhance the pacts (these may be abilities that grant you greater power over those who make pacts with you, abilities that let you derive more from those pacted to you, or abilities to enhance what you can offer). You may use weakened fragments of your own perks as pact-offerings.

If you're not a demon, then you still can make pacts, though the number you can make is not doubled.

From Beyond (200IP)
The 'average' demon is a surreal nightmare, but your demonic form is awful on a level few are willing to contemplate. Your 'true' form is protean, winged and flying one moment, a many limbed dervish the next. You can shift your strengths and focus from moment to moment in a manner few can keep up with, but even fewer can will themselves to stand before you. Most humans will block out the very memory of seeing you, outside the worst of their nightmares.

Knight of the Pit (400IP)
Out of the non-unique abominations, the Demons are by far the greatest. Vampires are patsies, werewolves are brutes. The Mages who serve unbeing are just humans. And in fact every demon is a unique horror, they shouldn't be labeled as a group at all, every demon is an individual terror unconnected to the rest!

Your mind is sharper than others, your will and insight refined, and the force of your personality dominates those weaker willed than you. More than that, you are a walking expression of Nightmare Wave.

A living, moving Nightmare Site, your presence is literally draining. Batteries go dead, guns misfire, and a five yard dash feels more like fifty. Moisture condenses, and ice slicks the ground under your victims feet. Those who fight you either need some way to defend themselves, or to win rapidly, or they won't have a chance to win at all as you bring everything to silent stillness. You can spare those you wish, or hold back to hide your presence, but let none doubt that you are a true horror.

Mage

Author of Secrets(100IP)
Magic is a demanding path, but even here following someone else's footsteps is easier than blazing your own. One of the most basic manifestations of this is Rotes, prebuilt spells that are easier and more reliable to cast. Inventing a new Rote represents a major investment of time and effort, but you make it look easy, being able to formulate new ones in just a couple days of work.

In any magic system you have access to, you can create new spells, rituals, or other methods of preprepared magic in a short amount of time. Not only can you create such spells, but your spells always show a certain grace - they're a little bit better, more refined, more efficient, or easier than they should be.

Book of Shadows (200IP)

Ever since the Incursion, magic has actually worked for those who can find the right insight and secret, but while traditional practices form the basis for most spellcasting, how they actually use it bears little similarity. You haven't given up on those older practices though. You can work subtle but long lasting magic that doesn't tie up your own power.

You might lay down wards of misdirection, so those with ill intent can't find your home, or bless a woman so that her child is born hale and grows up talented. You might tie luck into a knot to carry with you, or use the flow of water to slowly wear away a curse.

Such magic is slow, usually invisible, and can have profound if subtle effects. In general, by giving up speed and blatant power, you can enhance your abilities in several ways. You might give them endurance, permanence, or even render them a part of nature and no longer supernatural. You might give them a subtle depth and breadth of expression. Or you might harness the natural world to support your works.

This does require that you have some kind of flexible powers, and so is primarily of use to mages, and to a lesser extent demons.

Threefold Path (400IP)

What the new 'practical' breed of Mage forgets in their focus of spellcasting is that cosmic power is a side effect of enlightenment, rather than enlightenment being a side effect of cosmic power. You haven't however. You are slower to twist the world, often preferring to wait and watch, but for some reason when it's time to act, it's as if all the world is acting with you, your magic supplementing your Humanity rather than replacing it.

Further, your polished will easily snaps any chain that tries to bind it, and your senses pierce not just illusions, but deceptions with insulting ease. It would take more than just another demon to charm you, and even one of the Secret Masters would struggle to draw a veil across your vision.

Finally, you just know things, generally in keeping with your Path (or if you're not a mage, in keeping with the general theme of your supernatural nature). An Enchanter would know when a curse twisted the fate of a city, while a Warlock would sense when destructive forces had been set in motion. This is a 'big picture' sense. It can pick up the subtle, but not the small or personal, but it will point you towards a starting point.

Awakened

Human Endurance (100IP)

Some people can reach inside them, to that spark of human spirit, and push themselves further. No one, however, can do that forever. While you might not be able to do it longer than anyone

else, you can do it more often. When you call upon your fundamental humanity, it is exhausted, rather than depleted, and will recover in time.

Accomplished (200IP)
The Awakened are known to be unnaturally impressive exemplars of humanity, but you take it to another level. You always seem to develop faster and more broadly than others, developing rare capabilities and pushing the envelope of what is even possible in a way that's subtle, but still superhuman.

