The Dark Medieval

It is the year of our lord 1230 and things are starting to change. The mortals are starting to stand up to the hidden masters that have always pulled their strings. The currents leading to Jotunheim will sometimes not deposit a ship there, and neither man nor giant can say why. All throughout the world, the first stirrings of the death of magic can be felt by the wise, while seers and philosophers begin to ponder whether the path of history is not leading humanity towards the creation of a world of darkness.

The Wan Kuei may sit and laugh from their Eastern thrones, assured that everything is going fine and that they face no doom on the horizon, but things are not calm in the West. Holy Mother Church has put together a shadow inquisition of holy warriors and scholars to expose devilry and put witches to the torch. The Cainites wage a bloody War of Princes, heedless of how the newly Embraced pawns they abuse as canon fodder are sharpening their stakes and jealously eyeing their lords' power. The Garou are scrambling to interpret and address the 10 Prophecies of Shadow their have received from their goddess Gaia after failing to listen to the first led to great Constantinople's fall. The mages, arrogantly underestimating the threats of the Church and science are slow to organize themselves for self defense. The Fae courts' Oath Truce is soon to end, presaging the renewal of the four sided War of Stone over how to relate to mortals. Lucifer himself spreads a new ritual among the Elohim, hoping to cleanse their Torment by mixing pieces of their souls into mortal hosts.

Now you have a chance to stalk among the shadows of this demon haunted world, perhaps to turn it towards a brighter tomorrow.

You have 1000 CP.

Starting Location

Spend 50CP to choose from any location or roll 1d8 for one of the locations below (unless you have the Wan Kuei Background, in which case roll on the next chart.)

1) **Constantinople-** Mighty Constantinople has fallen to crusaders, its empire broken. It was long home to the Toreador Methuselah Micheal, but he has chosen to greet the sun rather than see the city of art he long patronized be overtaken by barbarians, throwing the city's power structure into chaos.

2) **Jersualem-** Buried beneath this city is the statue housing the demon lord Belial, one of Lucifer's direct lieutenants during the war. From here, his cultists attempt to fan the flames of war and ignite further crusades, hoping to turn the Abrahamaic religions against each other. Among vampires, one of the rare Salubri has managed to forge an alliance out of the local clans to resist intrusion from the usurpers of Clan Tremere.

3) **Damascus-** Long the seat of an ancient Baali Cainite, Damascus is publicly claimed by the Toreador who have largely been corrupted. Some Cainities hope to purge the demonic taint, but the these are divided between locals who merely want to depose the hidden Baali masters and Assamites who want to claim the city for their own clan.

4) **Paris-** Once the Grand Court of Paris was the center of Cainite politics in western Europe, a grand alliance of Toreador and Ventrue. Now Alexander has been deposed by his childe Geoffrey, who cannot keep control of France and has ceded much of his power to the local Courts of Love. Meanwhile the Albigensian Crusade has disrupted everyone's unlives, especially that of the Cainite Heresy.

5) **Rome-** This seat of the Church is the home of the Choeur Celeste, the organization of Christian mages, but paradoxically also houses the new Inquisition which hunts down such heretics as well as the

vampires that infest the church. Among the Cainites, Rome is without a prince after an earthquake exposed the last. Many Lasombra yearn to replace him, but they fear two factions of Nosferatu and one of Cappadocians who survived the fall of Rome and contest one another inside the catacombs.
6) **Prague-** A Nosferatu Prince seized control of Prague from the tyrannical Ventrue that preceded him, but has been in turn threatened into secret submission to the Tzimisce Methuselah Shaagra who later awakened in the city. Now he sends agents west hoping to make allies with Nosferatu elders to destroy Shaagra, though his agents are unknowingly infected by a supernatural variant of leprosy that Shaagra intends to use to weaken potential Ventrue invaders.
7) **London-** London is the seat of power for the Methuselah Mithras and his attempts to oppose the young (from his perspective) religion of Christianity across the British Isles in favor of his own cult. Ragged Jenny the Nosferatu runs a school for thieves, both mortal and Cainite, which provides her agents throughout Europe.
8) **Free Choice-** You can start anywhere you want in the World of Darkness.

If you have the Wan Kuei Background or are a Cainite or Abomination with the Danava or Nagaraja Bloodline, instead roll on this table.
1-2) **Changan-** Since the capital moved away from Changan, the old Imperial Palace was abandoned by mortals and the Yellow Emperor Court moved in. Changan is now a center of learning for the Wan Kuei. However the seclusion of the Yellow Jade Society, leading Wu of the Court, has left the other Wu to gain wealth through corruption and controlling access to the Yellow Jade Society.
3-4) **Kamakura-** Shogun Yoritomo has moved to this defensible city, but the ghost of the brother he murdered, Yoshitune, has followed him. Yoshitune leads the ghosts of soldiers the Shogun killed, tormenting him nightly and driving him to paranoia. A Wu of Wan Kuei attempts to protect the Shogun, but they have limited powers for dealing with spiritual combat.
5) **Dihillika-** Recently conquered by Muslim invaders and the Cainites behind them, the previous rulers were the Agnikula, descendants from a powerful Thrashing Dragon Wan Kuei named Pariksit. He plots to repel the invaders and re-install his Dhampyr children as the rulers.
6) **Kashi-** An important middle point on the Silk Road where merchants coming from the East and West meet to trade. It is likewise a meeting place for eastern and western Shen. The local Wan Kuei interview any vampires (Cainite or Wan Kuei) who want to enter or leave the Chinese controlled lands, turning to violence if necessary to keep unwanted visitors out and unprepared travelers in.
7) **P'yong'yang-** Having lost its Wan Kuei Ancestor in a mortal rebellion two centuries ago, and no one has formally replaced her. The two claimants are young Wan Kuei: Wang Kyu, one of the very founders of the kingdom of Koryo, and "Myoch'ong", the monk who led the rebellion that saw P'yong'yang burn (or rather his student Hojil, who stole his master's symbols of office and uses his burned face to explain why he no longer looks like Myoch'ong). Meanwhile the constant wars have led to ravening hordes of chih-mei that regularly creep over the city walls, while the Night Patrols of the mortal government often wind up fighting monsters as part of their actual job in keeping the city's populace compliant to the latest military dictator.
8) **Free Choice-** You can start

