

World of Future Darkness Jump

V1.0 By u/Only-Cellist2989

"Rippers. Vampires. Skin grafts. Sometimes I think we've got a population explosion of Werewolves on our hands..."

— Lt. Strawberry Morressey, NCPD

Cyberpunk and Gothic-punk are a natural crossbreed; the Vampire naturally slips into the mean streets of 2020 with a vengeance. There are many themes that are common in both games: humanity and the loss of it, alienation, and a feeling of fighting the inevitable. Is there really much difference between a Netrunner, a pair of Solos, and a Medtech out to make money and flout the corporations and a group of Anarchs attempting to destroy the Establishment?

The times are changing. In the old days, you only had to worry about the other Kindred and the occasional ambitious Witch Hunter. Now, you not only have the Elders and Anarchs hunting you for your Blood, but you also have the Megacorps and Edgerunners to worry about. With the addition of Cybernetics, the humans are no longer the pushovers they've been over the centuries. Technological advances are now being placed in the body, providing many humans with the ability to match Kindred in physical combat. Modern weaponry has also reached a peak; a Kindred with 5 dice in Firearms and a Perception of 5 will not stand up well to a Cyberpunk with 5 dice in Firearms, a Perception of 5, and a Smartgun Link.

As if all this wasn't bad enough, many of the youngest Anarchs were Embraced with Cyberware. They have not only Disciplines, but also Cybernetic boosts. Who wants to meet a pissed-off Brujah Solo with Reflex Boost, Muscle & Bone Lace, a Smartgun Link, and Potence and Celerity in a dark Combat Zone alley?

On the other hand, Cyber won't stop Dominate.

You receive **1000 cp** to help you survive this broken future.

World & Timeline: *You can freely choose where you start.*

1) Mean Streets of 2020: The World of Future Darkness is an alternate setting, combining Vampire: The Masquerade (2nd Edition) and Cyberpunk 2020 (2nd Edition). This world leans more WoD then Cyberpunk with the events and characters from WoD only. Your starting location is Seattle and like the name says the year is 2020.

2) Night's Edge: On the other end of the spectrum is Night's Edge, a totally different alternate setting, combining Vampire: The Masquerade (2nd Edition) and Cyberpunk 2020 (2nd Edition) yep. This world leans more Cyberpunk than WOD with the events and characters from Cyberpunk only. Your starting location is Night City and the same year 2020.

3) Darkness 2125: A little more realistic on the WoD timeline is to start in 2125 rather than an alternate setting just further down the line. For the game minded reading this combining Vampire: The Masquerade (5th Edition) and Cyberpunk RED (2020 Edition). You can feel free to pick if it leans more WoD or Cyberpunk, hell even equal if you like.

4) Shadowrun?: Not WoD or Cyberpunk, but something very much like the mix only with little DnD flavor. You started in Kreuzbasar in the year 2054 and for the game minded were using Shadowrun: Dragonfall lore for this one.

5) Bizarro World: That's odd Cyberpunk is a future dystopian shithole and the world of darkness is a modern nightmarish shithole. So why is this timeline a bright sunny flavor of utopian dream world? Somethings not right shit looks like Star Trek (James T. Kirk time) only wait…..Oh fuck! Umm is this We Happy Few with vampires and cyberware?

6) Fuck it!: Have you ever played Witcher 3? There's a part where Ciri talks about opening a portal to the world of Cyberpunk 2077 (also made by CD PROJEKT RED). Make you think right, what if we play with that little? Fanwank time Conjunction of the Spheres baby Nilfgaard is going to need a lot of Witcher if they want to fight all the new breeds of cyber monsters coming. Breath in all that fresh overly magical air.

7) Enoch: And this is why we can’t have nice things! Did you steal a DeLorean from Doc Brown just to see the First City? Because now you're trapped here in a world that doesn’t even have electricity let alone Cyberware. Cross your fingers and hope Caine doesn’t notice you. Why even pick this really?

Species: *You only get one. Sorry no hybrids kid this ain't Underworld.*

Human: Thanks to the deep pockets of Society of Leopold, all the lovely cybertech hunters don't just have a fighting chance, but can actually win time and again. Most people in the modern world have, at the minimum, a pair of interface plugs and a neuralware processor.

Werewolf: The Wyrm won the war simple as that. All you have left is our rage both figuratively and literally. The Gifts and Rites from the spirits are lost as they have left the doomed world leaving most falling to Harano or Hauglosk without them.

Vampire: Technology has advanced to the point that nearly anyone who cares to spend the cash can identify Kindred and shoot them with flaming rounds. Keeping a low profile is even more important than ever before. Unlike the humans and the werewolves you can't add any Cyberware after being sired and if you didn't have any before your not getting any now. Before you go you're going to need to pick one Clan.

- **Brujah:** Oddly they kinda love how much the worlds gone to shit even if they say they don't. Clan weakness frenzy rate increases.
- **Gangrel:** Travel has become much more difficult in the last thirty years. Most Gangrel find a Nomad family to run with. Clan weakness bestial features.
- **Malkavian:** Turns out the seers were right after all and they wish they weren't. Clan weakness madness.
- **Nosferatu:** Information gathering and control have never been more important. Clan weakness monstrous visage.
- **Toreador:** Are still controlling several Entertainment Corps specializing in every medium available in the world. Clan weakness fascination.
- **Tremere:** Still a bunch of nerds that got turned into goths. Clan weakness blood bounded.
- **Ventrue:** All the Mega Corporates have at least one shareholder without a pulse. Clan weakness refined taste.
- **Caitiff:** In a time when individuality is becoming a rare resource, the Caitiff are having even more difficulty keeping theirs. Clanless weakness herd mentality.
- **Thin-Blood:** Only the luckiest undead outhere as you still blink, have a pulse, and halved vulnerability to sunlight. Dustborn can only up to level 3 of any Discipline as their weakness.

