Professor Paradox
Version 2.0

Beast: The Primordial

Welcome Jumper. On the surface, the world you're about to enter isn't all that different than your home dimension. Underneath this cheap facade lies a world of monsters that prey on humanity. Deep, deep down, most people know this is the case, either because they've had a run in themselves, or because something deep in the human subconscious tells them monsters are real. And that's where you'll make your home for the next ten years. Or maybe your enemies do, but you can decide that later.

I'm of course talking about the Primordial Dream. I'm sure you're familiar with the concept of a collective unconscious, Jumper. In this world, it is separated into three distinct parts. The Bright Dream, where the collective thoughts and ideas of humanity dwell. Further out is the Primordial Dream, which is made up of all those animal instincts that warn humanity that they're prey to forces both mundane and supernatural. Beyond that, is the Mother's Land, the collective unconsciousness of everything on the planet, living and inanimate. Why is it called the Mother's Land? Because their dwells the Dark Mother, a conceptual being that represents the collective fears of the world. For reasons that are both lost to time and frankly irrelevant now, she births Horrors that crawl their way into the minds of people who dream deep. This will likely be the last nightmare the person will ever have, presuming they accept the monster into them.

Even though deep dreamers may not know why, most feel compelled to accept. In doing so, they have their souls consumed and replaced by a being of primordial fear in an event known as the Devouring. It really isn't as bad as it sounds. Many feel they were never human to begin with, and by accepting the Horror into their heart, they are coming home. Almost like this was their destiny all along. Maybe they're even right. These monsters are known as Beasts, or the Begotten. They represent some fragment of the ancient fears of humanity. Unfortunately for mortals, this means Beasts feed on fear.

Being a Beast comes with many benefits. The Horror that is now their soul dwells in something called a Lair. This is basically a twisted nightmare realm that functions as the Horror’s perfect habitat. The Horror is unable to leave the Lair, but Beasts can choose to project it or some of its qualities into whatever reality they are currently inhabiting. While in their Lair, a Beast and their Horror fuse, with the human mind controlling the Horror’s body. Even when not in the Lair, a Beast can use their Horrors senses, or even take control of it remotely. While the Horror grants a Beast new desires and instincts, it is not anywhere near as overwhelming as what vampires wrestle with on a nightly basis. By feeding, spending time with Kin, and spreading their Legend, a Beast strengthens its Lair, allowing it to expand and granting it more Lair Traits. They can also use the Lair as a form of fast travel by forcing it to overlap with other areas.

No two Beasts are the same, differing in form, what they feed on, and what powers they wield. There are two specific categories of powers, Atavisms and Nightmares. Atavisms are a Beast’s more “physical” capabilities. They also tend to be reflected in some way by the Beast’s Horror. While Atavisms usually don’t cost anything to use, you can spend Satiety, literally how full you are up on sweet, delicious fear, to increase their strength further. Since the Horror is most active and feral while it is truly hungry, you’ll find your Atavisms are further empowered when your Satiety is low. As for Nightmares, they’re mostly mental effects that rely on your human half. They’re stronger when you’re full, since the Horror is very lazy at those times. Just like Atavisms, Nightmares are

normally free to use, but can be boosted with Satiety. Just because they're mental doesn't mean they don't pack a punch though. A common trick is making an enemy feel like they're old and decrepit, causing them to become as weak as a kitten. You can also get something known as Kinship Nightmares, which are Nightmares that are based off of other supernatural beings you've grown close with.

Beasts have a few more innate powers that I will cover here. They have something they call "Mother's Milk," which lets you spill a bit of your blood for another non-Beast supernatural to make them stronger. You're also naturally more liked by other monsters, although its a bit less effective on more human supernatural beings like magic users and ghosts. This doesn't necessarily mean they won't oppose you, but they're much more likely to at least hear you out. Finally, if you help a monster hunt, you can feed when they do. This is known as "Family Dinner." Family Dinner even applies to more abstract stuff, like werewolf Sacred Hunts that don't end in death, or even a mostly human supernatural being like a mage satisfying their hunger for mystery.

Being a Beast isn't all spooks and fun though. You won't die if you starve yourself of fear, but your Horror will start invading people's dreams to give them horrible nightmares to feed while you sleep. Don't get too full either, because your Horror will decide to take a nap, and can be really hard to awaken. Usually, you have to hurt your Horror pretty bad. You're basically a mortal when this happens, which seems great to some until they realize that they've tangled themselves up in supernatural affairs and no longer have a way to defend themselves. Many a Beast has died because their Horror was sleeping.

Opposing Beasts are people known as Heroes. Heroes are created from mortals that dream wide rather than deep. They used to arise naturally, like Beasts, but now they only come about when traumatized by one of the Begotten. It really is unfortunate that these so called defenders of humanity are driven to madness by just how huge the Bright Dream is in modern times. Perhaps if they were mentally stronger it would be fine, but their connection to the Bright Dream causes them to lose all perspective and become megalomaniacal assholes. Because of this, most Heroes don't care who they hurt in their pursuit of self-aggrandizement.

Desperate for purpose and to justify what they do, many Beasts attempt to teach lessons when they feed. Of course most fail and just leave a trail of traumatized people in their wake. Just as Beasts view the Dark Mother as their mother, they view the myriad of monsters that dwell in this world as family as well. Both of these facts are just something the Begotten know. They can even draw on this familial connection to take on some of the aspects of their cousins.

Whether you decide to be a monster or slay them, you will be spending the next ten years here. You may choose to be any age or gender you wish, though do be warned that freshly Devoured Beasts don't live much longer than your average human until they strengthen their Lair. Beasts choose a Family and a Hunger, while Heroes get some free choice points to balance out their general weakness and lack of a Hunger.

Whatever life you choose, you start with 1000cp.

Family

The monster that has become the Beast's soul is known as a Horror. There are seven different Families of Horrors, each representing a broad aspect of human fear.

Anakim: Anakim represent hopelessness in the face of an overwhelming threat. They most often take the form of giants, and are known for their size and power. Just because they're big doesn't mean Anakim are dumb brutes though. After all, the giant Mimir was known for his knowledge and wisdom **[Free]**

Eshmaki: Eshmaki are born from fear of darkness. Humans still fear the dark, and for good reason, as creatures such as vampires and werewolves prowl the night. Don't mistake their skill at skulking in the shadows as a sign of weakness, as the Eshmaki are relentless hunters and dangerous combatants. When you feel afraid of the dark, try and imagine what dwells there. That is what Eshmaki look like. **[Free]**

Makara: The Makara represent both the fear of drowning and what may dwell in the depths. Just like the sirens of old, some Makara can lure people in with just their voice. They take the form of sea monsters. **[Free]**

Namtaru: Humanity instinctively fears that which is repulsive. It makes sense. After all, deformation is often a sign of ill health, and ill health can spell death for the community. Whatever the form, Namtaru Horrors always look grotesque in some way and often have insectoid features. **[Free]**

Ugallu: The Ugallu are the fear of exposure, both in the sense of being trapped in inclement weather and being seen by something you don't want seeing you. Ugallu take the form of flying creatures, such as birds, bats, and dragons. **[Free]**

Inugma: Despite being the youngest Family, the Inugma are still ancient. They are the fear of the other, such as foreigners or strangers. Because of this, they are the most likely Horrors to take on humanoid form. **[Free]**

Talassii: Talassii are the fear of abduction and confinement. Their name calls back to the practice of bridal abductions in Roman legends, because at one point, a brood of their lineage captured and raped a band of Heroes. This event has been a stain on the reputation of the Family ever since. Talassii Horrors tend to have a form that is good at grabbing and restraining others. **[Free]**

Hero: Rather than be the monster, you'd rather hunt the monster? Understandable, Beasts can be such horrible creatures. Do be warned though, you are laughably weaker than your destined "prey," and many of your fellow Heroes can be just as bad as the monsters they hunt. Your kind is only born from trauma in modern days and are highly prone to madness. Most Heroes are on some level narcissistic and psychopathic, but in rare cases some Heroes have managed to claw back their sanity. Heroes like you and any Heroic companions you may have.

At their most basic, Heroes can track Beasts and sense when they feed, and have the ability to "discover" the weaknesses of Beasts who are too hungry or too full. These weaknesses can be something like a weapons or weak spot that causes them to take grievous wounds that take much longer to heal, or force them to behave in a certain way, like making them angry, afraid, or obsessed with the Anathema. Much like Beasts, Heroes are strangely compelling to mortals, which makes it easy for them to recruit followers to help them in their hunt. It doesn't make them particularly loyal or any braver however.

If you purchase Beast perks, they take a form more suitable for a Hero, such as strange and powerful gifts, or Heroic abilities lost to time. After all, Heroes used to take on companions much like Beasts create Heralds for their cults, so who's to say they didn't once possess mystical rites of their own? The same as above also holds true if Hero perks are purchased by a Beast. **[+500cp]**

Hunger

All Beasts Hunger for something that inspires fear in mortals. While a Beast can change their Hunger with effort, it would still be best for you to pick your preferred meal wisely. While each of these Hungers are fairly broad, there is some narrow aspect of it you find particularly satisfying, as it resonates with your Legend. Just so you know, the fuller you are, the pickier your Horror will be about what will satiate it.

Tyrant: Beast's who Hunger for Power. Power takes many different forms, providing Tyrants with a wide variety of ways they can feed. One Tyrant may prefer beating the crap out of people, while others might seek to assert social dominance or worm their way into positions of authority. **[Free]**

Collector: The Hunger for Hoard drives Beasts to gather up valuables. Of course, they can't merely purchase whatever they collect. They have to take or lay claim to something that is desired by others, like lost treasure or stolen mementos. **[Free]**

Predator: The most universal fear on the planet is that of being preyed on. Beasts that Hunger for Prey literally hunt the people they feed on. While Predators don't need to kill to feed, they do need to get their prey in a position where they could easily do so. **[Free]**

Nemesis: Dealing out their own twisted sense of justice to those that commit crimes or other transgressions are how Nemeses fulfill their Hunger for Punishment. Whether they satisfy this through tormenting criminals or punishing something like adultery is up to the Beast to decide. **[Free]**

Ravager: Hunger for Ruin is hunger for destruction and chaos. Ravagers feed by doing things like burning down buildings, destroying cherished belongings, or assassinating people beloved by their community. **[Free]**

Whisper: Those with a Hunger for Secrets feed not just by collecting the secrets of others, but by revealing that they know them, either to the victim or the world at large. **[Free]**

Enabler: The Enablers are Beasts who Hunger for Transgression. They feed by tempting people into violating their beliefs and moral codes. **[Free]**

Starting Location

Roll 1d8 or spend 50cp to choose your starting location. You can choose whether you enter the jump with a past and memories or not.

1. New Jersey Pine Barrens (United States): Home of the Jersey Devil, who just so happens to be the Apex of the region. Nobody is sure who or what the Jersey Devil is however, so you’re going to have to figure that one out yourself. The hive is just as overgrown as the forest itself.