Backgrounds

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

Inquisitor(Free)- Christendom is under siege! The agents of The Enemy stalk the woods and even masquerade as honest men and women. The Pope has thus declared the Holy Inquisition Against the Devil and Other Demons in response to the petition of Cardinal Battista Marzone, who now leads the order as its Inquisitor-General. This Shadow Inquisition consists of the knightly former crusaders of the Order of the Poor Knights of the Passion of the Cross of Acre, the Red Order which is the last of the

joint monk/nun monastic orders and is devoted to scholarship of the supernatural, the prophetic nuns of the Sisters of St. John, and the spy network of the Oculi Dei, and is supplemented by the cursed nobles of the House of Murnau. All wield True Faith in the name of protecting God's children from demons and witches, and some have even noticed the rot within Holy Mother Church itself, coming close to realizing how they themselves are cats-paws for the order of mages called the Cabal of the Pure Thought of God.

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Garou(100CP)- In the beginning, Gaia spirit of the Earth created a race of half-spirit children to protect her. These are the Garou, born from either man or wolf and empowered by the spirits to fight the agents of the Wyrm, the corrupted spirit of destruction, and the Weaver, the insane spirit of stasis. The Garou are divided into 15 Tribes who follow the teachings of different Totem spirits, though only 11 of those are active in Europe, one of which are the degenerate Black Spiral Dancers who have turned on Gaia to worship the Wyrm.

You have five forms: human, near human, anthropomorphic wolf, dire wolf, and wolf. You can attempt to change shape, with it getting easier the more you train or the hardier your body is and more difficult the less similar the new form is to your current one. You can transform only part of your body with an exertion of willpower, ease scaling with dexterity. You were born with a human or animal form, or as the child of the forbidden coupling between two Garou you were born in your half-wolf half-man form. Silver ignores your defenses and counts as "aggravated" damage when not in your original form (save for the metis, who are always vulnerable to silver regardless of shape due to their cursed heritage) and you always succeed at changing into it. The anthropomorphic form causes Delirium, a type of supernatural fear that causes mundane humans to react with panic, berserk rage, or by begging for their lives. Afterwords, they will rationalize what they saw as a bear or a madman in a fur coat, even in photos of you. Only those with the greatest of willpower are immune to the Delirium.

The Garou can regenerate from wounds with astonishing speed. A bit of bashing damage is healed every few seconds. Lethal damage, such as from swords or arrows, will regenerate at the same rate except in a stressful situation like a fight, in which case it will happen somewhat more slowly and eventually halting entirely until you can rest (both scaling up somewhat with your stamina). Especially deadly wounds, such as from silver, fire, or a Garou's own claws and fangs, regenerates far more slowly, taking up to a week of full bed rest in your native form (or any form for a metis) for a werewolf on death's door

Garou have two other pools of supernatural power: Gnosis and Rage. They can increase the amount of Gnosis and Rage they may hold through spiritual development. The two energies do not combine. Once you have used any one of them, you may only use that type of energy for a moment. The exception is certain Gifts which cost both Gnosis and Rage. This only applies to a Garou's powers, and not to other sources of, say, chi powers you might have.

Rage is used to change form without a chance for failure or to act with extreme quickness. You gain Rage from seeing the moon for the first time each night or the night sky on the night of the new moon. The fuller the moon, the more Rage acquired. Threats, such as the beginning of combat, also restore a bit of Rage, as do failure or humiliation. If your Rage is great, people and animals without equally great willpower will instinctively fear and try to avoid you. Rage also makes it more difficult to resist Frenzy.

Gnosis is spiritual energy, also called "chi", and it is used to power Gifts, magic powers taught by spirits, and Fetishes, magic items made from binding spirits. Carrying items made of silver weakens your Gnosis for a day. Meditating for hours restores your Gnosis, though it becomes less useful the

more often you have meditated in the current week. By looking into a reflective surface, you can move between the physical world and the spirit world. This may take five minutes, or as fast as instantly or as slowly as hours depending on luck and how great your Gnosis is. For each full lunar cycle you spend in one world, the harder this gets until you finally step sideways again.

Cainite(200CP)- When Caine killed his brother Abel, God cursed him, turning him into the first vampire. He passed his curse to three childer, who passed it to at least 13 more. Then the flood was sent to punish them for their wickedness and the Antediluvians gradually retreated from the world, mostly sleeping in hidden tombs and waiting to rise only at the end of the world. Now their ancient Methuselah childer build great kingdoms in the night, prosecuting the War of Princes against their rivals, using even powerful elders as pawns to hold territory throughout the world in their names. They are blind to the threat that mere fledglings may rebel against these abuses, much less that mortals may turn on the vampires en masse and force them screaming back into the shadows for survival.

You were once a regular human, but then you were embraced. A vampire, your sire, drained you completely of blood and fed you some of their own. Your new undead body is hardy, especially against blunt force trauma. However, the same undeadth that makes you difficult to harm prevents you from naturally healing any wounds. You must spend Vitae, your very blood, to heal yourself, though doing so cures wounds with near-instant supernatural speed. Certain kinds of attacks, fire, sunlight, the fangs and claws of other supernatural creatures, or massive amounts of electricity are “aggravated.” Healing these requires massive amounts of blood and entire days of rest. Piercing your heart with wood is not aggravated damage, but it will paralyze you until it is removed. Your body also looks and feels dead: pale, cold, and not breathing, and age will only make your skin even paler. Spending Vitae can reverse this and make you appear alive for a short while.