Dhampir: The new kid on the block, a mortal, the so-called half-vampire, the product of a human and vampire parentage. You generate their own vitae just like a revenant, add as much cyberware as you want without humanity loss or going cyberpsycho, and have zero vampire weakness. What's the downside you may ask? Less of all the powers Discipline, only up to level 1. The same goes for any other supernatural you could pick up from here true faith and hedge magic would also cap at level 3.



Origin:

Who were you before the Embraced? Age and gender can be chosen freely.

Netrunner: You're a savvy hacker, but with a cybernetically augmented interface system you're so much more.

Solo: Working for years as hired hit-men, bodyguards, and mercenaries doesn't just pay the bills, it keeps your combat skills sharp.

Rockerboy: Or Rockergirl not that it matters in this day and age of chrome. Your skills lay in pulling people's heart strings with music & charm.

Nomad (Drop-In): All your life on the road avoiding the corps and the problems they bring or maybe just found yourself in a new world with no new memories.

Location Perks:

Meta-Human? [100 & requires Human & Shadowrun?]: If you are going to Shadowrun anyway you may as well get alt-form out of it right. Metahuman options are Elves, Dwarfs, Orks, or Trolls pick on; they're all basically colorful humans.

Runner? [300 & requires Shadowrun?]: If you are going to Shadowrun may as well have access to one of the linear magic archetypes Street Shaman, Street Mage, or Physical Adept within the same framework (spells, cost, & limits) as Shadowrun: Dragonfall so go forth and cast some spells. You're only starting with 15 Karma.

14 Clan [1200 requires Vampire or Luna's Demons & Enoch]: Looks like Cain cursed a 14th person making a new Clan. Whatever Clan you picked before forget it, you're making a new Clan. Pick 3 Disciplines for your new Clans discount and a Clan Weakness from any other Clan or bloodline from any edition. In game terms as a 3rd generation vampire your Max. Trait Rating 10, Maximum Blood Pool 60, & Blood Points per Turn 12.

4th Childer [2000 requires Vampire or Luna's Demons & Enoch]: Enoch the Wise, Irad the Strong, Zillah the Beautiful, and Bob the Jumper? Like above, go ahead and drop whatever you picked before as you no longer have a Clan as you come before them. Time to be bullshit powerful pick nine Disciplines to get a discount in, one Discipline to have mastered (10), and Max one Attribute (10). In game terms as a 2nd generation vampire your Max. Trait Rating 10, Maximum Blood Pool 80, & Blood Points per Turn 14.

Netrunner Perks:

Hacker [100 Free Netrunner]: Hacking is more than just plugging your brain into a computer and looking around. You know how to enter The Net safely, navigate, locate useful data, and crack most data fortresses. You still need some way to plug your mind into the computer, as that's not part of this perk.



Blackwall [200 Discount Netrunner]: Don’t you hate it when some rogue AI burns your mind? Your mind is now protected from any type of mind reading, mind control, or cyberware interference. This doesn’t protect you from interval problems like the Beast or Cyberpsychosis, just external ones.

Technomancer [400 Discount Netrunner]: I am stealing this straight from Shadowrun. You now expressed the ability to affect computers directly, without terminals or intermediate devices of their own, as an act of will. You can sense any network within 40

ft of you and will access it as if you are plugged in. If you're in the network when it goes down or you move too far away you will get jolted out with a massive headache. I showed note cracking into a data fortress will still require skill and you will still need somewhere to put all that data you just stole.

Solo Perks:

Combat Sense [100 Free Solo]: Exemplary sensory awareness of what goes on around you including positions and trajectories of allies and enemies, weapons, structural weaknesses, defensive strong points, etc. Best part is you can keep track of all this during a firefight. People would even mistake this for a Spider Sense.



Street Samurai [200 Discount Solo]: You have a decade of combat experience with expertly trained in all the ranged and melee fighting in the modern. Whether its regular ballistics or smart tech to you a gun is a gun. A sword or gun in your hands is something to truly be feared even for a creature of the night.

Standing Alone [400 Discount Solo]: Have you heard of a one man army before? Because you're very close or at least you are when you are fighting multiple enemies alone. For each enemy trying to kill after five you receive a temporary increase to your strength, speed, and durability by a factor of 1.5*(the number of enemies over 5). If you're fighting seventy shadow clones of Naruto you can clean house, but six dudes with flamethrowers maybe not.

Rockerboy Perks:

Rock-and-roll Rebel [100 Free Rockerboy]: Music is life! Or at least it’s your life. You are a capable vocalist with a wide vocal range. Being able to play about two dozen instruments of your choice at a pro level. With extreme talent for songwriting that carries real emotions with every word with ease any bard would be proud.



Siren's Beckoning [200 Discount Rockerboy]: When you play music (instrument) and singing you can choose what emotion they feel as they hear you live. Driving the masses to frenzied rage against the machine, suicidal depression, mindless lust, or even a Caligulain madness. As long as the

music is going there feelings are users to command. Careful when it ends the feeling slowly fades, but the memories don't and it’s not like you have direct wear the mob goes with just the music.

VOICE! [400 Discount Rockerboy]: Have you seen KPOP Demon Hunters? Fuck its good also you are a hunter now. First voice is capable of inspiring hope in mortals. Second, you're able to conjure a magical weapon that can slay demons permanently (if killed) with. Third, you can see spirits, demons and the spiritual energy that flows in the world. Fourth, with the sound of your voice capable of strengthening the barrier that separates the material world from the Umbra, Abyss, Arcadia, Underworld, and or Dreaming. Blocking powers to move between realms like the “Step Sideways” of the Garou, or Obtenebration of the Kindred. So sing baby sing!