2. Ciudad Juárez (Mexico): Cartel activity has been the perfect cover for a war between werewolves. Recently, the Forsaken have regrouped and are preparing to go on the counterattack against the Pure. Complicating things further, a pair of Heroes with cartel connections known as the Twins have already killed half a dozen Beasts in the last year. The current Apex of the region is Don Alvarez, the leader of the Las Sombras Pure coalition. The heat of the desert permeates the hive.

3. Bombay Beach (United States): A place so small it doesn't even qualify as a town on the edge of the Salton Sea in California. The Salton Sea came into existence do to a salt mine getting flooded. The place was turned into a resort before the water turned toxic. Something sinister lies down in the old mines. No one monster is the current Apex of the hive, but sounds echo within it, especially the sound of water.

4. Adelaide (Australia): This is a very dangerous place for you to be, Jumper. Every supernatural creature that settles in Adelaide mysteriously vanishes within a few months. According to a werewolf trucker who passes through on occasion, a pack that used to live their disappeared with the only hint at what happened being the word BUNYIP carved into a wall. Whatever the true identity of the Bunyip is, it is the Apex. The local hive is is a place of mirages and is crawling with illusionary shadow people.

5. Cape Town (South Africa): A troubled city where supernatural creatures find it relatively easy to take advantage of the desperate and disguise their killings as mundane murders and gang violence. A mortal group made up of criminals, witches, and hunters known as the Multi Men hunt down supernatural creatures to turn into black market medicine. The Apex is a Silver Ladder Acanthus mage known as Grey Man, who heads the local Consilium. Cape Town's hive reeks of tobacco smoke.

6. Philadelphia (United States): A city crawling with hunters, Philadelphia is not dominated by any particular group. The only thing local Beasts know for sure is that the Apex isn't one of their own. It may have something to do with whatever monsters are haunting the sewers, but there is no actual evidence of that. The only hint is the hive Trait, which is the echoing sound of wolf howls. While this could mean a werewolf is the Apex, it could also be related to one of the hunters who helped exterminate the last remaining major werewolf faction back in the 70s. A mage known as the Surveyor and his apprentices constantly update a map that shows which supernatural group controls what territory, and all who know about it are free to make use of it.

7. Tokyo (Japan): A city as densely packed with monsters as it is mortals, the place is also absolutely crawling with Heroes to the point Tokyo Bay is sometimes called "Hero Bay" by local supernatural factions. After a mysterious event known to Beasts as the Dawn of Heroes, their population absolutely swelled. This large population has lead the Heroes to band together in self-policing guilds, meaning members are a bit less destructive than your average Heroes and more likely to survive as well. The Apex of Tokyo is Inoue Akio, the CEO of Hototogisu. Despite just be a ghoul, the local vampires are afraid of him. His connections with the various supernatural groups of Tokyo only enhance the already sizable amount of power he wields as the wealthy head of a corporation. Tokyo's hive is an absolute maze.

8. Free Choice: Choose one of the above locations or anywhere else in the world you may wish to start.

Perks

Perks that match your Family and Hunger cost 50% less, except 100cp perks, which are free.

Anakim

Fear of Hopelessness: Anyone opposing you feels a creeping sense of hopelessness, sapping their morale. This works especially well on people who think you're stronger than them. **[100cp]**

Goliath: It isn't just your Horror that's big, your human body is too. You're over seven feet tall, and either your strength or stamina are superhuman. The other is merely peak human. **[300cp]**

Undeniable Impact: When you desire it, the things you do have a huge impact. Your hits slam into your opponents and objects, doing as much damage as they possibly could. Beyond combat, whether you're trying to make a splash in a social scene or spread your Legend through audacious action, nobody can ignore or dismiss you. **[600cp]**

Eshmaki

Fear of Darkness: You're really good at being sneaky. When it comes to skulking in the shadows, few are better even if you don't take advantage of your supernatural powers. **[100cp]**

Favorite Child: It may seem odd to outsiders why almost every Beast seems to believe the Dark Mother is real. There doesn't seem to be a whole lot of evidence for her existence since she dwells in a place not even Beasts can go without having their identities ground to nothing by the Ecstatic Winds. But for Beasts, her existence is self-evident, as is her love for the Begotten. There isn't a place a Beast can go where they do not feel her presence or hear her speaking to them. Normally, this would not extend to other worlds outside the current cosmology, but now you can bring a little bit of the darkness of this world to others. This means there is no place you can go where you cannot receive your Mother's guidance. When you've truly hit your mental limit and your determination runs dry, she'll always be there to pick you up and reinvigorate you with her love, restoring all your willpower and potentially providing some other benefit, like a new Obcasus Rite. If you're a Hero, the Dark Mother still seems to like you for some ineffable reason. Maybe she loves you, maybe she wants to eat you, but with her, it's probably both. **[300cp]**

That Which Lurks in Darkness: Fear of the dark is often tied into fear of the unknown, and you embody this fact. You're an expert at hiding your identity and become nearly impossible to find if you don't want to be located. If you're a part of a conspiracy that gets blown wide open, you'll have hidden your involvement behind an unnavigateable web of proxies. This is even true if you want to be known by your actions and nothing else, even if they're incredibly blatant and high profile. Your Legend will grow with each audacious action, never having them lead back to you as long as you don't get sloppy. This doesn't help with keeping people from realizing something is happening though. While you may be able to get away with murder, this doesn't help with making it look like a suicide or hiding the body. [**600cp]**

Makara

Fear of the Depths: You're one of the fastest swimmers alive, even ignoring your nature as an aquatic monster. You can hold your breath for nearly five minutes and always know what direction the surface is in, even when deep enough that it isn't obvious. As a final bonus, you never have to worry about getting a fatal case of the bends. **[100cp]**

Master of Paths: Primordial Pathways are useful things. They not only allow you to get into your Lair, but they can also be used to go to other places as long as the conditions are right. The problem is they can be difficult to open. This isn't a problem that you suffer from. While opening a Primordial Pathway still requires the location to resonate with your Lair, actually opening it is as simple as jumping into a river and following the current. Since Incarnate Beasts can already do this, if you ever become one, you can instead create hidden portals between two locations that anyone who shares Family Ties with can see and open. **[300cp]**

Bad Blood: The Makara of Vancouver have a strange trick. They alone can learn a Nightmare called Your Strength is Your Weakness, which lets them temporarily weaken the supernatural abilities of most other monsters, with some not even working at all. While this Nightmare usually doesn't work outside of Vancouver, it does for you against anything that would count as Kin. The better you are at manipulating people, the better it works. Powers and abilities that are usually effortless fail to work at all, while those that take effort are much less effective, sometimes to the point of not even working. Best of all, rather than relying on the strength of your Lair, this abjuration scales based off your own personal power. **[600cp]**

Namtaru

Fear of Revulsion: You aren't grossed out by things anymore, but you are still able to intellectually know if you would be without this perk. Mundane diseases and toxins are much less likely to impair you than normal. In addition, you find it easy to gross people out. Good if you don’t want anyone to talk to you or if you want to scare them away from a location by telling them how gross it is in graphic detail. **[100cp]**

Ugly Like Me: Beasts understand that all monsters are family, and family should stick together. You seem to embody that belief. When it comes to your family, both supernatural and mundane, you never have to worry about your relationships deteriorating. It could be a billion years since you've last seen your sibling, but you'll still remember and care for each other as if it had just been a day. Thanks to your strong bonds, simple misunderstandings and accidental offenses are quickly brushed aside, and even brainwashing will eventually break down. The only way your relationships can be hurt is if either you or the other person makes an active effort to sever the emotional bond between the two of you. This also holds true for your Kinship bonds. While after this jump you can continue to form Family Ties with any supernatural creature you run into, you are not be able to draw on the power of these connections between jumps. Taking this perk makes it so now you'll always be connected. **[300cp]**

Ugly Like You: Other supernatural creatures might scoff when they hear one of the Begotten prattle on about how every monster is descended from the Dark Mother. While some may be in the dark about their origins, others are quite aware of what the ultimate source of their powers are. What they don't understand is that the Dark Mother is a conceptual being. To a creature such as her, being the idea of the mother of monsters and actually giving birth to a monster are one in the same.
In much the same way, a Beast is related to all monsters no matter their origin. It is by this affinity Beasts develop the ability to copy the powers of their cousins through Kinship Nightmares and

abilities. Since a Beast is always a Beast, the ways they can express this relationship is limited. While you have not completely broken free of this limit, you can push it further than most. Normally, the powers you gain aren't able to exceed the power of a standard Nightmare, and the abilities are always relatively minor, like being able to see spirits in Twilight. But now, you are only limited by how strong the ability you're copying is and your own personal power.

Even though you've exceeded your limits, the powers you copy through Kinship are still tied into your nature as a Beast and will be expressed as such. For example, having Family Ties with a Uratha wouldn't let you assume the half-man, half-wolf War Form, but it would allow you to adopt a form with similar powers and capabilities that looks like a hybrid between a monstrous wolf-man and your Horror. Copying a Sin-Eater's bond with their Geist wouldn't suddenly chain a ghost to your soul, but it would allow you to unleash your Horror in a similar manner as Sin-Eater's do their Geist.

Heroes instead gain the ability to take something from the monsters they slay, granting them access to some of their supernatural capabilities. Wearing the skin of a werewolf might grant you its regeneration or the ability to turn into a monstrous wolf. You may allow others to use it as well. **[600cp]**

Ugallu

Fear of Exposure: Harsh conditions and inclement weather are much less of a hindrance for you than other people, and you never seem to get truly lost in mundane environments. **[100cp]**

Monstrous Migration: Beasts can force open any supernatural gate through an act of will as long as they have some understanding of it and their resolve is strong. Not only are you more skilled at opening such gateways, making it about as difficult as turning a doorknob, but you can even see these gates and keep them open as long as you like. Furthermore, by opening a supernatural gateway, you automatically gain basic knowledge about the rules and inhabitants of that place. Forming Family Ties with a native of that realm will also allow you to survive there if the standard conditions of the place would normally be perilous or inhospitable to you. Gates warded by beings more powerful than you may still prove beyond your capability to open, but even they will offer you less trouble than they normally would. **[300cp]**

A Myth That Won't Die: Incarnate Beasts must maintain their Myth to continue to receive the benefits of their elevated state, but such effort is not required from you. Your story and legacy are not ones to be forgotten or erased. Any attempts to do so are quickly seen through or subverted. In this perk's most mundane form, all attempts to suppress such information without your permission fail as people continue to talk about you in secret. Erasing people's memories fail too, as people begin to recall such information shortly after it's removed from their mind. Even using time travel fails to work, as the information continues to circulate as an urban legend without a source, even as it ceases to be literally true. Since a Beast and their Legend are so tightly woven together, these benefits also apply to you. Even better, you can never simply be erased from existence, and if time travel were used to change your past or kill you, you would recall both versions of the event and continue to exist as you are, plus any positive alterations that may have occurred from the temporal changes. This protection even extends to those you care about as long as they've played an important part in the story of your life, even if nobody has heard of them. **[600cp]**