Vitae can also be used to enhance yourself. You can increase your strength, dexterity, or stamina (separately) to just over peak human for around a half hour, though the greater the distance from your baseline the more blood this costs. You can push them even higher from there, but this is less efficient, lasting only a few moments for the same cost.

The Cainites have access to occult powers fueled by blood beyond these basics. Powers are arranged according to a certain theme and developed in sequence, with more powerful abilities requiring weaker ones be learned first. Three of these Disciplines come naturally to you based on your Clan or Bloodline. Others may only be learned from a vampire who already knows them in a process that starts with drinking the tutor’s blood. Once a Discipline’s most basic level is learned, you may continue developing its more advanced skills without outside aid, but even that one drink carries the price of the blood bond.

Each drink of your blood will advance a blood bond through its three stages, but only if taken at least one night after the previous one. At the first stage, they will often think about you and will subconsciously seek out places they expect you to be. In the second stage, it becomes difficult to go through with harming you and you are an important emotional figure in their life and can more easily manipulate them. A person may only be subject to a single blood bond of the third level at once. At this stage, they feel true love for you and find your mind control powers more difficult to resist. It takes many months without contact with you (and certainly without drinking more of your blood) for a regular person to regress one stage down. Someone with peak human willpower could do the same in only two months, while someone with even more could break it nearly instantly.

Feeding your blood to a mortal (human or animal) will also make them into a Ghoul. Ghouls can learn

the weakest powers of the vampiric Disciplines. They all start with super strength and can develop any Discipline you know as well as super speed or super toughness, though they have no way to pay for these other than through the Vitae you feed them. Going a month without drinking Vitae will revert them to human. Ghouls do not age, though if they vastly exceed their normal lifespan they will quickly age to death if they lose their supply of Vitae. Ghouls can only hold a fifth as much Vitae as even the weakest vampire, though they can potentially be force fed more at the cost of hallucinations, but they can heal damage like one of the Cainites, potentially even regrowing limbs. They may Frenzy like vampires, but it is much easier for them to control.

Vitae may be useful, but there comes the small matter of obtaining it. Cainites have fangs but they are retractable, allowing you to appear human. Drinking someone's blood is intensely pleasurable, enough to paralyze your victims or even make them seek out the sensation again. You can lick fang wounds closed to prevent your vessels from bleeding out, but the blood loss itself can be dangerous. A weak vampire would need to drain a human completely dry to fully refill their own stores of Vitae. They could get the same amount by hospitalizing two or safely drinking from five. Animal blood is less mystically potent, with two cows or twenty birds providing the same amount of Vitae as a human. Supernatural creatures can vary even more greatly. A Changeling's blood can cause hallucinations and a lupine's is twice as efficient as a mortal's at the cost of making it harder to resist Frenzy for as long as it's in your system. Who can say what strange reactions the blood of creatures from other universes may have on your Cainite biology? However, somewhere between 1000 and 2000 years after being embraced you will become unable to gain sustenance from anyone other than another Cainite.

It costs a bit of Vitae to rise at the start of each night. If you have no Vitae at all, your body will begin to cannibalize itself. When your body is significantly damaged, either through starvation or other damage, you fall into a comatose state called torpor. While in torpor you no longer spend any nightly blood. If you entered torpor through starvation, you will awaken when someone feeds you blood. If you were sent into torpor through damage it will take time before you can awaken. Further "aggravated" damage while in torpor will kill you.

Over and above the regular need for blood or the pleasure of feeding, each vampire has a Beast inside them. This is the animal side of the curse, the part of the Cainite which wants nothing more than food and safety. The presence of blood, fire, or sunlight, being provoked, or you or a loved one being threatened has the chance to provoke a Frenzy. The state of Frenzy also allows you to ignore pain and even improves your ability to resist mind control, but it is no boon. A Frenzy lasts for around half an hour and places you in pure fight or flight mode, unable to focus on any higher goal than destroying what has enraged you or escaping from whatever your Beast thinks is a danger.

Opposing the Beast is your Humanity. Committing evil acts can weaken your Humanity, loosening your grip on your Beast. High Humanity makes it cost less Vitae to appear alive and allows you to rise earlier each night. It also determines the lengths of your torpor: two weeks for someone of average humanity, down to days for those of the greatest Humanity or up to centuries if it is low. You are weakened in all ways during the day, especially if you were already superhuman, but less so the greater your Humanity. Losing Humanity can cause mental illness and losing it completely will make you into a mindless Beast.

As a Cainite, you belong to a Clan or Bloodline depending on the line of embraces leading back to an original vampire. Each has its own curse, as well as a set of Disciplines it is especially talented at and which they can learn without the need for a tutor. Select one of the following:

- **Assamite:** Calling themselves the Children of Haqim (Assam being a corruption of Haqim's name) and growing darker as they age until their skin is pitch black, the Assamites are an organized clan independent of any sect. They were openly if sporadically ruled by their Antediluvian until nearly the beginning of the Christian Era. They believe that they are charged with judging other Cainites, which essentially led to them claiming territory, driving out rivals, and fighting infernalists much like any other Clan, albeit with a desire to commit Diablerie on other vampires to become mystically closer to Haqim. Moderates, who wish to judge and kill Cainites as individuals, generally stay in the Middle East. Outsiders only meet the hardliners who believe all other Clans have proven themselves inherently evil and deserving of death, who sometimes work as hired killers for other Cainites. Assamites favor the Disciplines of Celerity (super speed), Obfuscate (clouding minds for stealth), and Quietus (control of silence, poison, and blood). The Assamite Clan curse was twisted by the Tremere when the Camarilla was founded. Their curse means that once they taste Kindred Vitae, they become addicted to it and may Frenzy whenever exposed to it, attempting to drink all they can.
- **Assamite Sorcerers:** Haqim personally sired three different bloodlines. The core of what are called the Assamites are truly the Assamite Warriors, the most numerous and politically powerful of the three. Assamite Sorcerers are the caste of the clan devoted to magic. They trade Celerity for Dur-An-Ki (ritual blood magic). Their curse makes them easier to notice with supernatural powers of detection and weakens their own supernatural powers of concealment.
- **Assamite Viziers:** The third caste of the Clan, the viziers collect information and manage mortal concerns so the other castes can tend to their own duties. Instead of Obfuscate they have Auspex(supernatural senses). Their curse is that they suffer from an obsessive-compulsive desire to perfect their greatest skill.
- **Courtiers:** A small number of Viziers in Byzantium diverged, creating this obscure bloodline. They only share Quietus with the main clan. Their other two Disciplines are Auspex (supernatural senses) and Presence (control of emotions). They share the obsessive perfectionism of the Viziers.
- **Brujah:** The Antediluvian Ilyes was a cold and analytical philosopher, but his childe Troile was a hot blooded rebel who ascended to the third generation through Diablerie and founded Clan Brujah. Brujah are a clan of hot blooded rebels. Carthage was their shining utopia of cooperation between Kindred and kine, and though it fell to depravity and demon worship the Brujah blame Rome's Malkavians and Ventrue masters to this night. They are crusaders and philosopher kings, driven by their epic passions to fight for whatever cause they deem righteous. Their Disciplines are Celerity (super speed), Potence (super strength) and Presence (control of emotions). Their curse gives them terrible tempers, making Frenzy more difficult to avoid.
- **True Brujah:** Ilyes's own Discipline was Temporis and some of Troile's get showed themselves to be throwbacks to the original Brujah. These True Brujah are stoic scholars and believe they are descended directly from Ilyes. They are largely a part of the Tal'mahe'Ra cult based in the Underworld, which has infiltrated the Sabbat's Black Hand. Temporis (control of time) replaces Celerity for them, and their curse deadens their emotions, making it harder to maintain their Humanity.
- **Caitiff:** When one of the Kindred embraces a mortal, there is a chance that their Clan's lineage does not take. This chance increases vastly the further removed from Caine a vampire is, but it could happen to anyone. These clanless Kindred are looked down upon or even killed by normal vampires to a frankly irrational degree, almost as if the other Cainites were being instinctively pushed to eliminate loose ends who are not under the control of one of the Ancients. Caitiff have no curse nor native Discipline. However, they learn foreign Disciplines more easily than members of Clans do.

- **Gargoyle:** The Tremere need muscle to protect them from the Tzimisce and other Clans who wish to take a swipe at the Usurpers of Saulot's blood. They turned to their sorcery to twist Gangrel, Nosferatu, and Tzimisce neonates into monstrous slaves. Gargoyles have four Disciplines: Flight (supernatural flight), Fortitude (super durability), Potence (super strength), and Visceratika (control over stone, including the Gargoyle's stone skin). They have several curses: they forget their mortal lives upon embrace, they have hideous and monstrous forms with stone bodies and wings, and they are weak to mind control.
- **Cappadocians:** The Cappadocians are staid monks and reclusive scholars, who are quietly respected by the rest of the Cainites for their great knowledge of death and theology. Few suspect that the entire Clan is working towards the goal of helping their Antediluvian to Diablerize God. Their Disciplines are Auspex (supernatrual senses), Fortitude (super durability) and Necromancy (sorcery dealing with ghosts and deathly energies). Their curse gives them pale and skeletally thin bodies with faces that have drawn skin like skulls.
- **Giovanni:** Cappodocius embraced Augustus Giovanni, the leader of a necromancer family, a mere 200 years or so ago. Now the Giovanni are a near cult within the wider Clan, serving as the foremost experts on magic. Their Disciplines are Dominate (mind control), Necromancy (sorcery dealing with ghosts and deathly energies), and Potence (super strength). Their curse is that their bite is painful and damaging to those they feed from.
- **Impundulu:** The get of an ancient African necromancer, the Impundulu master the magic of death alongside their founder's descendants, who are witches specializing in life magic. They have Presence (control of emotions) instead of Auspex, and their curse is that they can only feed from willing members of one specific bloodline descended from the first Impundulu.
- **Lamiae:** More martial cousins of the Cappodocians, the Lamiae venerate Lillith, the dark mother who taught blood magic to Caine. They possess Potence (super strength) instead of Auspex, and their bite inflicts a usually deadly wasting disease on any mortal they drink from.
- **Nagaraja:** The Idran, an Egypto-Indian necromancy cult, produced and were then usurped by a bloodline of vampires. These necromancers are forced into isolation by their deadly need to prey on humans. They posses Dominate (mind control) instead of Fortitude. Their curse is that their mouths are filled with jagged fangs. They must consume living or freshly dead human flesh for sustenance, instead of drinking blood.
- **Followers of Set:** The clan descending from Set do not consider their founder a mere grandchilde of Caine. They are a quasi-gnostic cult who believe Set is a dark god who wants to free humanity from the tyranny of the Aeons, gods of order. Only through sanity shattering suffering and degradation can people learn to shed society's rules and achieve divinity as the creators of new worlds. They run cults and vice rings the world over to spread their god's dark enlightenment. They are reclusive in vampire society, believing the other Clans are descended from traitorous childer of Set. Their central temples are located in their ancestral homeland of Egypt. Their Disciplines are Presence (control of emotions), Obfuscate (clouding minds for stealth), and Serpentis (serpentine transformations). Their curse makes sunlight even more deadly than for other vampires and distracts them in any kind of bright light.
- **Warrior Settite:** A non-standard bloodline, Warrior Settites are created when a normal Follower of Set is trained as a soldier in the first nights after their embrace. A Warrior Settite's childer will otherwise be normal Followers of Set, while any member of the main Clan may choose to produce a Warrior Settite via the proper training. Warrior Settites trade Obfuscate for Potence (super strength).
- **Gangrel:** The Gangrel are vampiric loners and travelers with strong ties to nature and the Beast. They ride alongside barbarian hordes to sack the cities of civilization and lurk in the countrysides where they learn to hide from Lupines. Their Disciplines are Animalism (control over animals and the Beast), Fortitude (super toughness), and Protean (vampiric

shapechanging). They and their bloodlines have a special affinity for Protean, allowing them to select two animals other than the bat and the wolf as their animal forms. Their curse causes them to temporarily mutate every time they Frenzy, gaining some animal trait that may be physical or psychological. Rarely, this trait will be permanent.