Nomad Perks:

Road Warrior [100 Free Nomad]: Does it have a wheel or controls? You can drive, sail, or fly it. Future flying cars, airplanes, cruise ships, space shuttles, or even a submarine. If it has control and moves you know how to use it with nothing but a touch as if you spent years with butt in the seat.



Pathfinder [200 Discount Nomad]: It’s more than just a sixth sense it one with google maps. You always know the correct path to your goal avoiding danger. This can be the quickest way to a gas station, best way to avoid guard patrols, or the fastest way to Cain's house. As long as you know what your heading for even exists you will find the path there. It’s not going to help you find the buried treasure along the way to grandmother's house, just the way that avoids the wolf.

Worldly Traveler [400 Discount Nomad]: Just like the Garou you can “Step Sideways” but without their limits. Want to go from the material world to any other realm in the local multiverse in an instint. Going from Earth to Deep Umbra, Heaven, Hell and back before a mortal could even blink. The moment you enter a new multiverse you can “feel” all the different realms you can access. Each time you use this power you will feel a wave of exhaustion and overdoing it you will pass out.

Human Perks:

Hunter [Free & Mandatory for Human]: You know what a human is so I don't have to say much. Just don't put too much cyberware in your body or you will go cyberpsycho. Don't forget that tech isn't the only way to fight the monsters there are always grenades. This becomes an alt-form post Jump.

Imbued [200 Discount Human]: You hear a voice in your head warning you about supernatural threats. The messages are nearly always cryptic, but helpful if you don't mind a 4th wall break everytime a monster is nearby. This voice is a higher power, probably an angel and also grants you the ability to see past illusions, see a monster's true form, immunity to supernatural fear or possession, and the power of Smite! This is straight from DnD Smite with a dozen first level spell slots. Unlike DnD you can use a ranged weapon like a bullet.

Linear Magic [400 Discount Human]: So you're a sorcerer now cool still not a Mage as you don't have true magic, but still useful. There are many Paths available to you to learn and you're starting with Path of Enchantment, Path of Exorcism, & Path of Hellfire all at 5 dots ratings.

Miracles [600 Discount Human]: You now have 10 dots in your True Faith ratings. Crazy shit like heal all wound levels in a mortal, cure blindness, deafness, mortal disease, cleanse someone from the Embrace, Oh and Summoning an actual FUCKING ANGEL to fight at your side! So Yeah Miracles that would make Moses proud. Don't expect the angel to stick around very long or take orders, but hell it's still one of the most powerful things in this universe so just be happy. Maybe don't summon this if you're not a Human at the time.

Werewolf Perks:

Garou [Free & Mandatory for Werewolf]: You have access to five forms Homid (people), Glabro (wolf-man), Crinos (War-Form)", Hispo (dire wolf), and Lupus (normalish wolf) change fueled by Rage. All therianthropes have a vulnerability to silver and a psychological condition of mind swaying between Harano and Hauglosk. Each piece of Cyberware in your body increases your difficulty to enter the Umbra, but your Cyberware now shifts with you. This becomes an alt-form post Jump.

Wyrm Taint [200 Discount Werewolf]: Banes are spirits in service of the Wyrm and they are offering to replace the Gifts and Rites that you would normally get from Spirits. The normal Wyrm related downsides are hand waved away along with the scent of taint. They can replicate any other Spirits power at the same cost without the other normal requirements. So you can afford some at start here is 30 exp just for Gifts and Rites.