This may be taken multiple times.

Shake if off (400IP)
Awakened tend to be somewhat more resistant to the unnatural, rejecting supernatural influences over them, but you take it to another level, being at least twice as hard to affect as you should be. You also wear away at any influence that does get through, making slower forms of corrosion or corruption like the Vinculum pointless, you'll shrug it off faster than it can establish itself, and shake off blood addiction before it is ever felt.

Resources

Any of these items may be purchased multiple times - do you need enough money to fund an entire organization, or enough weapons to outfit an army? Each extra purchase will increase what you receive by an order of magnitude.

Laundered Funds (100IP)

Why do you have this? Did the Agency put these resources at your disposal, or have you been squirreling away money for a decade? Either way, you call pull on a steady trickle of sanitized money from a number of different accounts. No single account will have more than a couple thousand dollars in it, and you gain access to a number of new ones each month - about thirty thousands dollars a month in early 2000s money.

Unless you spend it on yourself in an obvious way, it's unlikely anyone will associate the money with you, and if you do you can produce a clean if odd money trail showing why you have control of it.

Safehouse (100IP)

Everyone needs a place to feel safe.You have a well stocked safehouse, either in a city of your choice, or out in the countryside. It may be on the grid with utilities, or be cut off if you don't want to risk it. Either way, there's no paper trail leading to it.

The safehouse may come with a diesel generator, a geothermic generator (if the area permits), or any other reasonable alternative. It may also have solar panels. It has its own water reservoir and water recycling system, and may have rainwater harvesting.

Any other reasonable survival or efficacy design may be included, as well as basic stocking such as a few months worth of MRE, professional emergency medical supply kits and first aid kits, and similar paranoia. What it does not have is space. It has a living room that doubles as a kitchen and bedroom, and a bathroom. That living space may be a literal bomb shelter dug underground is you want, but it isn't large and anyone staying with you here will get to know you real well very quick.

In future jumps, the safehouse will upgrade if what would be locally available is better than its current state.

Papers (100IP)

Birth certificates, SSN, tax returns, and more. You have a suitcase full of carefully labeled bags, each of which has everything you would need to set up a 'fake' identity. All of these documents will check out as 'real', and have 'real' paper trails going back to about six months before you start using them. They'll have a GPA and school records, for example, but no teacher will remember them.

Once a bag is ‘used’ a random ‘new’ one will appear two weeks later. These will adapt to the setting you’re entering.

Armory (100IP)

I would ask if you had a permit for that, but if you did you would be on all the watch lists, and we can’t have that. From tiny concealed spy pistols designed to not even look like a weapon, to anti-material rifles, to even guided and unguided anti-tank missiles, and even a few drones; you have a selection of the highest quality weapons available in the early 2000s.

You have enough gear to load up to eight people any way you want before you start running out of anything. You have enough ammunition for several heavy firefights, and anything used will be replaced in two weeks.

This Armory will expand and upgrade with each jump.

Coterie

Contacts (100IP)

You have connections to a particular group, mostly acquaintances, but also a few actual friends. You can stay up to date without much work, and probably gets some secrets and the current low down. You probably also get some random favors, though unless you do favor trading it will be sporadic.

Everyone starts with one purchase of Contacts free. Independent Agents get one set of contacts among either reactionaries, or criminals. Members of the Intrusion Defense Agency get one either among spooks, or police.

In future jumps this supporting cast will update to a similar relationship with a similar group.

Team (100IP)

You may import or create up to eight characters who will receive any background you pick. Each character gains 400CP. They may not buy their one Team.

Flaws

Intrusions unto the (Un)Known (0IP Toggle)

Why must the Intrusion happen on some boring generic Earth in the early 2000s? There's no real reason, and so you may move the event. You may shift it forward in time, up to the current date, or backwards. You may move it to an alternate Earth, and use this document as a Supplement to any jump set in a universe with 'a' Earth. In such cases, keep all IP expenditures separate and track the documents independently. Drawbacks will adapt to stay true to their nature.

I remember this (0IP Toggle)

Have you ever played in this obscure version of the World of Darkness? Do you want to revisit a campaign you've played before, feel free!

Do I smell Burning? (100IP)

You start your jump within spitting distance to the Conflagration. Any superhuman methods of travel won't work until you reach 100 miles from its edge.