- **Ahrimanes:** Descended from vikings, the Ahrimanes are a bloodline of warrior women who spread along Europe's coastlines. Only women are allowed into the bloodline, and if you are male your sisters will hunt you down and destroy you. They only share the Discipline of Animalism with their parent Clan. Their other two Disciplines are Potence (super strength) and Spiritus (invoking of spirits for power). Their curse is that their blood is impotent, not able to create blood bonds or ghouls.
- **Anda:** The native vampires of Mongolia, the Anda are very heavily integrated with their mortal tribemates, rising from the ground to follow their trails at night as they migrate across the plains. The Anda's curse is that they experience the lethargy of day for longer than normal, lasting an hour after sunset and starting an hour before sunrise.
- **Lhiannan:** A rare and reclusive bloodline of Gangrel who live in the wilderness, hiding even from their hated brethren. They share only Animalism with their parent Clan, alongside Presence (control of emotions) and Ogham (druidic power over nature and runes). They have two curses. Firstly, every week spent outside nature weakens them in all ways (though the floor of this is set by their stamina) until they spend a full day in nature. Second, Embracing a new Cainite will raise their Generation by one until presumably by the 15th Generation they are unable to Embrace at all.
- **Lasombra:** The Lasombra were always a Clan who preferred to rule from the shadows via manipulation. They are strongly invested in the Church for that reason. Their Antediluvian is the only one left publicly active, though even then he is rarely seen and known mostly through rumors. Their Disciplines are Dominate (mind control), Obtenebration (control of darkness), and Potence (super strength). Their curse prevents them from casting reflections.
- **Angellis Ater:** A bloodline associated with the Baali, these Cainites believe vampires are the servants of Satan and worship darkness and sin. They have the Discipline Daimoinon (power over sin and summoning things from Hell) in place of Obtenebration. Some also have either Obfuscate (clouding minds for stealth) or Presence (control of emotions) instead of Potence.
- **Kiasyd:** This strange bloodline was born from the embrace of humans with faerie blood. They spend their nights in staid scholarship. They have the Discipline of Mytherceria (fae themed powers) instead of Potence. They are all tall, with pointed ears, blue skin that glows in moonlight, and pure black or purple eyes. Their curse is that touching iron can cause them to Frenzy. Weapons made from cold iron are just as deadly to them as fire is.
- **Ramanga:** An African bloodline that prefers to lurk in the background as advisors to figures of power. They have only Obtenebration in common with the mainline Lasombra, along with Obfuscate (clouding minds for stealth) and Presence (control of emotions). Their curse is that Obtenebration and Presence powers are somewhat harder to use on people if the Ramanga does not have a piece of the target's body.
- **Malkavian:** Each Malkavian is touched by insane insight. Their Antediluvian is believed to be bodily killed, surviving mentally in the subconscious of each of his descendants as part of the Malkavian Madness Network, the subconscious shared insanity of the Clan. They do not accomplish much, spending their lives in the thrall of the delusions and occasionally pulling "pranks" on the other Kindred in an attempt to spread their vision of enlightenment. Their Disciplines are Auspex (supernatural senses), Dementation (infliction of madness), and Obfuscate (clouding minds for stealth). Their curse is that they are all insane. You may hallucinate, suffer from the delusion that you are an angel, or be obsessively germaphobic. Your madness may eventually change, but regardless you will never have one which renders you

completely unable to function as a vampire the way some unfortunates do.