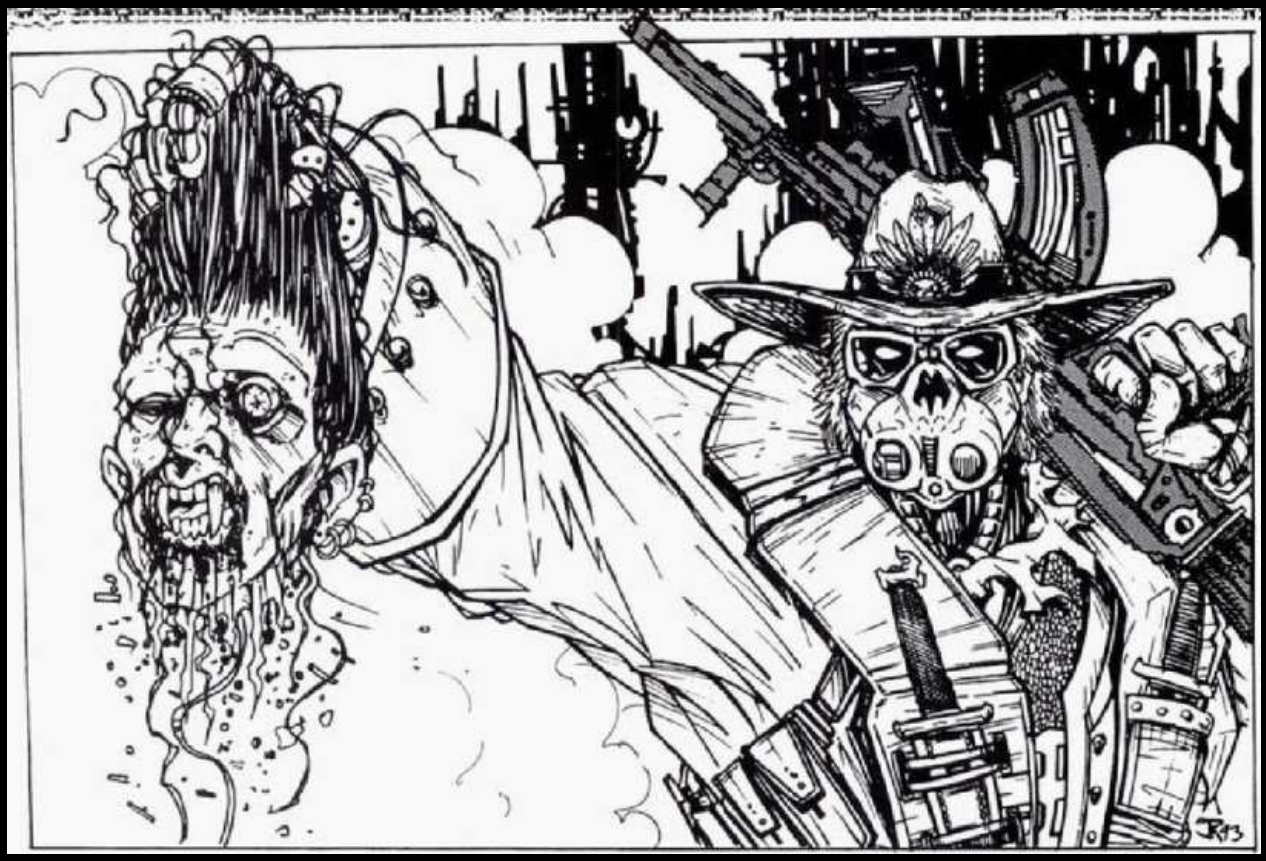
Black Spiral Break-Dancer [400 Discount Werewolf]: Not sure if your Luna's chosen champion or the Wyrms. Either way you have one of your supernatural pools of energy constantly regenerated to full within seconds. Stuff like Gnosis, Rage, Chakra, Ki, Mana, Quintessence, Vitae, Pathos, etc and you can change it to a different pool at the beginning of each Jump.

Luna's Demons [600 Discount Werewolf]: I lied you can mix the species just like in Underworld……kinda. This isn't easy to say, but you're an Abomination. A Fera that takes in any vampiric vitae just dies, but with the Wyrm winning I guess things have changed. Becoming cursed with a thirst for blood, vulnerability to sunlight and immortality. Wait a tick, something really is not right! The vulnerability to sunlight normally applies to all your forms, but for whatever reason your Crinos A.K.A. War-Form isn't affected by Sunlight at all. Not only that but Crinos form doesn't require resting during the day either. This also gives you access to Clan options of the vampire and Disciplines section as well. If you take this as Vampire or Dhampir species then the Perk still works normally along with Garou Perk for free. If taken as a Human I don't know fanwank I guess. I personally don't think it makes any sense, but I am not judging you.

Vampire & Dhampir Perks:

Kindred [Free & Mandatory for Vampire]: Now an undead descendant of Cain, cursed with a thirst for blood, vulnerability to sunlight and immortality. Forever subject to the Beast, with animal urges of hunger, fear and rage. This becomes an alt-form post Jump.

Vampkin [Free & Mandatory for Dhampir]: You're ultimately mortal rather than vampire and vampiric heritage makes it impossible for you to become a changeling, demon, mage, mummy, werewolf. You have no Clan weakness, or any of the weakness of the vampire save for the frenzy (not subject to Rötschrek). Blood pool: 10 & regenerates 1 blood point per day. This becomes an alt-form post Jump.



Disciplines:

Disciplines are supernatural abilities available to the Kindred that can be activated through the use of blood. All clans get 400 points to spend in this section. Each Rank costs 100 per and you must purchase the one before first. Discount halves the price per Rank and gets the first free. Caitiff and Thin-bloods get no discount, but can pick any 3 Disciplines to get the first Rank free.

Animalism: Who is a good dog? Who is a good dog? What was I saying? This discipline is discounted for [Gangrel] and [Nosferatu].

Rank 1: Speak telepathically with an animal that you can make eye contact with.

Rank 2: Summon one type of animal to you.

Rank 3: Soothe a creature, making them docile, sleepy, and even help bring a Kindred out of Frenzy.

Rank 4: Possess the body of an animal for spying or as a long ranged weapon.

Rank 5: When about to Frenzy, send your Beast into another (even a mortal) causing them to immediately frenzy.

Level 6: This power allows you to probe the memories of any animal you touch.

Level 7: This power allows you to have greater control over yourself and the target of your 5th ranked power. Giving them a target for their Franzy.

Level 8: This power allows you to cause a target to frenzy with a touch.

Level 9: This power allows you to summon all animals within one mile of you. Squirrel-girl would be proud.

Auspex: The mind is one of the deadliest tools you have access to, and this discipline will enhance your mental faculties as well as allowing you to see the details of the world around you. This discipline is discounted for [Malkavian], [Toreador], and [Tremere].

Rank 1: Enhance one of you five senses to superhuman levels.

Rank 2: Learn various qualities of a person from the swirling colors of their aura.

Rank 3: *When you hear someone speaking you know if they are lying.*

Rank 4: Briefly probe someone's mind or send a telepathic message to someone you know.

Rank 5: Using all five supernatural senses to gather extra information from your surroundings.

Rank 6: Project your mind to travel the world in astral form.

Level 7: This power allows you to quickly predict how a target will move just like Sharingan…nerd.

Level 8: Attack the mind of the target with levels of agony can even kill mortals.

Level 9: This power allows you to use the psychic projection while in torpor.