Inugma

Fear of the Other: People fear the Other attempting to infiltrate their society and change it from within. While you may not have much of an advantage on the second one, you're easily able to integrate into new groups, both mundane and supernatural. **[100cp]**

Demagogue: You're an expert at exploiting the biases of others to your advantage. Generating prejudices and spreading hate isn't all that hard when combined with you ability to shift the blame to others. Strangely enough, you can also use this to help convince people that supernatural creatures are just ordinary people, potentially keeping some of your family safe from hunters or even someday creating a future where monsters can live openly with mortals. People may still get mad if a vampire drains someone dry, but most will only blame the guilty vampire and not hold it against vampires as a whole. **[300cp]**

Above Suspicion: There's being a trustworthy individual, and then there's you. Even when caught red-handed doing something you shouldn't, your ability to convince people that it was an accident or a misunderstanding is borderline supernatural. People innately view you as a trustworthy individual and just seem to really, truly, not want to believe that you're acting against them. This is doubly true if you're actually loyal and not just planning to screw them over. **[600cp]**

Talassii

Fear of Confinement: You're good at capturing and imprisoning people against their will. This also makes it harder to keep you trapped, since you’re good at picking up when your jailer makes mistakes. **[100cp]**

Breaking and Entering: Others may think they're safe behind locked doors or while surrounded by guards, but this couldn't be further from the truth. You find it easy to identify and exploit security flaws, meaning nobody is truly safe from you. If you're good at covering your tracks and are stealthy enough, you might even be able to steal someone away without leaving a trace. **[300cp]**

Stockholm Syndrome: What's the best way to trap someone? Making it so they never want to leave. Despite the circumstances and against their better nature, those whom you confine and spend time with find you more likable than they should. Even people who hate you will with time come to view you as a friend as long as you treat them kindly while they're under your "care." Even if they do escape, it won’t be for long. Fate seems to guide those you wish to keep in your life back to you time and time again, even if they never want to see you again. **[600cp]**

Hero

Perspective: In the modern day, Heroes are insane shadows of what they once were, but you no longer have to worry about suffering that fate. Your mental health and self-awareness is rock solid, even when everybody is singing songs about how great you are or when suffering through hardship and torture. **[100cp]**

Cunning Odysseus: It's a sad fact that even ignoring the insanity being a Hero comes with, Heroes are completely outmatched by their more monstrous counterparts. While you may still suffer that burden, your clever and analytical mind makes you a master at evening the odds against stronger opponents. **[200cp]**

Slayer of Monsters: Usually the power of Heroes are both limited to Beasts and fairly weak. While some can push against this limit to an extent with the Kinslayer gift, you are something else entirely. Your Hero powers work on all monsters, no matter their origin, and slaying them always grants you further gifts. Not only that, but the stronger the monster you slay, the more powerful the gift you gain. Post-jump, even if you don't purchase this perk, your gifts will work on non-Beast monsters, but you won't gain new ones from slaying them. Beasts will instead receive new Kinship Nightmares and abilities that they don't need Family Ties to maintain. **[300cp]**

Yes More Heroes: It's really unfair that Incarnate Beasts can just trivially and permanently remove your powers. Let's rectify that. You now have complete immunity to having any of your powers stolen, suppressed, drained, or removed. Not only that, but you can inspire people to follow your example and occasionally run into people with Heroic potential that, with time, you can awaken not through trauma like a Beast, but by building them up. **[400cp]**

More Than a Killer: Something that Heroes strangely share with Beasts is that their powers are on the whole, only good for hurting things. This is no longer true for you or any power you wield. When it comes to power systems that almost only cause death, destruction, corruption, pain and/or suffering, you'll always find some undiscovered capability or technique to use it in a positive way. For Heroes, this takes the form of gifts that allow them to do things like heal others or see into the future. Another example would be if you had pyrokinesis, this would allow you to cure diseases through focused destruction of pathogens and carefully targeted fevers. Furthermore, even the most corruptive and evil magic systems will have safe and benign uses, even if they may be sparse and not reach the same heights of power they normally would. **[500cp]**

The Hero of the Story: Everyone knows how the story is supposed to go. The hero slays the monster and saves the day. As much as Beasts may say they're fighting destiny by flipping the script, it really does feel like the deck is stacked against you every step of the way, and at the end of the day, you were born to job. Not anymore though. You may be a an underdog, but people love an underdog, even a very bland and two dimensional one. And you're going to end this story right. Fate seems to smile on you when fighting an enemy who is more powerful than you. You'll find yourself having lucky breaks, allowing you to foil their tricks and schemes. In combat, your blows will strike harder and truer than they should, and your enemies always seem to whiff. When it comes to the defense of others, you are a truly dangerous foe in combat as you push yourself harder than you thought possible. You won't even be doing your monster-slaying on your own, as worthy companions will flock to your side. The best part is that no matter how much you defy the odds, stronger enemies always seem to underestimate you. **[600cp]**

Tyrant

Intimidating: All Horrors are creatures born of the ancient fears of humanity, but it isn't just the supernatural side of you that's frightening. When you want to be, you're a very scary person who always seems to find the perfect way to make your victims sweat. **[100cp]**

Brood Mother: All Beasts can create lesser versions of their Horrors to serve as minions, but none are more skilled at it then you. Not only are your Horrorspawn unusually obedient and well-behaved, never getting into fights with your Horror or going feral, but spending a lot of time around your Horrorspawn no longer degrades your social connections or makes you hungrier. Better yet, creating them no longer lowers your maximum Satiety, allowing you to keep an unlimited number of them. Now your only limit is keeping them fed, making sure there's enough room in your Lair for them, and securing enough corpses (animal, human, or other) to temporarily give them flesh.

While Beasts basically create an egg in their Lair, Heroes can instead empower animals and turn them into truly worthy companions. Depending on your intent when you do so, they may essentially become Hero animals, or even gain weirder features, like a horse with wings. **[300cp]**

Apex of Power: When it comes to asserting your dominance over others, you're the best. You just have a way of making others feel inferior and weak compared to you. When combined with your truly impressive political and social skills, you will find it easy to crawl your way into positions of power over others. Especially when sometimes if feels like fate itself is providing you opportunities to seize them. **[600cp]**

Collector

Appraiser: You're very good at figuring out the value of objects at a glance, and are not easily fooled by counterfeits. This even applies if the value is only sentimental in nature. **[100cp]**

Antiquarian: You find it easy to safely figure out what a magical artifact may do. Furthermore, you've got a nifty trick that allows you to activate said objects through willpower alone, but only as long as it was created by a supernatural creature and you understand how it works. **[300cp]**

Apex of the Hoard: Valuable objects, both magical and mundane, just seem to find there way to you. Unless you put effort into actually stealing from people (which you are quite good at), most of the valuables that enter your possession are things that no longer have an owner. Sometimes it feels like your Lair is the place all important things that have been lost or forgotten eventually end up. As a creature of legend, there might even be some truth to this. **[600cp]**

Predator

Hunter: You're an excellent hunter. There are few who could match your prowess when it comes to tracking and taking out your prey, be it animal or human. You're not bad at hunting monsters, but you don't have any special knowledge about supernatural prey. **[100cp]**

Hunting Grounds: The number of Chambers a Beast may claim is usually dependent on the strength of their Lair, but that is no longer true for you. You can claim Chambers without having a cool down period, and your Lair can contain an unlimited number of Chambers. Not only that, but they're harder to break than usual if you don't want them destroyed, and their durability increases not just from the power of your Lair, but how powerful you are in general. This increased durability goes double for your Heartchamber. Someday, your soul may become a world unto itself. Heroes gain a Lair, but unless they take Trait-er, they don't possess any Lair Traits of their own. **[300cp]**

Apex of Predation: A predator that can't take down its prey is no predator at all. You are an incredibly deadly fighter, mixing the best aspects of man and Beast. This makes you a master at figuring out which of your powers synergize with each other and when to use them. With your overwhelming might, finely tuned instincts, and mastery of hit-and-run tactics, even an experienced band of Heroes would be hard-pressed to take you down. **[600cp]**

Nemeses

The Judge: People better think twice about attempting to lie to you. You're an excellent judge of character and are not easily deceived. **[100cp]**

Justice Has Been Served: You're good at understanding the rules and laws of society, even the unwritten ones. Furthermore, if you punish someone and feel they really, truly deserve it, you find it surprisingly easy to convince others that they did, including those you punished. **[300cp]**

Apex of Punishment: You perfectly understand your own moral and ethical beliefs, and it's impossible to make you violate them. Your sense of right and wrong is unshakable and cannot be altered against your will. Even when the answer isn't always clear, you're able to navigate morally grey situations in a way that is least reprehensible to you. This still applies even if you're brainwashed, lobotomized, or controlled, allowing you to know on an instinctive level if you're about to do something wrong and restrain yourself from doing it. Unfortunately, this doesn't mean you won't end up in situations where you might be forced into doing so, but no matter the consequences, you could still choose to suffer death or fates worse than it without regretting your decision if you still aren't willing to compromise. You're also a master at sussing out if someone else strays from these values, meaning no one can escape the ever-watchful eye of justice. **[600cp]**

Ravagers

Unknown Suspect: You're really good at escaping from crime scenes without leaving any evidence that would link your crimes back to you, and even when you do, you're pretty good at hiding it. Not only that, but you're good at covering up your crimes by making them look accidental. **[100cp]**

Trait-er: Normally a Beast is limited by the strength of their Lair in however many Lair Traits they can possess, but this limit no longer applies to you. Whenever you claim a location that could conceivably produce a Lair Trait, such as a Chamber created from a meat locker and the Freezing Cold Trait, it will now possess that Trait. You'll both be immune to it and have the ability to impose it on your surroundings as usual, all without the limit on how many you can impose at once. Now if only you had the ability to claim an unlimited amount of Chambers to make the most of it…

Heroes with this can claim Chambers like a Beast can to gain access to new Lair Traits. Without Hunting Grounds, you don't actually get a new Chamber, just the Trait. **[300cp]**

Apex of Ruin: You're a master at identifying and exploiting weak points in buildings, objects, and social structures, allowing you to bring anything large crumbling down. Better yet, you're also excellent at judging if your acts of destruction will blow back on you and those you care about. This comes with a talent for predicting any other potential unintended consequences such actions might have. **[600cp]**

Whisperers

Gumshoe: When it comes to investigating things, you're good enough to be a private eye or a crime scene investigator. **[100cp]**

Obcasus Ritemaster: You start with an extensive knowledge of Obcasus Rites. Normally a Beast can only know a limited number of them at a time, but this limit no longer applies to you. While all Beasts can potentially devise new ones through a lot of research and study, most find it easier to

commune with the Dark Mother for such occult knowledge. Either through some unique understanding of the Primordial Dream or a blessing of the Dark Mother, you've figured out a way to devise new Obcasus Rites through the study of other ritual magic practiced by supernatural creatures, and can even convert these practices into Obcasus Rites through your own understanding. While whatever you create will always follow the same rules as other Obcasus Rites (such as requiring a Temple you've Consecrated, finding it easier the higher the quality the ritual tools you have, and with the assistance of cult members and other supernatural creatures), who knows what you could develop by studying the Rites of the Uratha or vampiric blood magic, let alone the reality twisting workings of the Wise. This also allows you to convert any ritual magic you may already know into Obcasus Rites, letting you teach them to other Beasts.