- **Ananke**: Ancient Malkavians in Greece saw the future in the entrails of sacrifices. They have Presence (control of emotions) instead of Obfuscate. They must maintain a collection of grisly trophies from their murder victims and cannot function well if they lose it.
- **Dominate Malkavian:** Some Malkavians belong to a bloodline with slightly more staid strains of insanity and naturally do have Dominate (mind control) rather than Dementation. "Revised edition"? "Retcon"? What kind of Malkavian nonsense are you babbling?
- **Nosferatu:** The Nosferatur were once the monsters in the dark wilderness beyond the frontiers. As civilization spread, they were forced into hiding in the sewers of cities to prevent the kine from seeing their inhuman forms. They work as spies and brokers of information. They collectively fear the Nictuku, the 4th Generation Methuselahs who hunt them down and kill them, which drives their need to keep well informed in order to stay abreast of possible Nictuku attacks. Their Disciplines are Animalism (control of animals and the Beast), Obfuscate (clouding minds for stealth), and Potence (super strength).
- **Bonsam:** The Bonsam are hideous, bat-like monsters native to Africa. Embraced from hunters, they live solitary unlives in the wilderness. They have Abombwe (power over the Beast) instead of Animalism, and their forms are not just ugly but actively terrifying.
- **Niktuku:** Claiming to be the boogymen of Nosferatu myth, this small and powerful bloodline of diablerists is obsessed with killing Nosferatu for an alleged but vague crime. They share only Potence with their hated kin, instead having Auspex (supernatural senses) and Celerity (super speed). Their curse is twofold. First they receive less nourishment from blood, requiring thrice as much blood as another vampire would to obtain the same amount of Vitae. Then as they age the second aspect of their curse becomes apparent. Every hundred years as a vampire will bring about greater mutation, making them noticeably uglier but stronger, faster, or hardier.
- **Ravnos:** The Ravnos are native to India, where despite being an independent Clan they rule over the other Cainites much like the High Clans do over Europe. They believe they were created by the Hindu gods to punish the asuratizayya, the Indian name for the Cathayan vampires, and believe in an individualistic religious ethos called mayaparisatya which encourages them to find their svadharma, the new purpose of their undead incarnations. Outside of India, they spread mainly alongside traveling caravans of Romani who they secretly lived alongside of as parts of their family groups. These heretics believe that the other Antediluvians are a pantheon of evil gods who wish to utterly remove freedom from the world and that their own Antediluvian is a champion of chaos sent to stop them. Regardless, these traveling Kindred are considered ill omens by other vampires who barely tolerate their wanderings. Their Disciplines are Animalism (control of animals and the Beast), Chimestry (illusion), and Fortitude (super durability). Their curse is that they are vulnerable to a certain vice (theft, lying, cruelty, etc) and have trouble stopping themselves from indulging when given a chance.
- **Brahman/Phuri Dae:** The Ravnos of the Brahman jati in India, and their descendants elsewhere, act as seers thanks to their special bloodline. They posses Auspex (supernatural senses) rather than Fortitude.
- **Toreador:** The Toreador are a Clan of artists or at least appreciators of art. They are strong proponents of maintaining ties to humanity and thus are a pillar of the Camarilla and strong supporters of the sect's support of Humanitas. They are considered fops and gossipmongers by other Clans for this. Their Disciplines are Auspex (supernatural senses), Celerity (super speed), and Presence (control of emotions). Their curse drives them to potentially be fascinated by true beauty to the point they can do nothing but interacting with it, potentially even if they are harmed.
- **Tremere:** Once there was the House of Tremere, a collection of magicians and part of the Order of Hermes. The Tremere feared the way magic seemed to be declining, especially the life

extending alchemy that granted them immortality. In the 11th century, they stole Vitae from an elder of Clan Tzimisce and used a magic ritual to transform themselves into Cainites. Unaware of the intricacies of Cainite society and surrounded by enemies, Tremere himself diablerized Saulot, the Antediluvian of Clan Salubri, for power and legitimacy a mere century ago. Still they are derided as Usurpers and distrusted by the other Clans. Now they are a very organized Clan, every member having a place in the clans' mystical Pyramid. Most members are apprentices, who work for a city's regent, who operates the chantry where the clan stores its mystical knowledge. Service to one's superiors earns ever greater instruction in Tremere's jealously guarded blood magic. Only through this unity can they hope to survive their ongoing wars with Clan Tzimisce and the wizards of the Order of Hermes. Their Disciplines are Auspex (supernatural senses), Dominate (mind control), and Thaumaturgy (blood sorcery). Their weakness is that a single drink of another Kindred's Vitae brings them straight to the second stage of the blood bond.

- **Baali:** A bloodline of demon worshipers or maybe guardians of demons called the Children who they placate so that they stay asleep rather than waking and destroying the world. Or maybe the demons are secretly the slumbering forms of the Antediluvians. Different sects of the bloodline might pursue different goals. They secretly descend from Saulot. Their Disciplines are Daimoinon (power over sin and summoning things from Hell), Obfuscate (clouding minds for stealth), and Presence (control of emotions). Their curse prevents them from looking at religious symbols and touching them causes damage. The power of True Faith is also twice as effective on them.
- **Salubri:** The remaining Salubri of the main branch (also called the healer caste) are devoted to achieving Golconda just as they were when they were a clan. Only a small number are left, with childer Diablerizing their sires once the sire believes they have either achieved Golconda or given up. They have Auspex like the Tremere, along with Fortitude (super durability) and Obeah (healing and protection). Their curse is that they can only feed from willing vessels and they also possess a third eye on their foreheads.
- **Salubri Warriors:** The Salubri have a warrior bloodline alongside its healers. They share Auspex with the Tremere and also have Fortitude (super durability) and Valeren (powers of combat). Their curse is that they can only take sustenance from blood taken from someone they have defeated or fought directly before feeding and they have a third eye on their foreheads.
- **Salubri Watcher:** When Saulot traveled to the east, he embraced two mortals to aid him in gathering that distant land's lore. A few of their descendants still eke out an existence in the Cathayans' lands. Called Wu Zao in their own lands, they share the Disciblines of the the Salubri Warriors. Their curse is that they are all obsessed with gathering a particular kind of knowledge and all have a third eye on their foreheads.
- **Tzimisce:** The history of Clan Tzimisce is inextricably linked to Transylvania, to the land between the Alps and the Carpatians in which the evil spirit Kupala is bound. After the flood, the Eldest, the Clan's Antediluvian, came into contact with Kupala and learned dark magic at its feet. Nearly all of the Clan live in the Kupala's territory. Their Disciplines are Animalism (control of animals and the Beast), Auspex (supernatural senses), and Vicissitude (flesh warping). Their curse is that their must rest near to their native soil, soil from the land where they were born or died or otherwise had a great emotional importance to them. For you, any place you have been been born or started a jump as a drop in counts as native, or the nearest place that has soil if soil does not exist in a jump's starting location. If they do not, they will weaken in all ways by half, cumulative, every day. Only by resting near native soil for a full day can they restore themselves.
- **Old Clan Tzimisce:** One bloodline of the Clan fear the practice of Vicissitude. They believe it represents corruption by either their Clan's Antediluvian or a plague from the spirit world. They

are split between members of the Tal'mahe'Ra cult in the Underworld and Transylvania. They trade Vicissitude for the Discipline of Dominate (mind control).