Can't Rain All the Time (100IP)

It's a World of Darkness. You'll probably be able to count the number of sunny days you'll see during your ten years here on your fingers and toes and have some left over (unless you go somewhere like the Sahara, where the weather will still be disturbed towards 'more unpleasant'), colors are washed out, and it just generally feels like someone is trying to drain all life and color from the world around you.

Missing the 'manic' part (100IP)

It's like the whole world is on downers. People anger more easily, problems fester, issues go untreated, and it feels like no one is having a good day. The news is full of a never ending tide of horrors, and it generally feels like nothing can improve. While it's not impossible to make things better, you'll work harder, and have less effect. It's easier to simply shrug your shoulders, down a whisky, and not try. It's not your problem, is it?

Haunted Gold (100IP)

While many of the damned souls dredged by the Iconnu seized new human form, becoming vampires, some were not so lucky. These souls were forced to take objects as their bodies, usually picking an object that may have belonged to them in life, or at least an object that resonated with their story. Such haunted objects are known as Soul-Infused Items, and you have one you can neither get rid of nor destroy. While you don't have to carry it with you everywhere, you can't store it in your Warehouse or similar, and when you don't have it on you the world seems to try and arrange for it to go on a walk-about.

While the ghost possessing the object has powers of its own, they are in-line with the very obsessions that lead to their perdition, and the ghosts willing is a powerful and demanding thing. While a Vampire is close enough to living to change, such Possessed objects are not nearly so flexible. They are relentless in their awfulness. At the end of the jump, the will of the object will fade, and you may bring it with you as a fiat backed Item.

Anomalous Object (100IP)
The Nightmare Wave didn't just change people and places, objects also got in on the action. Like all products of the Nightmare Wave, such changes were eerie and hostile, but like some deep sea fish, many have a lure.

Such Nightmare Items can change the way a supernatural beings power acts, but only in a blighted manner. A shoe that lets a werewolf assume their hybrid form in an instant… but also drives them mad and leaves them incapable of distinguishing friend from foe. A gun that whose bullets catch fire, but drives it's wielder towards murder, and once drawn not letting them sleep until they've killed someone.

You have such an anomalous object, and can neither destroy nor dispose of it. While you don't have to keep it on your person at all times, when it's not with you the world works towards helping it wander into unwise hands. At the end of this jump, you may take it with you as the curse fades, leaving the Item with only its lure.

Don't let the wrong one in. (100-300IP)
While there are a lot of vampires, werewolves, and demons compared to all the other horrors, that's only because the other horrors are mostly one-offs. Whether disquieting stories or true horrors, the Nightmare Wave seeded the earth with countless one-off threats and dangers. For 100IP you can double the 'energy' carried by the wave - the wave had twice as much oomph. Some of that went into making worse threats, and some into making more threats. For 200, triple it, and for 300, quadruple it.

Five minutes too late to cancel the apocalypse (200IP)
You start 50 miles from the edge of the Conflagration. When the Conflagration happened. You'll stay here for an extra year, so that you leave at the 'normal' time. Incompatible with *"Do I smell Burning?"*

"Drop-In" (200IP)
Maybe you're a vampire whose two souls completely annihilated each other's identities, a demon who only managed to incarnate on the first day of your jump, or a mage who scoured their own soul clean, but whatever you are is ignorant. You have no idea about this world, and no identity in this world, no understanding of the stakes. You'll have to figure everything out for yourself without even the beginning of understanding. Those who know nothing can understand nothing, after all.

Rapacity (200IP)
The Intrusion Defense Agency is actually pretty blessed. Despite the fact that it recruits terrible and twisted beings that hold humanity and each other in contempt, with ground agents cursed with mad rage, consumed with hubris, or driven by literally man-eating urges… it works. Everyone puts aside their personal issues, focuses on the big picture, and contributes to the cause of universal survival. And the "professional" end of this is a group of spies and jackbooted thugs - the kind of people who spent the early 2000s in our world rediscovering the pointlessness of torture and learned helplessness when they created Guantanamo Bay.

Well, it was going to be pretty blessed. Seems that didn't work out. Now it functions about as well as it should without narrative contrivance smoothing over the problems. It's still made up of people who know that they're the thin line between reality and destruction, but that can make people more inflexible rather than less at times.

Pillar (200IP)
Like an Awakened, you are a pillar supporting reality. Unlike an Awakened, this ability is relatively easy to sense. Vampires who follow the Covenant will instinctively try and assassinate you without knowing why, while the loyalist demons who come for you will know exactly why you need to die. As for the Scourge of the Temple, while they're less likely to pick up on you, they're also a more organized group and once they start coming it will be hard to get them to stop.