For Heroes, whether you get Obcasus rites or some weird Hero equivalent that involves the Bright Dream is up to you. **[300cp]**

Apex of Secrets: No secret is truly impossible for you to discover as long as you remain persistent. Even when not putting in the effort, important and obscure secrets involving the supernatural and things that can benefit you in some way have a habit of falling right into your lap. Secrets are only secret if known only by a few, so you don't have to worry about others finding out you know things you really shouldn't as long as you're not a complete blabbermouth. **[600cp]**

Enablers

What the People Want: You're a master at figuring out people's motives and desires. With the proper social skills, you'll find it easy to manipulate others. **[100cp]**

Primordial Cult of Personality: You have a certain charisma about you. Even if you're not the best socially, you find it surprisingly easy to form cults and secret societies. Making sure your minions are happy and loyal is a breeze for you. **[300cp]**

Apex of Transgression: You're the preverbal devil on the shoulder. Not only are you an amazing tempter, but you're a master at manipulation and instilling new temptations into other people. Turning someone into a cannibal has never been easier. If you wanted to use this skill for good, you also find yourself surprisingly adroit at appealing to the better nature of even the selfish and cruel. **[600cp]**

Generic Perks

Legend: Every Beast and Hero has a Legend, which represents the monstrous urges that drive them. While Beasts can increase the strength of their Lair by fulfilling their Legend in a way that spreads knowledge of their existence, both them and Heroes have the more immediate benefit of it reaffirming their sense of self. Indulging your Legend will refresh your willpower and focus. Doing so has to endanger you or risk driving people you care about away, but nothing too unmanageable. Doing so when it would be a huge risk though will completely restore any loss of drive you may currently be suffering from. Legends can be summed up in one word, like Relentless, Judgmental, or Watchful. **[Mandatory]**

Life: Life represents a Beast or Hero's ties to their humanity. Much like Legends, indulging in your Life is reaffirming and restores your willpower. The more dangerous it is to indulge in your life, the more of a benefit you gain. Unfortunately, you can only benefit from your Life in situations involving the supernatural where your humanity might be a liability. A Life can be summed up by a single word, such as Shy, Loyal, or Selfless. **[Mandatory]**

Alternate Identity: While you may not be an amazing actor, you are very good at keeping your monster life and human lives separate from each other, possibly even down to the way you stand and speak when playing the appropriate role. Presuming things don't get too crazy, you'll be able to keep your human family from realizing you're a monster and make it slightly harder for your supernatural enemies to track them down. **[50cp]**

Self-Control: While Beasts don't suffer from anything like Frenzy or Torment like some of their more volatile cousins, they do tend to become more feral when they're particularly hungry and sluggish when they're too full. You've mastered your more Bestial tendencies, making it so your Horror's instincts will never effect your behavior or decision making skills. This applies to any other instinct-driven behavior you may suffer from in the future. While this won't prevent them from overwhelming you if they're too strong, it will still help you maintain a little more control over yourself than is normal. **[50cp]**

Specialty: Pick a fairly broad skill like athletics, academics, or occult knowledge. You have a specialty in some minor aspect of that skill. If you know how to fight, you might be at your best in your Horror form, or if you're a talented performer in general, you can be a bit better at singing when compared to playing an instrument. This can push you from being good to great in whatever specialty you choose, but it won't bump you up from being a good runner to being an Olympic level one or anything. This perk can be taken multiple time. **[50cp]**

Striking Looks: Many monsters are known for their great beauty or terrifying appearance, and you're no different. While nothing about the way you look is inhuman, you'll definitely be turning heads. Whether that is towards or away from you is up to you. **[50cp]**

Followers: While mortals don't like you any more than usual, you find it unusually easy to recruit them for whatever cause you're championing. This does not guarantee they'll be very enthusiastic, and anyone you don't win over through your natural charisma are likely to bail when things get dangerous or goes against strongly held beliefs. **[50cp, Free: Heroes]**

Thicker Than Water: Beasts aren't the only ones that can sense the bonds of family. Monsters just instinctively feel at ease around you, making them friendlier and easier to persuade. It won't stop you from making enemies, but it will make it easier to make friends. **[100cp, Free: Beasts]**

Fast Food: Whether to fill your human belly our your Horror's, you have a habit of running into appropriate sources of food when you're hungry. This applies to all forms of subsistence, so if you're ever a vampire, you'll always be able to find a convenient neck to suck with only a little bit of searching.

While they still gain the usual benefits of this perk, Heroes find it a lot easier to track Beasts through the ripples they leave in the Dream, especially when feeding. Post-jump, your Heroic Tracking will work on any monster. **[100cp]**

Teaching Lessons: While for most Beasts, teaching lessons is just an excuse to justify feeding on humans, you're actually pretty good at it. Not only are you great at finding ways to feed that actually help people become better, whether morally or at surviving, but you also find it easy to

learn life lessons from living through frightening and traumatic situations. When it comes to you and your victims, what doesn't kill you really does make you stronger. **[100cp]**

Adoption: You've found a means to send a mortal on a traumatic dream-quest, allowing them to awaken to supernatural power. This not only makes them eligible for Family Ties or undergoing the Devouring if they weren't already, it also grants them minor psychic powers, such as psychometry, biokinesis, or telepathy. **[200cp]**

Legendary Perks: Beasts can make their mundane traits into something more thanks to their connection to the Primordial Dream. Every specific, non-supernatural trait you've reached your full potential at is now supernaturally better. If you're good at noticing ambushes, you now have a danger sense. If you had an eidetic memory, you can now analyze every memory as if you were currently there. If you were beautiful, now you're so beautiful that its iconic and the example others would think of when imagining an ideal beautiful person. If you were famous, almost every human on Earth would know who you are, and the effect of your reputation would be straight up mind control. **[200cp]**

Ravenous: Unlike most supernatural creatures in this world who have some limit on how much of their power source they can spend at one time, Beasts have no limit on how much Satiety they can burn through in a single moment. Now, the same is true for all your supernatural power sources. While this doesn't grant you any more power than you'd usually have or allow it to regenerate quicker, there is now no cap on how much supernatural fuel you can spend, as long as the source isn't infinite. **[300cp, Discount: non-Beast, non-Hero companions]**

Items and Places

You may choose to discount two items at each price level as long as it does not already have a discount. Discounted items that are priced at 100cp or less are instead free. In addition, you gain an extra +300cp that can only be spent on items and companions. You may also freely import similar items or places into the options below.

The Chronicles of Darkness: You gain a copy of every single Chronicles of Darkness book ever printed in both physical and digital form. This includes Storyteller's Vault books and the never printed Beast Storyteller's Guide, which will help if you decide you want to run a Beast game for whatever reason. Even if you don't plan to run any games whatsoever, there is a bunch of valuable information that might prove relevant to the jump. **[50cp]**

Resources: Cold, hard cash. Each purchase gives you the equivalent of 20,000 dollars. You will receive more money at the start of every jump. **[50cp]**

Mechanical Figurine: You gain a master craft figurine in the form of an angel or demon. It looks rather biomechanical for some reason, but is undeniably a work of art. Some form of occult physics allows it to make a preset series of movements when a hidden button is pushed. It does not have an obvious source of power. **[50cp]**

Free Internet: You start with a way to connect to the internet from your Lair. **[50cp, Beast/Hero with Hunting Grounds only]**

Contacts: Choose a group such as the police, journalists, artists, or something else along those lines. You'll either start out in contact with or soon meet someone who is a part of that group who is willing to give you information that may prove useful to you. While they usually won't ask for

anything in return, they will ask you for a favor or two if you ask them for information that requires a lot of effort or risk for them to find out, and depending on whatever community or organization they are a part of, they likely won't be willing to betray their colleagues either. This is true in every future jump as well. If you travel to a world where a Contact would be unlikely to exist, you will instead be in contact with a close fitting alternative. Each purchase grants you a contact in a new group. **[50cp]**

Armory: You now own a lot of weapons and bomb making materials. While mundane, it's always good to be armed, and bombs are useful for softening up Beasts before you go in for the kill. **[100cp]**

Chosen Blade: Many Heroes have a gift that makes one weapon special to them, and you're starting with it. Heroes delude themselves into thinking the weapon is innately special, but you don't necessarily suffer from that. The benefits of this gift are nothing too impressive. It's a bit easier to wield though. Melee weapons feel lighter in your hands, while ranged weapons can shoot a smidge further. Whatever your Chosen Blade is though, it is of particularly high quality and always somehow finds its way back to you if lost. For an extra 200cp, you've truly stumbled onto something special. The other benefits to being a Chosen Blade are not only enhanced, but your weapon is also indestructible and counts as a universal Anathema to supernatural creatures, dealing grievous harm to them if struck by it. **[100cp/300cp, Free/Discount: Hero]**

Grimoire: Contained within the pages of this book are a record of notable supernatural creatures and the things they've done. Think of it as a cross between a family tree and a local history book. While this information is not all that relevant outside your starting location, you find it surprisingly easy to write down anything you learn into this book, making it a breeze to keep up to date for even the crummiest writers as long as you're diligent. It will also update to include the supernatural history of whatever location you start at in future jumps, ensuring that you're never completely out of the loop. Not only is this an invaluable resource for any Heroes and hunters who may get a hold of it, but Beasts who incorporate a grimiore of the local hive into their Obcasus Rites will find them a bit easier to pull off. **[100cp]**

Licensing Agreement: You've made a business deal with a hob seamstress that left you both happy. The hobgoblin creates merchandise based off the likeness of your Horror (or just you if you're a Hero), and in exchange, you can have as much as you want for free. Apparently, the functionally limitless Fae who dwell in Arcadia can't get enough of the stuff. Free merch is nice, but the real value if you have a head for business is in solidifying your Legend in the public conscious. **[100cp]**

Safe Place: A discrete and deceptively defensible location you can choose to either make your home or keep as a safe house. If you ever lose access to it for whatever reason, you'll soon find a new one you can make use of. **[100cp]**

Connected Lair: All properties you can import into jumps automatically get Chambers associated with them, even ones you acquire in the future. If you have a limit on the amount of Chambers you can have, they don't count towards it. **[100cp, Beast/Hero with Hunting Grounds only]**

Cosmic Lairhouse: Your Cosmic Warehouse counts as a Chamber of your Lair (or multiple Chambers depending on what other upgrades you may have for it) in all ways that are positive with none of the weaknesses. This means you can always enter it from a Burrow or use it as an easy way into your Lair, but if your Warehouse is normally inaccessible to other people when closed, they still won't be able to enter it. Of course your Warehouse is still indestructible, so you don't have to worry about it being collapsed. This also makes it so purchases such as Well-Stocked Lair and Vast Lair apply to both your Lair and Warehouse. **[100cp, Beast/Hero with Hunting Grounds only]**

Broodchamber: Somehow, your Lair produced a new kind of Chamber connected directly to your Heartchamber. In this Chamber, your Horror can produce eggs that will hatch into larval Horrors that share your Family. These eggs aren't necessarily produced like an animal's would be, or even look like eggs. For example, a covetous king Horror may have a vault as his Broodchamber where he produces treasures that contain larval Horrors by searching through his collection until he finds one, even if that particular treasure wasn't there moments before. The Broodchamber naturally produces one a week unless you will it not to, but you can spend Satiety to produce more eggs if need be.