- **Ventrue:** Clan Ventrue claim to have been the leaders of the other Kindred since the nights of the First City. Today they are the great warrior princes who lead Europe's great nighttime wars and reign over its vampiric courts. Their Disciplines are Dominate (mind control), Fortitude (super durability), and Presence (control of emotions). Their curse is that only one kind of blood can feed them: only children, or only younger sisters, or only Vietnam vets. An extreme act of will, especially while starving, can force this criteria to change randomly. The blood of other Kindred is always edible.
- **Danava:** Hailing from India, the Danava are mystics and priests who believe that they are demons or gods reborn. They have Thaumaturgy (ritual sorcery) instead of Presence. In addition to the regular Ventrue curse, they must carry out a ritual offering blood they drink to the Hindu gods, one lasting at least half a minute, or else the blood will grant no nutrition.

Wan Kuei(300CP)- In an earlier Age the Wan Xian, the ten thousand heroes, fought demons with the blessing of Heaven. But they feel to greed and began to drink the Chi of the people they were meant to protect. Now the lands they once protected (roughly everything starting from the Indian subcontinent and moving east, in the region bordered by Mongolia at the north and Australia in the south) are cursed, and the very evil may find that when they would instead return as ghosts, the dark sides of their souls, their Pos, are drawn into the Yomi Wan to be tortured by the servants of the Yama Kings. Sometimes the Po escapes and returns to the body to reunite with the Hun soul to re-animate the body. Now these Wan Kuei, the ten thousand demons, turn to the teachings of the ancient sage Xue to find a place in the world, hoping to gain Heaven's forgiveness by fulfilling the Wan Xian's ancient duty and protecting the Earth from the depredations of the Yama Kings.

The strengths of your two souls can be increased through proper living. Weakness in your Hun, the rational and moral soul, will limit your willpower and empathy and can allow you to speak to spirits beyond the wall between the material and spirit worlds. A strong Hun can also allow you to stay active during the day or maintain awareness and memory during shadow nature and even, with an exertion of willpower, make yourself hesitate or speak to the people around you. However having a Hun much stronger than your Po will deaden your ability to call on your willpower. The stronger your Po, the more Demon Chi you can hold at once. Po can be used to break free from mind control, though you have a chance to enter shadow nature right after. The higher your Po, the harder it is to raise and maintain your Dharma progression. Likewise, the strength of your soul's Yang or Yin can be improved to increase your proficiency with that type of Chi.

Wan Kuei possess three types of Chi: Demon, Yang, and Yin. Demon Chi cannot be used without using your Po to overpower your Hun, which can send you into fire nature if it does too well. Once available, Demon Chi can be used to speed up your actions, increase your strength, grow fangs for drinking blood, or grow a deadly maw of fangs, though the amount of Demon Chi you can spend at once is limited by your stamina. Demon Chi is not normally replenished by regular feeding, but instead you regain about half your maximum pool every day when you rise. Yin Chi can be spent to, after a bit of concentration, see the spirits of the dead or see flaws/diseases/damage/weak points in bodies or objects. Yang Chi can be spent to allow you to heal someone by feeding them your blood, to detect emotions, or to see spirits. All types are used to fuel various Disciplines and Rituals, the supernatural powers the Kuei Jin can learn. You can only use one type of Chi at a time except for a few special arts. Spending too much Yin Chi at once will create a creepy aura around yourself, while too much Yang Chi will cause sparks to appear around your body. While the amount of Yang and Yin Chi you can hold at once is set, the amount you can hold safely scales with how greatly your soul is aspected to Yang or Yin

respectively. If you make a great mistake with channeling Chi while holding more Yang or Yin Chi than is safe, then all the extra Yang and Yin Chi will violently explode, grievously damaging you and potentially sending you into wave soul. Conversely too little Chi will leave you ravenous. Being at a quarter of your max Yang and Yin combined Chi will potentially send you into fire soul whenever you are near a source of Chi you could feed from, with the difficulty to stop yourself increasing as your Chi stocks dwindle even further.

Having too great a proportion of Yang or Yin at the expense of the other can have consequences. Permanently raising your Yang to be much higher than your Yin will allow you to have Dhampyr children, but it will also give you a permanent insanity such as mania, multiple personalities, or an obsession with feeding on chi. You will not begin to rot in sunlight for at least five minutes in sunlight before taking any damage, scaling upward with your stamina so that with a peak human body you could go nearly half an hour in the sun, though be warned this time of immunity resets per day rather than per exposure to the sun. You will become more vulnerable to fire damage or becoming a carrier for disease and have a harder time resisting fire soul, potentially being forced into fire soul by a desire for sex or mortal food. If you have only 10% or less of a Wan Kuei's total Yang and Yin Chi, you will be unable to stop yourself from immediately seeking out a source of Chi and feeding. A stake of metal through your heart will paralyze you in this state. The opposite state, a permanent imbalance towards Yin will cause a permanent insanity like depression, over-intellectualization, or an obsession with death and the dead. Your body will feel less pain and be more resistant to fire and it will be easier to resist fire soul, but your flesh will always be cold and corpselike. You will no longer be able to spend Yang Chi to rise each night and Yin Chi will be 10 times less efficient in animating you. A stake of wood through your heart will paralyze you. Each time you make a massive failure at using Chi or are harmed by sunlight you will permanently rot, eventually looking like a walking corpse, which will persist even if you eventually correct your Yin imbalance.