Celerity: The world will seem to slow down while you remain unaffected, granting you startling speed and proportionate reflexes. This discipline is discounted for [Brujah] and [Toreador].

Rank 1: You can move faster than a human, though not obviously supernatural.

Rank 2: You can move much faster than any human should, and are very obviously supernatural.

Rank 3: You can run considerably faster than a horse at full speed, around sixty miles per hour.

Rank 4: You can run around one-hundred miles per hour, becoming a blur.

Rank 5: You can run as fast as a formula one car, barely perceptible as a blur.

Level 6: This power allows you to impart your incredible speed into bullets.

Level 7: Multi melee attacks in the blink of an eye.

Level 8: Super speed across a great distance like sonic, but less blue.

Level 9: It's time to race the flash bro.

Dementation: The mind is the deadliest tool you have access to, even if it's broken beyond repair. The very insanity that cursed you turned against your enemies in a wave of profound madness. This discipline is discounted for [Malkavian].

Rank 1: Amplify or dull emotions already present in the victim, dramatically changing their emotional intensity.

Rank 2: Inflict maddening visions into the target's mind.

Rank 3: Gain insight into the nature of something through seemingly random patterns found in the world.

Rank 4: Provoke extreme fear or anger in victims out of nowhere; if kindred they may frenzy.

Rank 5: The target gains five temporary derangements.

Rank 6: The mortal target dies instantly from nightmarish visions resulting in a heart attack. Might not have any effect on supernatural targets.

Level 7: This power allows you to twist your victim's psyches at their most basic levels, personality, memories, and even warping their very beings.

Level 8: This power allows you to turn the mind of your target against them, inflicting physical harm with the power of their will.

Level 9: This power allows you to incite every person within several miles into a bloodlust fueled rage until the next sunrise.

Dominate: From erasing the memories to enslaving all that mind control stuff. This discipline is discounted for [Tremere] and [Ventrue].

Rank 1: Give a simple one-word order that a target must obey like sit, stay, dance, or run.

Rank 2: Like command, but you can issue complex commands.

Rank 3: Rewrite the memories of a target or just wipe it.

Rank 4: Over time, slowly make a target a slave to your will alone, albeit a less capable one.

Rank 5: You take complete control of the body of your target. By locking eyes with the target you can overwhelm their mind and take control of their body.

Level 6: Passive power allows you to use other Dominate powers through skin contact, in place of eye contact.

Level 7: Allows you to dominate the body of your target rather than their mind. You can even shut them off their senses, breathing and heart.

Level 8: Now your Dominate powers on any target you are familiar with, at any time, regardless of distance.

Level 9: You can issue general commands to all of your descendants. Best part is they don't even realize they are following them.

Fortitude: The power to protect your body from damage. This discipline is discounted for [Gangrel] and [Ventrue].

Rank 1: Grants minor resistance to bashing, lethal and aggravated damage.

Rank 2: Grants fair resistance to bashing, lethal and aggravated damage. Grants immunity to regular handguns.

Rank 3: Grants considerable resistance to bashing, lethal and aggravated damage. It's starting to get easier to take a shotgun to the ass.

Rank 4: Grants great resistance to bashing, lethal and aggravated damage. You laugh at squad support weapons.

Rank 5: Grants tremendous resistance to bashing, lethal and aggravated damage. You can take a missile to the face, and even go under the sun for a bit.

Level 6: You cannot be moved from your spot by any physical force. So superman couldn't move you, but a low ranking wizard could. Heads up Kal-El can still just kill you, but not move you until you're dead.

Level 7: This power allows you to share your durability with another, by pressing a drop of your own blood for a time.

Level 8: Super vampire healing!

Level 9: This power allows you to make one of your limbs completely immune to any and all damage.

Obfuscate: Conceal yourself with a perception filter; clouds your enemies' minds to your actions. This discipline is discounted for [Malkavian] and [Nosferatu].

Rank 1: Remain hidden so long as you do not move or someone does not walk into you.

Rank 2: Become invisible to the minds of others (not technology) so long as you do not attract attention like opening doors, attacking people, etr.

Rank 3: Change your appearance to a mundane face and clothing.

Rank 4: Disappear right in front of someone; if they are mortal the memory of you becomes foggy and indistinct.

Rank 5: Extend your Obfuscate powers to a group.

Level 6: This power allows you to mask an inanimate object up to the size of a house.

Level 7: This power allows you to hide yourself or another person, removing them from the notice of others. The target is incapable of breaking the effect by any means and anything they do to draw attention to themselves is attributed to the nearest visible individual.

Level 8: This power allows you to probe the mind of someone and take the appearance of someone they trust completely.

Level 9: This power allows you to create a completely new identity; appearance, speech pattern, aura and even thought process are constructed according to your desired identity.

Potence: Allows you to punch good and leap exceptional distance. This discipline is discounted for [Brujah] and [Nosferatu].

Rank 1: You are stronger than a human can physically be and jump higher than any pro basketball player.

Rank 2: You could easily rip a man's head off, or crush it with a single hand.

Rank 3: You can punch through concrete as though it were cardboard and jump onto most small builds roof tops with ease.

Rank 4: You can pick up a car and throw it at a Frenchman then jump over his house with his dead body in tow.

Rank 5: You can toss cars like they were a tin can, leap tall buildings in a single bound, and bend tank armor with your bare hands.

Level 6: Your hands can crush and destroy almost any mundane material.

Level 7: By stamping or punching the ground you can cause the strength of your attack to emerge from the ground as a geyser of earth and stone beneath their target.

Level 8: This power allows you to make a slight gesture such as a wave or snap of the fingers. Just be careful not to use it when finger blasting someone.