If you're a Hero and lack the Hunting Grounds perk, you get a Chamber connected to your Warehouse containing an egg-laying Horror of a Family of your choice. It will still produce one egg a week, but will not be able to produce more unless you find some way to feed it. Further purchases are possible for both Beasts and Heroes, with further purchases granting new Broodchambers dedicated to other Families connected to either your Lair or Warehouse. **[300cp]**

Well-Stocked Lair: This provides you with servants and stuff your human half might need to survive, like material food. Servants can't normally leave unless projected like a Lair Trait. If removed and not consumed, objects will tend to last for a few days before fading out of existence. This can be added to your Warehouse rather than your Lair if you so choose. **[300cp]**

Vast Lair: Chambers are often roomy, but maybe you want even more space. This purchase causes your Chambers and Burrows to become huge and labyrinthian, while also making them more durable and take longer to destroy. For those uninvited, it takes at least half an hour to traverse one as they get tangled up, lost, and twisted in on themselves. This can instead be added to your Warehouse to triple it in size if you want. **[300cp]**

Obligatory Goth Nightclub: While not necessarily a club, this business is a popular social space that is open late into the night. It is frequently patronized by vampires looking for a meal. Lucky for you, every patron that gets fed on from a vampire never seems to come to permanent harm. Your business is viewed as neutral ground by the local vampire population, and the regulars are very well-disposed to you. The kind of vampire this place attracts depends on the jump, but jumps that have no vampires still manage to attract Requiem vampires, somehow. It’s up to you whether the staff becomes followers or you get new staff in later jumps. **[300cp]**

Library of the Wise: Through luck or possibly connections to the Athenaeum of the Dark Mother, you've come into the possession of a massive store of information gathered by a member of the Mysterium. It contains detailed information on the various supernatural creatures and places in this world and any you visit in the future. If you dig through its contents, you may discover the occasional something the previous owner took interest in (or would of in future worlds), but never got a chance to investigate. Who knows what you could learn or gain from following up on these clues? The library differs from the grimoire in that it doesn't hold a lot of specific information about local monsters unless they're historically famous or incredibly influential. **[300cp]**

Heart of Flux: The twisted magnum opus of a Centimani, the Heart of Flux is a special Athanor created from the heart and Azoth of another Centimani. Besides from the occasional heartbeat, it is usually inactive unless an electrical current is run through it. The heart will begin beating more rapidly as it produces Pyros and a room sized Wasteland. This Wasteland will build in intensity until after a minute, it produces a Firestorm that warps the flesh of Prometheans and Pandorans, but only causes minor harm to other creatures. More importantly, any dead flesh laying within the area will spontaneously mutate into Pandorans. Curiously though, if Pandorans are within about ten feet of

the Heart, all excess Pyros will be fed into them and the Wasteland will not increase in intensity until they are full of the stuff. Even stranger, Pandorans seem to be afraid to touch the thing despite it being full of tasty Pyros. They're surprisingly docile for Pandorans and you might be able to tame them, especially if you have any Centimani or Pandoran Kinship abilities. **[300cp]**

Monster Pot: The hieroglyphs adorning this huge copper pot reveal it to be more than simple cookware. By mixing various animal parts in it while whispering the name of someone, you can form a chimerical abomination known as an Amkhata to hunt them down. Amkhata are naturally physical, but require something called Sekhem to maintain their existence. If they run out of Essence gained from it, they'll violently be reduced to an ephemeral state. Any ghosts nearby when this happens will be temporarily solidified, and on rare occasions, normally physical people will become ephemeral. Amkhata can gain Sekhem from passively absorbing it from Relics like the copper pot, or through the consumption of a human heart. Different animal parts grant different powers and capabilities.

The Amkhata created by the pot are particularly strong and will tirelessly hunt down whoever was named during its creation. This comes with a curse however. If one fails to consume the heart of its target before running out of Essence, it will target its creator instead. Success doesn't undo the curse though, it just averts a worst-case scenario. Even if your Amkhata manages to kill its target, you have no means to control the Amkhata and it will return to the pot to feed from it above all other sources of Sekhem. If there isn't enough to go around and you can't provide an alternative, they will become violent and might blame you. This isn't really a problem as long as only one of them sticks around though. The Amkhata will make all supernatural powers used in the area the pot is kept more likely to fail spectacularly by turning it into unhallowed ground, so keep it some place that won't be a problem. Still, with how well-disposed supernatural creatures are to Beasts, you may be able to tame the Amkhata you create as long as you keep them fed. **[300cp]**

Locus: This grants you possession of a powerful Locus of a spiritual resonance of your choice, defaulting to fear, along with the several miles of Shadow around it. Local werewolves may have a problem with you if they learn you have this without the backing of a pack of your own. The Locus can also be used to enter the Shadow. The local spirits recognize you as the owner of the Locus and are well disposed to you, especially if you let them feed from it.

Do to the Shadow not always perfectly matching up with the material world, you can also choose for any of your other properties to have a reflection in it, with shortcuts leading to your Locus Shadow-side no matter how distant they are from it in the material. Owning a weak point in the Gauntlet won't do you any good without a Shadow, so this grants you access to whatever spirit world may exist in future worlds as well by traveling outside your territory. In universes without spirit worlds, this creates a copy of the Shadow, but everything beyond your territory is a wasteland devoid of Essence known as a Barren. It will begin to very slowly populate with spirits over time as Essence begins to trickle through from the material world. **[600cp]**

Faerie Gate: You have come into possession of a portal to the psychoactive realm known as the Hedge. It can take many forms, such as a stone archway or ring of mushrooms. The thorns of the Hedge tear at the soul and are full of dangers, but luckily Beasts can manipulate the Hedge much like changelings and the True Fae do, so it shouldn’t be too much of an issue. The portal opens near an abandoned Hollow with an overgrown garden you can claim as your own. Although it is a bit of a fixer upper, the garden here is perfect for growing any goblin fruit you may find.

Not too far from the Hollow is a Goblin Market known as the Midnight Bazaar, which appears every New Moon. There, you can trade with the local hobs for various strange and wondrous things. You can import this into future jumps, which allows you to always have access to your Hollow, a

few dozen miles of Hedge, and the Goblin Market every new moon. It starts out home to a few weak hobgoblins and an assortment of common goblin fruit, but hobs sometimes come and go with the Midnight Bizarre, meaning that the place is never empty. There is also always at least one goblin king in your neck of the Hedge who you can cut deals with. This place also grants access to the Bastions of dreamers in the area, allowing you to use Skeleton Key to enter their dreams. **[600cp]**

Avernian Gate: You've been granted a gate to the Underworld. On the other side is a Dead Dominion with laws that are favorable to you. This Dead Dominion is connected to whatever underworld may exist in future jumps. The Kerberos likes you, but is neither a follower or companion, they just manage the Dominion. If no land of the dead exists in a future jump, it instead creates one similar to the CofD Underworld, although it is empty of creatures beyond chthonic things that were never truly alive and the Kerberoi who maintain the Old Laws for when ghosts start showing up. **[600cp]**

Web of Family: You're now a prominent member of a charity that champions some sort of cause. Of course that is all a front. Some of the other members are former mortals who underwent something known as the Divergence. Long story short, they're people who underwent some sort of procedure that broke their soul and granted them power. Their need to belong to something greater makes them great super soldiers, so various shady groups try and create or capture more of them to use as pawns. The real mission of the charity is to find these people, protect them, and grant them a new life where they can choose to go to ground or provide them the resources needed to fight for their own ideals. The people who join your organization aren't companions, but you'll be an important member of similar organizations in future jumps. If a world lacks appropriate recruits, you'll still occasionally find people who have undergone the Divergence who need your help.

If you just wanted to use them as pawns, I can instead hook you up with some associates who are a bit more morally flexible. **[600cp]**

The Primordial Dream: While you would ordinarily continue to possess the ability to use powers that require the Primordial Dream to exist, such as the creation of Chambers and having Kinship with monsters, this assures that in all future worlds, you won't lose access to the Primordial Dream. It will connect to other collective unconsciousness that humans may be a part of in future worlds, but will otherwise exist independently in dimensions that don't feature them. As a little gift from Jump-chan, the Primordial Dream will be made difficult to locate and hidden behind the Mists without your guidance to protect your Lair from being put into immediately hostile situations in universes where such places aren't the kind of place you want to be. **[600cp, Discount: Beasts]**

Bright Dream: The Bright Dream is the collective human unconscious. Any ideas that were communicated between at least two people at some point exist here, even if it was forgotten long ago. The more well-known something is, the stronger it and things related to it become. Some places that exist are archetypical, like Metropolis, a city that is essentially all cities at once. If you wanted to visit Metropolis from DC to hang out with the idea of Superman, you can do that too. Travel between various realms involves finding connections between the two and following them. For example the various iterations of DC's Metropolis may be fictional, but they would still be connected to the archtypical Metropolis, and possibly an archtypical DC Metropolis too. Realms based off universal human concepts like death connect to almost every realm. Every jump you travel to where a collective human unconscious exists will have the various realms and ideas in the Bright Dream added to them, and universes without one will have the Bright Dream exist instead and will have its unique ideas added to it. [**600cp, Discount: Heroes]**

Companions and Followers

The Brood: You know the routine. You can import or create up to 8 companions. Because I'm feeling generous, they start with 3 times the cp you invest into this option, up to a maximum of 900cp. Since Beast is a bare bones crossover game that was never meant to stand on its own, you may instead choose to import or create companions who are non-Beast supernaturals. They gain an appropriate Family and Hunger, but their perks take a form more appropriate for their supernatural type and they do not get Thicker Than Water for free. One example is a werewolf with Obcasus Ritemaster would instead start out knowing many common werewolf Rites and be a prodigy when it comes to learning and developing new ones. **[Variable]**

Family Reunion: Is there already someone in this world that you're interested in, like Marquise Tistresse, Bugman, or even Skinner Wolf for some insane reason? For 50cp, you are guaranteed to run into them at least once, and to make a good first impression too. You'll still have to convince them to come along, but this option will grease the wheels a little. The only limitation is you may not choose characters who are on the level of an Incarnate Beast or stronger. **[50cp]**

The Cult: You have a loyal primordial cult. Your Herald counts as a follower and comes with you between jumps (unless you choose otherwise for some reason), but the members change every time you jump and are drawn from whatever universe you are reborn into. People with minor supernatural abilities who may prove useful to you find their way into your cult with surprising regularity as long as you're attentive to the needs of your minions. The form of their devotion depends on your own desires. If you want to be worshiped as a god, you'll attract people who idolize you. If you'd rather be seen as a gang leader, loyal thugs will flock to your gang. Unlike most companion options, your companions can purchase this as well. Non-Beasts don't gain a Herald, but they do gain something equivalent, like a vampire might have their Herald instead be the head of a ghoul family. You may import other followers into your cult if you so choose. **[100cp]**

Incarnates

Incarnate Beasts are the strongest of their kind. Powerful Beasts can achieve this elevated state by spreading their Legend far and wide, subverting a Hero's Legend, or becoming the undisputed Apex of a region to elevate their Legend into a Myth. The two Beasts available her are some of the most successful of their kind. While you could track them down and convince them to teach you without purchasing them here, they won't be willing to leave with you. These options let you start out as a part of their brood, or just their student if you'd prefer. While for the duration of this jump they won't always be there to bail you out of a jam, they are always willing to give you sage wisdom born from centuries of experience to allow you to both succeed as a Beast and at life. If purchased, they don't have to worry about losing their Incarnate status in universes where their Myths don't exist.