You may keep your status as a reality pillar post-jump. This can double up an Awakened's ability to maintain reality.

Aftershock (200-300IP)
Most people assume that the Iconnu have done everything they can do, that while there may be minor dribbles of new horror from the Intrusion Point, the threats that exist are all that will ever exist. Foolish, vapid hopes.

For 200IP, five years into the jump a second intrusion will happen, with a second nightmare wave, and a second unleashing of Vampires, Werewolves, and Demons. All that you're promised is that the Intrusion won't happen near you.

Make it 300IP though, and you can be sure it's one of the worst places the Intrusion could happen. London, Beijing, or a place of similar importance will be consumed in the Conflagration. Someplace that could trigger wars even without the nightmare followup.

Virgin (300IP)
Just like the Iconnu, something about the world rejects foreign powers. It seems you'll have to leave everything you and your companions had behind when you enter this world.

Intruder (300IP)

Or alternatively, you can come as you are, taking nothing from this world. You are a horror from beyond, and your powers will seem wrong and twisted, with a subliminal hum of unreality that will set the Awakened and the Protectors of the Temple on edge, but that's their problem. You'll get what you bought here only once you leave.

Notes

Yes, you can use Agent of Corruption to gain access to another type becoming an Awakened Mage, or a Vampire Werewolf. It's a 600IP perk in that case, so it isn't really a big deal. If you have perks that adjust your own version of the 'template' you can grant shadows of those perks as is relevant to that template to a given 'lineage' when you create it. For example, if you have Hybrid Being, you could let any Demon you conjure with Agent of Corruption be protean, without a default form it must return to, or you could make it's default for human and it's monstrous form the one it has limited access to.

This works poorly with pure power boosts - a perk that makes you learn magic twice as fast won't pass on, while one that lets you question the dead about the future may let you gift any necromancers you teach with similar techniques.

Pillar is a legitimate ability to pass down. Doing so is likely to push you way up the kill list.

Yes, if you go to a world with Spirits of Bureaucracy, *License to…* pretty much guarantees they're on your side.

Human Endurance basically means that spent Humanity Points will return. There isn't a fixed timescale on this, it happens gradually when you can rest or have downtime, or otherwise emotionally recharge yourself. It also guarantees that you'll develop such a reserve of human spirit over time, though it doesn't make it any easier to do so.

If *Accomplished* was put in mechanical terms, it's about the same as getting an extra bonus feat every level. A vampire may use these on disciplines, or a demon on cants, and so on.

It's unknown how long Vampires and Werewolves live. There are old men who have become Werewolves, and they are just as dangerous as the young ones. Both or neither may be immortal. For the purposes of a Jumper, you may freely decide that being either gives you any degree of longevity desired. If you have Agent of Corruption for either, you may choose the longevity of those you turn.

If you've cracked open the MacWoD book, you'll see that many of the Vampire disciplines basically… don't work (I'm looking at you Resilience), at least not for what they're supposed to do. Assume that they do work (Resilience is the new World of Darkness version of Fortitude, so just reference it. Celerity probably actually makes you more agile and lets you attack faster, rather than just giving you defense and helping you run away, and so on).

Yes, *Hybrid Being* would let a Demon maintain any of their 'natural' transformations indefinitely.

No, *Hybrid Being* doesn't let a Werewolf achieve infinite Hone Rage. If you want a mechanical measure, you can 'sacrifice' up to as many 'turns' as you would have had if you lacked the perk.

Walking Instability doesn't do anything for the Awakened. No, Humanity Points are not 'their' template's special energy. If you want to regain spent humanity, buy *Human Endurance* instead.

Knight of the Pit essentially adds 8 to Int, Wis, and Cha.

Threefold Path essentially lets you 'set aside' magic in the now for a moment of influence in the future. You may 'spend' magic to 'buy' pseudo-Humanity Points, essentially. If you want to make it mechanical, it's at a rate of something like 200 components for a point of pseudo-Humanity. Figure out what the conversion rate should be in other systems yourself. These points are especially good at making the world 'work with' the mage. Pseudo-Humanity points don't work with *Human Endurance*. The other effect of Threefold Path means that most illusions and direct subterfuge, just fails. Things that would have a Will save of some kind tend to simply fail to affect you, or you automatically overcome them. And what doesn't just fail (generally stuff you wouldn't normally get a save against) has to overcome your resistance, and you get a +20 on it.