Level 9: Passive complete mastery of potence as a whole and the strength that the discipline provides. Your melee attacks are vastly more powerful than they otherwise would be and you will never harm yourself by striking something.

Presence: The subtlety gift of supernatural allure and emotional manipulation. This discipline is discounted for [Brujah], [Toreador], and [Ventrue].

Rank 1: Add power of Presence to your Persuasion & Performance skills.

Rank 2: Instill pants shitting fear into a target with eye contact.

Rank 3: Beguile the target into a star-struck state, where they do their best to keep you happy.

Rank 4: Call to anyone that has been under the influence of your Awe, Entrancement or has tasted your Blood.

Rank 5: Everyone who looks at your beauty is dumbstruck and unable to act in any way other than most basic self-preservation.

Level 6: This power allows you to replicate the effects of a blood bond for a short time.

Level 7: Do you want to make a city's worth of help to complete a task. Those affected by this power are more favorably disposed towards you and each other and are more willing to trust or make cooperative plans. This power lasts for a whole night or until you choose to end the effect.

Level 8: Your Presence powers are now nearly impossible for any supernatural being to resist and mortals are completely incapable of resisting.

Level 9: Control the emotional climate of the entire city for a week.

Protean: Cool shapeshifting powers. This discipline is discounted for [Gangrel].

Rank 1: Eyes glowing red allows you to see in total darkness and looks scary.

Rank 2: Change your fingers into bear claws or eagles talons that deal supernatural aggravated damage.

Rank 3: Melt into the earth to hide for your ex or just rest where the sun can’t get your sweet ass.

Rank 4: Transform into a wolf or jaguar.

Rank 5: Turn yourself into a cloud of mist that passes through cracks, floats, and is immune to damage that’s not from fire, sunlight, or magic.

Level 6: Swim in the earth like its water and supernatural sense of your surroundings as you pass through the rocks and dirt.

Level 7: Transform into a swarm of small creatures (bats, bees, ravens, or rats).

Level 8: Turn your dead ass into a fucking dragon, griffin, cockatrice, chimera or even a hydra? This is cool as shit sadly you don’t get their powers.

Level 9: Raise like a phoenix after being killed. This cheats the final death, but each time you use this your generation goes up weakening you.

Thaumaturgy: The Path of Blood is usually the first kind of sorcery warlocks learn. This discipline is discounted for [Tremere].

Rank 1: Gather a variety of information like Clan, age, disciplines, and even personal history from a blood sample.

Rank 2: Overwhelm another Kindred's with Hunger.

Rank 3: Temporarily lower your generation or if you're into the newer stuff Increase Blood Potency temporarily. Either way it does the same thing when you get down to it.

Rank 4: Steal blood from a target at a distance to feed.

Rank 5: Cause a target's blood to burn them from within by boiling it! Yeah so using this on a mortal makes them die screaming and will probably cost you some Humanity, but it will look so metal!

Rank 6: Draw in the blood of all mortals within 20 ft of you.

Rank 7: Teleport a few drops of your blood into one of your descendant mouth starting the first stage of the blood bond.

Rank 8: The skies over a large city size area become filled with dark red clouds and within moments corrosive Vitae will begin to rain down.

Rank 9: Target an area the size of a football field boiling the blood of all within. Killing mortals and most supernaturals rapidly.



Items:

Netrunner Items:

Quickhacks [100 Free Netrunner]: A small stack of programs Overheat, Weapon Glitch, Memory Wipe, & Suicide. Please don't forget where you put them.

Plan-B [200 Discount Netrunner]: A box of fifty X-22 Flashbang Grenades that refill once a week if used.

Crash [400 Discount Netrunner]: This northside apartment is small and seedy, but contains all the essentials: a bed for fuckin, a bathroom for showering, a computer for netrunning, a radio for BBC Radio 4, and a stash with weapon displays. The rent is paid in full for the next 10 years. It looks like V's second apartment in 2077.

Solo Items:

Big Iron [100 Free Solo]: Archangel the signature weapon of Kerry Eurodyne. A six round revolver with an open scope attachment and a hell of a lot of stopping power.

Sharp Stick [200 Discount Solo]: Gwynbleidd she is sharp and lethal looking like something from a past full of magic.

No Talk [400 Discount Solo]: Militech Hercules 3AX is an Smart Assault Rifle you can guide bullets while aiming without using SmartLink. So what's the big deal the 90 poison rounds, obviously. To turn an enemy into Swiss cheese is child's play, but to turn them into a bullet-ridden, steaming pile of liquified remains that's an added bonus.

Rockerboy Items:

Axe [100 Free Rockerboy]: What good is all that skill with a electric guitar without a fucking electric guitar? This is the highest quality guitar on the planet, used by Johnny Silverhand and now it's all yours.

Nice Ride [200 Discount Rockerboy]: Rayfield Aerondight "Guinevere" is a front-engine supercar that held the record of the fastest street-legal car with a top speed of 320 mph, thanks to its hex-turbocharged V16 12.4 engine. The most important thing is that it looks so sexy.

Cosplay [400 Discount Rockerboy]: A full set of Silverhand merch Replica of Johnny's Samurai jacket, Johnny's pants, Johnny's tank top, Johnny's shoes, and Johnny's aviators. You are a big fangirl I guess.