The Old Man of the Mountains: One of the oldest, wisest, and most famous Incarnates in the world, and for good reason. An Incarnate can only maintain their power as long as their Myth endures, and his is laid on a rock solid foundation. Every year, books and movies are made about him, and merch bearing his image is sold. Younger Beasts have been known to seek him out to learn his secrets, but few have ever found him do to his elusive nature and tendency to wander. The most reliable place to find him is at his cabin near Lake Chelan in Washington state. Those that do succeed in locating him are taught how to build a Myth that will stand the test of time. He's gone by many names. Those that are close to the Incarnate call him the Old Man, but you know of him as Bigfoot. **[150cp]**

Our Lady of the Waters: Elder Sister is another famous monster known by many names. Her Lair links to different bodies of water all over the world. This allows her and her brood of disciples to on occasion meet up with her favorite brother and his brood at Lake Chelan. Much like the Old Man, she too can teach you to build a nearly indestructible Myth. While most call her Elder Sister, you and her brood are allowed to call her by one of her other names, such as Nessie or Champ. **[150cp]**

Heroes need not apply.

Drawbacks

There is no limit on the number of drawbacks you may take. Just makes sure you don't bite off more than you can chew. This is an unforgiving world after all. Do to their weakness, Heroes gain +100cp if they take certain drawbacks.

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New Character: If you've been to the Chronicles of Darkness setting before, you can choose for whatever events that occurred there to have happened in this jump too. **[+0cp]**

Homecoming: If you preferred the pre-rewrite draft where Beasts were just horrible trauma monsters and not abusers who tell you they're hurting you for your own good, this is the option for you. **[+0cp]**

Toolbox Setting: Chronicles of Darkness was conceived of as a toolbox setting where not all of the splats necessarily exist in the same world, even if Beast by default assumes that everything is true. This option allows you to choose which parts of non-Beast books and/or splats are canon, and which aren't. However, you cannot purchase things that you declare non-canon, like Hedge Gate when there is no Hedge. **[+0cp]**

Dark Eras: You may choose to start your jump at any time period between 5500 BC and the modern day. This cannot be taken with Monster in the Mirror **[+0cp]**

Fan: The Splat: If you are a fan of a fan game, such as Princess, Leviathan, or Exalted Vs. Chronicles of Darkness, you can make it canon to your jump. This also includes content from the Storyteller's Vault. **[+0cp]**

Monster in the Mirror: The life you end up with is now the CofD equivalent of your old life before you started jumping, adjusted so the purchases you made in this jump make at least some amount of sense. Your starting location is changed to the appropriate location and your age determines when in your life the jump takes place. Of course, this means you cannot start at an age older than you were before you left. **[+0cp]**

Guess Who's Coming to Dinner? (Beast Only): Since you have the option to feed through means other than traumatizing mortals, you've sworn off feeding on fear. For the rest of the jump, you may only willingly satisfy your Hunger through Family Dinner. **[+100cp]**

I'm a Humanitarian (Beast Only): Unlike other Beasts, you have no other means to sate your Hunger other than terrorizing mortals. Incompatible with Guess Who's Coming to Dinner? **[+100cp]**

The Hunger (Beast Only): For some reason, your Horror is particularly gluttonous, forcing you to feed twice as often as normal. **[+100cp]**

Abuse Apologia Simulator: For the next ten years, you're going to use and abuse everyone in your life, all the while telling them it's for their own good. You really are a monster, aren't you? **[+100cp]**

What Are You Even Supposed to Do in Beast?: Without the crossover elements, Beast can be a pretty dull game. Heroes are laughably weak compared to Beasts, and the only other antagonists you have are mortals, Insatiables, other Beasts, and the occasional ephemeral being. Instead, why not try meeting all the stranger branches on the monster family tree? Besides from the usual crossover stuff, you'll also constantly find yourself stumbling into new situations involving strange monsters. While you may have heard of some from folklore and urban legends, many of them are things you've never seen before. If you're already familiar with the Chronicles of Darkness setting, this option will help keep you on your toes. **[+100cp]**

Anything for Family: Family is important to Beasts, and that is doubly true for you. Unless you have good reason not to, such as extreme danger our moral objections, you're likely to help out any supernatural being who asks for it without any expectation of compensation beyond a simple thank you. **[+100cp]**

Black Sheep of the Family (Beast Only): Beasts are just innately likable to other supernatural creatures, but this isn't true in your case. While they won't necessarily be hostile, you find yourself treated like any other outsider by supernatural communities. **[+100cp]**

Family Feud: Choose a kind of playable supernatural creature. For some reason, you struggle to get along with that kind of monster. While violence isn't inevitable, something about you and the other type of creature just rubs you both the wrong way, and you find yourself stepping on each other's toes with surprising regularity. This is true even if they're normally rare, such as in the case of Prometheans and mummies. This drawback can be chosen multiple times, with each purchase applying to another playable supernatural creature. **[+100cp]**

Without Purpose (Beast Only): So, of course, you must make yourself a purpose. It is terrible not to have a purpose. It is death. For the next 10 years, you will saddled with a deep sense that nothing you do matters, and that your life is without meaning. While monstrous instincts usually takes the edge off the guilt and horror you might ordinarily feel from feeding, now every time you satisfy your Hunger, you feel the soul-crushing weight of knowing that you're victimizing people for selfish reasons, and hanging out with Kin just reminds you that there isn't a place in this world for your kind anymore. **[+100cp]**

The Butt of a Cosmic Joke (Hero Only): Most Heroes are too obsessed with themselves to realize how inferior they are to Beasts. While there can be nobility in fighting an enemy who is stronger than you, this is undermined by how suicidally stupid Heroes tend to be. For your entire time here, you will suffer from deep depression, and the knowledge that your only purpose is to suck, die, and humiliate yourself to build Beasts up will eat you alive. **[+100cp]**

Age of Heroes (Beasts Only): Normally, Beasts outmatch Heroes by an absurd degree. This frankly unfair state of affairs is no longer true for your enemies. Any Heroes who come for your head have been empowered to match the capabilities of a Beast. They're also a lot better at not committing suicide by monster, so you can expect them to have more experience than average too. **[+200cp]**

Hero Magnet: You're going to spend the next ten years constantly being hounded by Heroes. Not a week goes by without some wannabe Beowulf attempting to jump you or torment your friends and family in an attempt to isolate or lure you out. If you think being a Hero will save you from this drawback, think again. Other Heroes see you as a rival who has to be stomped out at all costs so you can't steal their thunder. While Heroes tend to be individually weak, enough of them will run any Beast ragged, and it does nothing to stop the anguish caused by a loved one being hurt. Hope you have a good way to dispose of all the bodies. Heroes gain an extra +100cp for taking this drawback. **[+200cp/+300cp]**

Endless Hunger and Bottomless Hatred: Normally, a larval Horror must first form a Heartchamber before consuming the soul of a deep dreamer, turning them into a Beast and causing the Horror to become defined by the fears of humanity. Some skip this step though and immediately jump into a host, essentially becoming a Beast with none of the humanity. Doing this prevents them from ever forming a Lair and causes the Primordial Dream to reject them, generating a sort of Schism that drives nearby people mad. They are born from the world's fear and are often more like living natural disasters than anything. Insatiables hate Beasts for being rejected by the Dark Mother and their love of tormenting the Begotten is only exceeded by their desire to feed. Insatiables are quite good at it too, thanks to wielding powers known as Esurients that are unique to them. You now run into these rare monsters a lot more often then you really should, so have fun. Heroes gain an extra +100cp for taking this drawback. **[+200cp/+300cp]**

The Ultimate Badass: Beast was designed as a crossover game, so why not have the ultimate crossover antagonist? If there is a minor template, he's got a decent chance of having it, even when it should be impossible. As an experienced Possessed fae-touched Wolf-Blooded Proximus wolf Skinthief ghoul slasher Hero, the sheer breathe of his power is staggering. Bitter about never going through the First Change, he has found a ritual that will allow him to become a monster without equal by stealing your place in Jumpchain. For the rest of your time here, he will prove impossible to permanently kill or imprison, always finding a way to come back with some scheme or new source of power to take you out. For some reason, upon completion of this jump, Jump-chan will reward you with an ashtray as a souvenir. How strange. Heroes gain an extra +100cp for taking this drawback. **[+200cp/+300cp]**

Sympathy for the Cyber-Devil, Rage Against the God-Machine: The angels and demons of the God-Machine are some of the few creatures this side of the Mother's Land who are not Kin to Beasts. This, combined with how much Infrastructure goes into hiding the G-M and its creation's existence means that a Beast is unlikely to ever get tangled up in the covert war between demons and their creator. While they still aren't Kin, you find yourself mixed up in the affairs of demons and the God-Machine with frightening regularity. Be it through stumbling your way into restricted Infrastructure or compromising a demon's Cover, you're going to find yourself in the middle of a cold war you're not equipped to navigate. Heroes gain an extra +100cp for taking this drawback. **[+200cp/+300cp]**

The Boogeyman (Beast Only): While Beast: The Primordial plays up that the Begotten are mythological monsters, at the end of the day, that isn't exactly true. Despite all the allusions to it, like being a monster that feeds on fear and having an innate ability called Under the Bed, the game line seems afraid to admit that it is really about boogeymen. But that's what you are Jumper, and it's time for you to accept that. For +200cp, you and your imported Beast companions lose access to all out of universe items and powers that do not involve you being that which goes bump in the night. Powers and items that make you better at acting the part are fine, but any that exceed your Beast powers in strength will be weakened. For example, you are free to continue wielding powers that make you spookier, let you wield fear as a weapon, or allow you to exploit horror movie tropes when used to play the part of the monster, but all other kinds of powers are off limits.

Examples of items you may continue to use are property meant to serve as the hunting grounds for a killer, an unnaturally terrifying mask, or a favored murder weapon. For +300cp, you are limited to what powers and items you've purchased in this jump. **[+200cp/+300cp]**

A Battle of Myth and Legend: At some point, you're going to draw the ire of a powerful Incarnate who sees you as a threat to maintaining his Myth. He is very cunning, careful, savvy, and connected enough to turn entire supernatural communities against you, and strong enough to slay a brood of experienced Beasts. Your only saving grace is he prefers avoiding too much attention by drawing mortals into the crossfire, and thanks to his Myth, prefers to attack from indirect angles. From his perspective, the ideal circumstances is if you know his reputation and nothing else. While you won't have to face him in combat for a few years at least, he will come for you personally if all of his scheming fails to work. Luckily, this does give you plenty of time to prepare. Don't bother looking for him, as you won't find him unless he wants you to. By the time that happens, maybe you'll be strong enough to win. Heroes gain an extra +200cp for taking this drawback, because they have to worry about No More Heroes removing their gifts. **[+200cp/+400cp]**

The Conqueror Worm: Beware Jumper, for one of the most powerful of the True Fae has set his sights on you. Unlike most of his kind, Dzarûmazh spends much of his time in the world of mortals in order to find some means to forge a Contract with iron. This dragon has laid waste to many a Freehold in his quest, and now he believes that your corpse is the key. While in the guise of the human Dorian Hargrave, he has innumerable allies and contacts, and a staggering amount of wealth at his disposal. Somehow, he always manages to leverage this to even the odds against you. The temporal power he wields while pretending to be mortal is paltry compared to his true draconic majesty. Somehow, Dzarûmazh has broken the limits most of the Gentry are under, allowing him to manifest his full physical power as one of the True Fae outside of Arcadia. His true form is that of a nearly indestructible, trailer-sized dragon with the power to single-handily fight a Freehold, but with a bit of Glamour, he can grow even larger. Luckily for you, a piece of cold iron is slowly making its way towards his heart. If he permanently kills you, he will successfully forge the Contract of Iron. If he fails to kill you and is not killed himself, he will drop dead a day before the jump ends. Heroes gain an extra +100cp for taking this drawback. **[+300cp/+400cp]**

Sibling Rivalry: Your big brothers and sisters have a bone to pick with you. For the next ten years, you will have constant run-ins with the Geryo. These powerful not-spirits of the hunt are the children of Father Wolf and the Dark Mother, and they hold an undying grudge towards the Begotten and Uratha that they plan to take out on you. They are pretty much Uratha/Horror hybrids, allowing them to wield the power of Gifts and the ability to twist the world around them in a similar way that a Beast can with their Lair Traits. Some can even use Nightmares. Being hunted by Rank 3-5 monsters may seem bad enough, but it gets worse. As they are not true spirits, powers that effect spirits do not work on them, and there is a decent chance that the same holds true for anything that would affect Dreamborn as well. Worst of all though, there is no confirmed way to permanently kill one, and something about their nature is inimical to both Beasts and werewolves. Even just being around them can cause their siblings to develop a flesh-warping disease that slowly turns them into Geryo as well, destroying their identity and enslaving them to the hunt. Succumbing to this infection counts as a loss and will see you sent home.

For +500cp, you and your friends will eventually find yourself the target of a Rank 6 Geryo. Heroes gain +100cp extra points for this drawback, but don’t have to worry about mutating.
[+300cp/+400cp/+500cp/+600cp]

Modern Day Heracles (Heroes Only): No one hits like Jumper, matches wits like Jumper, is a Hero straight out of myths like Jumper! There's nothing you can't do and no Beast who can match you. Non-Hero companions are a bunch of monsters that are in league with your most hated enemies, so they're out. Some may call you foolish, narcissistic, and megalomanical, but you know they're just jealous. After all, your tactics and methodology are flawless and any failure on your part must surely be the fault of others. As far as you're concerned, there's no such thing as collateral damage as long as it gets the job done, and anyone you step on or get killed in your unending quest to slay every single Beast in existence is just a necessary sacrifice for the greater good. In short, you're a stereotypical Hero. For +600cp, you're so great, you and your companions don't even need any of those powers or items gathered from other dimensions to effortlessly conquer this jump.

If taken with Abuse Apologia Simulator, rather than just seeing other people as tools to be used, you actively take joy in causing as much collateral damage as possible. **[+300cp/+600cp]**

Just the Worst (Beast Only. Incompatible with Black Sheep of the Family and Family Feud): Hatred for the Beast game line has leaked into this world, causing it to reject your existence. Everywhere you go, mortals and supernaturals alike react with hostility if they do not just outright try and kill you. Even a Promethean would think this sort of reaction was unusually extreme if they didn't feel the exact same way about you. For the duration of the jump, you'll be without the benefit of your companions, leaving you almost truly on your own. "Almost," because at least your Mother still loves you. **[+400cp]**

The End?

Win or fail, all things come to an end. How does your story continue?

Homecoming: Whether you died or just miss your old family, you’re going back to your original world with everything you’ve earned during your multiversal adventure.

Already Home: While most wouldn’t want to stick around this world, it looks like you found a reason to. Maybe you’ve made connections here that you’re not willing to abandon? Whatever the reason, you’ve decided to end your journey in the Chronicles of Darkness setting. Through the bonds of family, your loved ones will know you’re okay wherever you are.

Multiversal Apex: Looks like you’ve decided to continue on in your journey. However this ends, it clearly isn’t ending here unless you decide to end your jumping days in a future CofD jump.

Post-jump, your Lair will be sealed away inside your soul where your Horror will slumber. At any time, you may awaken your Horror, manifesting it and your Lair in a safe place in whatever equivalent of the human unconsciousness may exist. You may put your Horror back to sleep at any time no matter how hungry it is to hide it and its home away once more. Much like normal, while your Horror is in this dormant state, you lose access to your Beast powers until you awaken it.

Scenario: The Jumper Incarnate

The Legend of a Beast isn't set in stone. There are many degenerate paths you may walk, most of them unwillingly. These endings are known as the Inheritance. The two most common are the Beast Unfettered, where a monstrous soul doesn't die with their human half, essentially becoming the Beast equivalent of a ghost, and the Beast Rampant, where the Horror becomes one with their human half, turning them into a beast in truth. Among the other Inheritances, only one wouldn't be considered a bad, or at least sad end: The Beast Incarnate. When certain conditions are met, the strongest of Beasts may solidify their Legend, elevating it to a Myth and reach new levels of power in the process. This does come at the cost of the Beast's old Legend and Life however. Myths are more like titles, with one example being the Dragon-God of Storms.

This transcendent state can only be maintained as long as you keep control over your Myth. If you lose control of it, you'll keep your Myth, but lose the benefits of being Incarnate and anyone will be able to place Anathema on you. A special action needs to take place to form a Myth beyond being incredibly powerful though.

A Beast can subvert a Hero's story by controlling their conflict with a Hero from the very beginning, luring them in on the Beast's terms, having their fight take place on the Beast's terms, and finally ending the conflict without taking any damage beyond some bumps and bruises, and without having an Anathema placed on them. By making the Heroes story completely irrelevant, the Beast elevates theirs above it and thus reach a new state of existence. Another way is to become the undisputed Apex of the hive and then symbolically feed on every other Beast. A Collector may steal a prized possession from the Lair of every Beast in the hive, while a Tyrant may force their Horror's to submit. These Myths can be destabilized by being defeated by another, suborning the story of your life to theirs.

The last and most difficult way is known as Spawning a Legend. By feeding in ways that reveal the Beast's Legend to mortals and cause their story and existence to become known (though not necessarily confirmed) and cemented in the public consciousness, the Beast may also become an Incarnate. If the Beast is ever forgotten though, it will destabilize their Myth.

There are paths a Beast can walk that allow weaker Beasts to achieve this lofty state, even if they still require a powerful Lair to do so. While they don't usually all need to be succeeded on, every path successfully walked will make it easier to become the Beast Incarnate. If Lair were rated on a scale of 1-10, it would normally require an 8 to achieve this Inheritance, but every path completed lowers that number by 1.

The path of Family is about exploring whichever Family your Horror is a part of. What does it mean to be the fear of Hopelessness or the Dark? What does it mean to you? To walk this path is to push those boundaries through experimentation and try things that you may feel is outside your usual specialty.

Walking the path of Hunger involves testing and understanding why and how your Horror hungers. By experimenting with feeding and carefully examining what it is feels like to be at various different levels of hunger, from being absolutely starving to eating your Horror into a food coma, and everything in between, you walk the path of Hunger.

With the path of Nightmares, you must study the relationship between humanity and the Primordial Dream. This involves studying the symbology of the Primordial Dream and coming to some understanding on why humanity still fears the things it does.

Finally, with the path of Legend, you must look back on the things you've done as a Beast, and decide how you want to move forward. This includes exploring the relationship between Beasts and Heroes, and not always in a negative way. While Heroes may be deluded and dangerously unstable, they still don't come from nowhere, they come from the Dream, just like Beasts. Many Beasts who walk this path fail since the introspection it requires can be unpleasant.

There's no guarantee of successfully walking every path. The longer it is walked, the more likely you are to achieve the appropriate enlightenment necessary to complete it. This must be internalized before you quit walking the path, and you only have one shot of doing so. If you fail to achieve the epiphany you need when you decide to quit, you've failed the path. The only way to start again on a failed path is to gain a particularly deep understanding of another.

Furthermore, walking a path increases your resonance with the Primordial Dream, causing larval Horrors to flock to your Lair. Most Horrors don't appreciate the company, and if your Horror ever gets too full, the larval Horrors may swarm it and steal its Satiety if the Horror can't successfully intimidate them, or even kill it if the Horror becomes overly full and goes into hibernation.

While you don't need to complete this scenario to become an Incarnate, and you can even achieve it in future jump, you will be rewarded if you achieve it by successfully walking all four paths and Spawning a Legend in this jump. Your reward is you'll always be an Incarnate with no need to keep control of your Myth. While normally your Lair doesn't drop between jumps, you keep your Myth, and don't have to worry about having Anathema placed on you by non-Heroes, you will have to build it back up every jump if you don't have a way to automatically spread your story into future jumps, like with perks such as a Myth That Won't Die. Since you already possess a Myth, this shouldn't take to long, but it could be a potential annoyance.

There are several major benefits to being an Incarnate, but it varies from Incarnate to Incarnate depending on their Myth. Some are universal, like the ability to permanently remove a Hero's powers, being able to open paths anywhere and anytime at will, and never suffering the drawbacks of having too high or too low Hunger. Common unique benefits include being able to physically transform into your Horror at-will rather than it only being able to exist inside your Lair, increasing one of your mundane attributes to ridiculous heights, ignoring the durability of objects, freely being able to fly, turning people to stone with your gaze alone, or occasionally being able to empower a signature Atavism without getting hungrier. You will gain more as you increase in strength, but most Incarnates have an amount capped by their Lair. Successfully completing this scenario allows you to continue developing them without limit, although the more you have, the longer it will take.