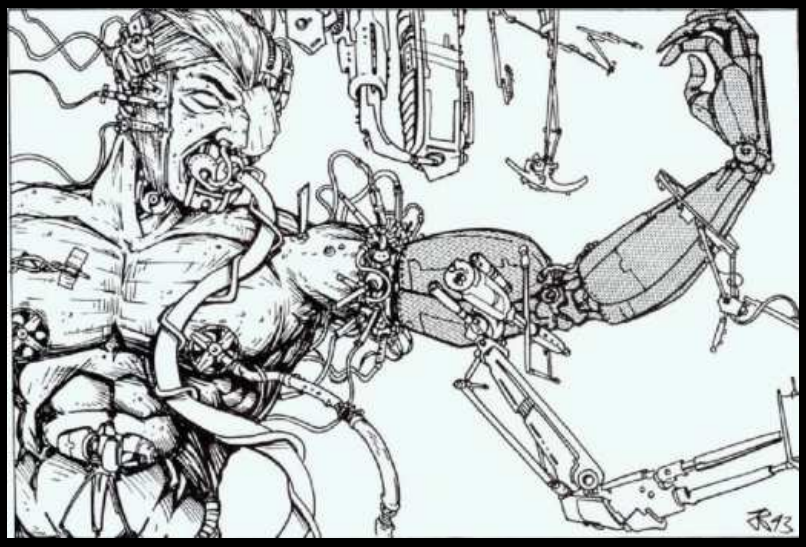
Nomad Items:

Bike [100 Free Nomad]: Brennan Apollo is a off-road motorcycle with a number of containers and compartments can be added thanks to the unique bolts on the off-road's chassis.

Ranged [200 Discount Nomad]: Foxhound, a variant of the Tsunami Nekomata sniper rifle best for someone who wants to spot and eliminate problems before they get too close.

All-Wheel Drive [400 Discount Nomad]: Quadra Type-66 "Javelina II" is a heavily modified nomad version equipped with light armor plating, expertly tuned engines, and an anti-tank cannon on the roof.

Cyberware:



Smartgun Link [100]: The Smartgun Link is a weapon attachment that improves the accuracy of a firearm. This will cost you one Humanity or Empathy.

Neuroport [100]: A port to chip in things like Biomonitor Holophone, HUD, Neural Link, Personal Link, Shards, Virtu, etc. This will cost you one Humanity or Empathy.

Ballistic Coprocessor [100]: This implant increases ricochet chance with conventional firearms by 95%. This implant links the user's weapon and optics, offering real-time data-tracking of the weapon's status and preview of ricochet trajectory. This will cost you one Humanity or Empathy.

Microscopic/telescopic Cyberoptic [200]: The new eye has two functions, Teleoptics functions as a 20x power telescope, which allows the user to see objects from afar with ease, and Micro-optics functions as a microscope, allowing the user to see microscopic images, such as fingerprints, scratches, etc. This will cost you one Humanity or Empathy.

Enhanced Senses [200]: Modifies the brain to increase one of a person's senses. This will cost you one Humanity or Empathy.

Kerenzikov Reflex Boost [200]: Modifies the brain to increase a person's reflexes that are always active, causing the person to always react with a higher reaction speed that is normally feasible. This will cost you one Humanity or Empathy.

Muscle & Bone Lace [300]: Thread microscopic artificial fibers through muscle and bone tissue. The result is that the tissue is both stronger and more resistant to damage. This will cost you one Humanity or Empathy.

Cybermatrix Hammerhand [300]: A hydraulically operated ram-fist manufactured by Cybermatrix, constructed of a rugged alloy with a patented piston action that allows you to punch through walls. This will cost you one Humanity or Empathy.

Kiroshi "The Oracle" Optics [300]: While scanning highlights enemies within 15-19.5m, cameras and turrets within 30-39m, and explosive devices and traps near the crosshair and within 22-29m. around you. Effect lasts for 60 seconds after the target has been scanned. Increases zoom level by up to 8/10 times when scanning. This will cost you one Humanity or Empathy.

Militech "Apogee" [400]: When active one's perception of time is slowed down by 85% for the user. This will cost you two Humanity or Empathy.

Mantis Blades [400]: Mantis Blades allow you to slice and dice your enemies with swift, deadly slashes. You can also leap at a target to deal massive damage. This will cost you two Humanity or Empathy.

Gorilla Arms: Hydraulic Ram [400]: MEGA PUNCH!!! This will cost you two Humanity or Empathy.

Epimorphic Skeleton [500]: Full bone replacement unlike Wolverine there still breakable. This will cost you two Humanity or Empathy.

Military Grade Subdermal Armor [500]: Your armor is under your skin and can take a rocket at point blank. This will cost you two Humanity or Empathy.

Cybermatrix Reactive Body Plating [500]: Is a cyberware suit of flexible body armor that plugs into your nervous system which is riddled with laser sensors and allows you to actually dodge attacks when someone is targeting you with a laser-aimed weapon. This will cost you two Humanity or Empathy.

Prototype Arasaka Cyberskeleton [600]: By using the gravitational field generators to increase gravity within a specific area, the operator can easily kill most humans they target, besides create large potholes in asphalt roads, and crush vehicles until they explode. By decreasing the gravity within the area, the operator can also fly through the air with the help of the compacted thrusters. The operator can also manipulate magnetic forces to affect metal, being able to pull firearms from the enemy's hands. This will cost you three Humanity or Empathy.

NovelTech Samson Full Body Conversion [600]: The ADAM SMASHER look. A majority of full body conversions, the spine, brain and adrenal systems are transplanted into a fluid-filled support sack within a fully cybernetic body. Enjoy looking like a Terminator killing machine. This will cost you seven Humanity or Empathy.

Companions:

Normal rules apply to max 8 companions.

Team [50/100/200]: You don't want to be alone in this nightmare do you? No? Good, because neither do they. Your new OC friend(s) or returning friend gains a free origin, species, 600 CP to spend as they like, and they can't take drawbacks. Just in case it wasn't clear, one costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP. You can also use this to recruit people from this world if you want. The person(s) you pick will meet you under the best possible circumstances, but it's up to you to convince them to come along. If your stupied feel free to try to recruit Cain as I want to see how that would go.