Scenario: A Purpose

Innumerable spawn swarm forth from the Mother's Land, seemingly hellbent on invading the Bright Dream. Little is known of their origin yet, besides from the whispers of the Dark Mother urging her children to fight, consume, and slaughter, even as she fights something even more terrible. If you're a Beast, you must organize with and fight alongside your fellow Begotten and whatever allies you can get to assist you.

Most of the invaders are weaker than a newly Devoured Beast, but some are strong enough to pose a challenge to even an experienced Brood. Whatever these things are, they still possess the capacity to feel fear, so at least some Beasts won't get too hungry with all the fighting. It's possible that if you were clever enough, other Hungers could be fed too.

In the material world, nothing seems amiss at first, but eventually you may hear rumors of flora, fauna, and even the occasional naturally occurring inanimate object twisted into something horrible. Soon enough, there will be reports of humans growing increasingly violent and unstable, causing violent crime to see a massive upswing. If you've managed to rally your family and turn the Primordial Dream into a killing field, these violent outbreaks will be rare to nonexistent in your hive, and possibly beyond depending on your political skills and personal power. Even if you do, world wide, people's interests in various bits of media and culture seem to dwindle in a seemingly unpredictable fashion. Anyone who bothers to investigate the Bright Dream will discover that the invaders that made it through have begun slaughtering the inhabitants there. Luckily, the Bright Dream is resilient, and the consequences often undo themselves for more popular or timeless ideas.

At this point, the God-Machine's attempts to quarantine the worst of the effects will partially fail, making things bad enough that the mortal public will become aware that lifeforms of all sorts, especially other humans, have been changed beyond recognition. Hysteria will spread, and society, both mundane and supernatural, will be forced to adapt. To Beasts, these things are obviously not family of any sort, but the invaders they've been fighting all along.

Beasts aren't the only ones who can recognize these things; Heroes are even better at it thanks to their Heroic Tracking working on the invaders. This will prove invaluable because some invaders are able to hide their true nature and blend in long enough to cause even greater chaos. If you're a Hero, the local Beasts will almost certainly fail to hold back the tied without your assistance, so you're in for a lot more former humans than if the Beasts had succeeded. Luckily, you'll find your fellow Heroes seem more lucid and numerous than usual, so you'll find it easier to coordinate.

It will take a decade, but eventually the Dreamborn living in the Mother's Land will manage to kill the source of the invaders, with the Dark Mother likely striking the killing blow. While this won't undo the damage done, it will put an end to the mutations. If you succeed in preserving the material location the local hive corresponds to until that happens, you may bring it and its hive with you into future jumps, along with all the inhabitants and nearby dimensions that exist beside it, like the local Shadow and Hedge. This does not include worlds further out like Arcadia or Duat, however, nor will the Underworld exist. Without the Locus item, this chunk of Shadow won't extend beyond your location's borders, while Faerie Gate doubles the size of the local Hedge. The supernatural population of your Hive will be self-sustaining to an extent. For example, within its border, people still go through the First Change or Awaken as mages, freshly escaped changelings will find themselves stumbling out of Hedge gates, and potential Sin-Eaters will still be offered the Bargain. Even if there is no afterlife in a particular jump, some of the ghosts who dwell within your location who would normally find there way into the Underworld can somehow find their way backs as Geists.

Appendix

Atavisms: Representing their power as monsters, Atavisms often influence the appearance of a Beast's Horror. Every Atavism is a multifaceted power that is free to use under most circumstances. They're more powerful the hungrier a Beast is, and Satiety can be spent to further supercharge their effects.

Nightmares: Purely mental powers wielded by Beasts. Nightmares function similarly to Atavisms, except they're stronger the higher your Satiety is. There are exceptions to this, although those Nightmares usually modify how other Nightmares work, like a Nightmare that sets a trigger for when another will activate. You must say something that could bring to mind the effects of the Nightmare while either looking someone in the eyes or by touching them. Your targets don't necessarily need to understand or even hear you though. These can have some surprisingly potent effects, from damaging people by revealing your true form for a moment, to making their allies ignore and avoid them.

Lair: A Lair is the section of the Primordial Dream owned by a Beast's Horror, with the Heartchamber being its resting place. A Lair is broken into Chambers, with every one besides from the Heartchamber representing a place where something traumatic happened that has been twisted into a nigh-unrecognizable nightmare realm. These Chambers are connected by Burrows, and are connected to each other however you wish. You can even create new Burrows through spending Satiety or change how they're arranged with a strong act of will. Every one of a Beasts Chambers is shaped by their Lair Traits. Lair Traits are strange or hostile conditions inside of the Chamber which can temporarily be projected into the outside world in places that already share something in common with the Lair. A Lair where all exits are sealed could cause all means of escape to be blocked off if imposed on the world. The main limit on this is one of your Lair Traits must already be present in the area. For example if low light levels are an important part of your Lair, you could seal all exits in the dark of night, but not in the light unless you have a different Trait that matches up with the location. People invited into a Beast's Lair are immune to the Lair Traits. It is also possible for Beasts to create something called a brood Lair, which is the result of multiple Beasts connecting their Lairs together. Most Atavisms become stronger the more powerful a Beast's Lair is, and the Horror grows in strength along with the Lair.

Satiety: Basically a Beast's fuel meter and mental state all rolled into one. It goes from 1 to 10, with below 4 meaning your Beast is especially hungry, and above 6 meaning it isn't feeling very hungry at all. It's easier to feed at lower levels, and more difficult to feed at higher levels, requiring more specific and extreme measure to gain Satiety. While a Beast's Atavisms or Nightmares may be stronger at lower or higher ratings, it also puts the Horror in danger of having an Anathema placed on it. This can't happen when at Satiety 4 through 7.

Hive: All Chambers in the local area. It is made up of both unclaimed Chambers that will eventually fade into the Mists unless renewed through more trauma, and the Chambers Beasts have claimed in the hive. It is possible to cut your Chamber off from the hive, making it significantly less likely anyone will break in.

Kinship: The bonds of family. Beasts can do a variety of things with it. This makes the Beast instinctively more likable to other supernatural beings, lets Beasts detect other monsters, and even sense how much power they have to fuel their supernatural abilities, like changelings with Glamour. If a Beast is really good at it, they can even detect any specialties they have. It also grants them Family Dinner, the ability to feed on another monster feeding by assisting them in the hunt.

Beasts can form Kinship bonds known as Family Ties. Creatures with Family Ties in the presence of the Beast gain some benefits. It allows them to use some of the Beast's ability to resist hostile supernatural powers through sheer resolve if it is superior to their own means of doing so. This bond also makes it so the Beast and Kin are able to work together more effectively. It is through Family Ties that Beasts gain the ability to imitate their cousins through Kinship abilities, Kinship Nightmares, and being able to pretend to be the same kind of creature. A vampire using Auspex might detect them as another vampire and Kinship with a changeling can allow Beasts to project an illusionary fairy form to those who can normally see them. Finally, they have an ability called Mother's Kiss, which lets them with some amount of mental effort, shed a little blood while saying the targets name to temporarily boost their capabilities. This is especially effective on creatures with Family Ties, but works less well the stronger they are.

Kinship Abilities: These are actually known as Kinship Merits, but Merits are a game abstraction. They're usually minor abilities that make a Beast a bit more like one of their supernatural cousins.

Primordial Pathways: Beasts are very good at traveling between dimensions. They can project their Lair and escape into it as long as the environmental factors are right, use Skeleton Key, which allows them to open portals between dimensions, to instead open to the Primordial Dream, or travel by giving someone present when they fed a terrible nightmare, causing the Beast to enter their dream briefly before heading to their Lair. Beasts can also open Primordial Pathways from their Lair to pretty much anywhere else, even alternate dimensions.

Dreamborn: The creatures native to the Dream. Some are native to the Bright Dream, some dwell in the Primordial Dream, while others call the Mother's Land home. Mages call them Goetia, but that's nerd shit.

The Beast Incarnate: The Beast of Beasts and monster of monsters. By meeting the proper conditions, a Lair 8 Beast can achieve this state. They lose what few weaknesses Beasts have and wield unique powers that put them head and shoulders above normal Beasts. They tend to be even less human than Beasts, and that's saying something.

You can find descriptions of individual Atavisms, Nightmares, and Lair Traits along with some other stuff at: https://codexofdarkness.com/wiki/Beast:_the_Primordial

0.6 Updates

* Added age, gender, and a Drop-In option.
* Heroes had their bonus choice points increased from +300cp to +500cp, and now gain extra choice points for certain drawbacks. Kinslayer was also rewritten to clarify the Beast only limit on gifts is lifted post jump whether you purchase it or not, although they lack a way to gain more unless they do.
* Master of Paths now lets Incarnates create portals rather than refunding choice points.
* Changed how Kin companions work.
* Companions can now purchase Cult.
* Added the following 50cp items: The Chronicles of Darkness, Mechanical Figurine, and Free Internet.
*Added an Incarnate entry in the appendix.

0.7 Updates

*Strengthened Stockholm Syndrome.
* Added the following 50cp perks: Alternate Identity, Self-Control, Specialty and Striking Looks.
*Added a link to the Codex of Darkness wiki in the Appendix section so people can reference things like Atavisms, Nightmares, and Lair Traits if they want more specific information.
*Altered the spacing.

0.8 Updates

*Grammar stuff and formatting stuff.
*Updated Fast Food so it provides a bonus to a Hero's supernatural ability to track monsters.
*Add the following 50cp perk: Followers.
*Added the following 100cp perk: Thicker Than Water.
*Added the following 100cp item: Armory.

1.0 Updates

*Corrected numerous typos, grammar errors, and formatting mistakes.
*Clarified what happens when Heroes purchase Ugly Like You.
*Ended my ruse.

1.1 Updates

*Corrected more typos and formatting mistakes.

1.2 Updates

*Even more formatting mistakes crushed.

1.3 Updates

*More formatting fixing.

1.4 Updates

*Fixed a typo and more formatting errors.
*Updated Unknown Suspect, because I realized I'd left it unfinished. Something actually worth updating this time.

2.0 Updates

*More typos fixed.
*Various minor tweaks. The biggest changes are Unknown Suspect got updated again, companions no longer get Thicker Than Water for free, and the first level of Sibling Rivalry now gives the correct number of points to Heroes.
*Legendary Perks dropped to 200cp. While it's strong, it is also worthless if you don't meet the qualifications.
*Added the following 300cp perk: Ravenous, which non-Beast/Hero companions get a discount on.
*Beasts now get a discount on Primordial Dream.
*Added the following 50cp item: Contacts.
*Added the following 600cp items: Web of Family and Bright Dream. Web of Family was actually fully written up and supposed to be in it from the start, but I somehow never noticed until now it was missing from the jump.
*Added a new scenario.