Drawbacks:

you may take up as much pain as you like. It's the world of darkness after all.

Locked out [+100]: You cannot attach any other Jumps "Supplement Mode" or "Crossover" with this Jump. This Jump is a stand alone problem.

True Classic [+100]: Gain all the classic vampire weaknesses; garlic, crucifix, silver, counting grain, require invitation, holy ground, etc.

SIN [+200]: State Identification Number is identification card number. Sadly every mega corporation, faction, and evil piece of shit has seen your SIN and it shows your true nature as a multiversal traveler. Try to avoid being captured as I don't think you want someone cutting you open trying to figure out how your powers work, unless you're into that I guess?

Edition Problems [+200]: Once a week the rules governing the world will shift to a different edition of the setting. This may not sound that bad at first but keep in mind how much Celerity changes from First Edition, Second Edition, Dark Ages, 20th Anniversary Edition, and 5th Edition and that's a simple Discipline that just makes you move fast. Other abilities may change dramatically from week to week.

Groundhog Day [+400]: I love that movie but it's too bad for you, you're living it. Starting on February 2nd you will be trapped in a time loop repeating the same day over and over again until you either find true love in the world of future darkness or 10 years of the same day comes to pass. If you die the Jump ends like normal, not resetting the loop by dying. Please take this with First Last Day Jumpchain and I will find it funny.

Relic [+400]: You've got a bad case of Johnny Silverhand in your brain. In six months from the start of the Jump you will start the process of mental breakdown. This isn't simple insanity, but the total loss of self. You automatically have a Neuroport with the Relic in it at Jump start. Each species has a different reaction to this: Vampires become Wights, Werewolves become full slaves to the Wyrm, humans and Dhampir just get death. If you can find someone who understands this tech before times up you could be saved, but good luck this is tech form 2077. No power of regeneration or 1up can overcome this only from an outside source.

First Last Day [+600]: Your start is set to Enoch. You start the Jump the day Cain returns to find his wife was killed by his grandkids. He for some reason thinks you did it or had a major hand in it. As Cain is a fixed point in time and reality there is literally nothing you can do in this Jump to kill him or undo his Curse. He is the grandson of God given superpowers and is fucking pissed good luck.

White Frost [+600]: The prophesied end of the world. An Ice age of massive proportions is coming and a group of multiversal slaving elves wielding powerful magic called the Wild Hunt. If you know the plot of Witcher3 then you know how bad this can be. You have one year to stop both the Wild Hunt and the world ending in frost. Oh, to make things a little harder the elves have true magic of the mages of WoD without Paradox problems of the mages from your world.

Timeless Child [+800]: Only something is very wrong. There is a Blue Box with some dipshit masquerading as the Doctor in it. Not sure what happened to that once "great" show, but now it just sucks. Worst part this badly written Doctor thinks it his job to "fix" the world of darkness. He has all the new overpowering abilities the New Doctor has. Infinite regeneration (resurrection), self-replication, item replication, time travel, genius level intellect, whatever else he may need to fuck you over. Every time this fool changes something the world of darkness will overcompensate to correct it by making things much worse. Tries to stop Cain from killing his brother and now he killed his mom. Tried to stop the flood and now the world is a desert for forty years. You can't talk him out of this stupid shit or destroy the Tardis. If you try to kill him all you will do is make two or more Doctors to have to deal with. The timeless child was a really stupid concept that rewrote the lore in a shit way and now it's here for WoD.

Ending:

Did you know the word XXXX Err...I mean good job not meeting the final death now pick a thing.....

Stay: If you would like.

Go Home: Probably a good idea after all this.

Continue: Sounds like fun.

Notes:

- My wife refused to spell check this Jump so sorry for my bad English I am trying to get better.
- At the end of the jump all clan weakness Drawbacks, light sensitivities are removed from you and any Companions you may have. This doesn't apply to anyone you sire later.
- Unless you take Perk that or you're a Thin-Blood your generation is set to 10.
- The Cyberware purchased with points becomes part of your Alt-form gained from this Jump. Anything purchased with cold hard cash doesn't.
- With the Luna's Demons Perks you can Sire unlike normal Abominations. If the would be Childe is a Fera it will become another Abomination, if not a normal Kindred of the clan you picked.
- It's going to be very hard to pick up a full copy of World of Future Darkness. You would need to pick up White Wolf Magazine 36, White Wolf Magazine 37, and White Wolf Magazine 38 to have everything or you could just pick up Night's Edge for Cyberpunk from this link https://www.abebooks.com/first-edition/Nights-Edge-Cyberpunk-Justin-Schmid-Ianus/30902706015/bd if you don't mind the change in system.

Thin-Blooded Summary

Can the character...		
14th	**15th**	**Dhampir**
Belong to a clan?		
Half the time	Never; always Caitiff	Mortal; no clan
Sire Kindred?		
Yes, unless character has Thin Blood Flaw	No	No
Conceive/carry a mortal child?		
No	Yes, sometimes	Yes
Create ghouls?		
Yes	No	No
Create blood bonds?		
Yes, sometimes	No	No
Eat food/drink?		
No	Yes, but must vomit thereafter (other vampires vomit at once)	Yes
Walk in sunlight?		
No	Suffers only lethal damage, can soak	Yes
Create Disciplines?		
Yes	Yes	No
Achieve max Discipline level?		
No; 4, tops	No; 3, tops	No; 1, tops
Have Insight?		
Yes	Yes	No