There are several methods of obtaining Chi available to one of the Wan Kuei. The simplest is eating human flesh. Consuming a full human body requires a minute of work and provides half your total Chi pool's worth of energy without distending your stomach. 80% of that will be Yang Chi if you eat your victim alive or 80% will be Yin Chi if you devour a cold corpse. A recent corpse will yield half Yang and half Yin Chi. Drinking human blood (animals provide nothing) can also provide Chi. Drinking a human to death will also provide half your total Chi pool. If the person you're drinking from is feeling awe or ecstasy, their blood will provide Yang Chi, while if they feel sorrow or terror in will provide Yin Chi. Otherwise, you will gain Chi of whichever type you have the least of between the two, pushing you towards balance. After at least 10 years and with great Dharmic progress, you will learn to feed on breath. This requires you to touch the target and have access to at least one orifice (usually the nose, mouth, or ear). You may directly assault their life force or try to drain any well of power they have if they are some other kind of supernatural creature. The greater your soul's Yang or Yin capacity (depending on which you want to drain) the more Chi you will obtain, resisted by the target's stamina. Doing very poorly may cause you to be permanently unable to feed on that person's breath ever again. Feeding on Yang Chi (via blood or breath) causes an unnatural combination of sourceless fear, anger, and joy, while feeding on Yin Chi causes tiredness, calm, and depression. After a century of unlife, you can progress your Dharma enough to feed straight from reality itself. The weaker the barrier between the material and spirit worlds, the more Chi you can absorb. Though one location can only support providing Chi once a month without being permanently corrupted.

Merely animating your body each night takes Chi. For the amount of blood you can safely drink from one human, you can obtain enough Yang Chi to rise for two nights, free from the pallor of a corpse. If you alternatively took Yin Chi from the same amount of blood it would sate you for 20 days, albeit

leaving you with the cold and clammy look of a walking corpse and granting you a creepy aura. Denied Chi, your body will begin to slowly rot until you eventually die after a week. Your undead body has heightened senses but will rot in sunlight. You can withstand several minutes of sunlight, almost 10 depending on how high your stamina is, though having Yin Chi in your system will reduce this, though these minutes of grace are per-day rather than per exposure to the sun. After that, you must spend Yang Chi every few seconds or not only begin to die but become progressively weaker and slower as well as having your Yin Chi begin to dissipate. While exposed to sunlight, you cannot spent Yin Chi at all. You also cannot naturally heal any wounds. You must spend Chi to heal yourself, though doing so cures wounds with near-instant supernatural speed. Certain kinds of attacks, fire, sunlight, the fangs and claws of other supernatural creatures, or massive amounts of electricity are "aggravated." Healing these requires massive amounts of Chi and entire days of rest.

Your split soul has severe psychological implications. Your normal state, in which your rational Hun is in control, is called wind soul. When exposed to certain dangers, your Po will force you into wave soul, in which you will be forced to flee mindlessly from threats. Fire, sunlight, or powerful demons can trigger wave soul, with the strength of your soul's Yang Chi resisting your Po's power to determine if it can seize control. Provocations will instead drive your Po into fire nature, in which you will mindlessly attack whatever has aroused your anger or hunger. Failure, humiliation, hunger, insults, intense passion, or threat to close friends can all bring about fire soul, with your soul's Yin Chi strength being pitted against your Po's to try to stop it. Finally, in shadow soul your Po will take over your body as a rational but wicked alternate personality opposed to you and your goals. Performing acts that violate your Dharma or personal morality, great failures in exerting your willpower, strong trauma or shame, or even the ending of fire soul or wave soul can all trigger shadow soul if the strength of your Po soul overcomes your Hun.

The Wan Kuei follow Dharmas, esoteric philosophies that define their place in the world and help them manage their split souls and control Chi. Enlightenment can come and go quickly and randomly, though higher ranks of Dharma can only be achieved after years as an undead, taking at least 1,000 years to rise to the heights of bodhisattvahood. As your Dharma rises, you will be able to increase the strength of your body, mind, soul, Disciplines, and skills to superhuman heights, use more Chi at once. A high Dharma can also replace a strong Hun in allowing you to stay active during the day.

Demon(400CP)- Over all of history, 666 demons have escaped from Hell to long term habitation on earth. Now it's 667. Long ago you created the Earth to house humanity but were forbidden to reveal yourself to them. A prophecy of great doom caused Lucifer to lead a third of all angels to teach humanity in defiance of God. A war was sparked, the rebel angels eventually learning evil from humans and becoming twisted. The rebels lost and were cast into Hell, where there was nothing but the experience of nothingness itself. This drove the angels mad and turned them into demons. Lucifer, who was spared Hell, taught humanity how to summon demons from Hell, but found his old allies now totally insane and ruled by sin. Now various demons possess relics to keep them free of Hell, running cults to reap the human faith they need. With the fall of Constantinople, Lucifer has re-appeared and tried to form a great alliance against the Abrahamaic faiths before they gain the strength to banish demons forever.

A Demon naturally exists in its Apocalyptic Form, which is an immaterial state which can fly at 60 miles per hour. Physical beings can only barely see the demon as a blur or hear its voice as a soft whisper. For a cost of Resolve, an immaterial demon can show itself physically for half an hour or manifest physically for a minute. A demon that possesses an object or location (which there is very little reason to do other than to avoid the pull of this world's Hell) can project out of it temporarily and

those possessing a human can transform into a physical version of the Apocalyptic Form for a few seconds at a time or for half an hour for an expense of Resolve. You may assign some of your Arcana (the native supernatural powers of demons) to your Apocalyptic Form, making them "cheaper" in terms of Torment limits but making them unavailable in other forms. Unlike other spirits, mere physical damage to you is insufficient to do anything but cast you back into Hell. Only specialized spirit destroying techniques, such as the natural powers of other Demons, can end your immortal existence.

You may possess an object or person by touching it while immaterial and contesting its willpower. Possessed mortals do not remember their time as your host if you leave (which requires specialized Arcana), but conversely you have all their memories. Each month spent possessing a human will draw their strength, dexterity, stamina, and beauty towards your own.

Demons are hardier than humans, and lend those defenses to people they possess. You are also immune to mundane disease. Demons can sense the use of supernatural powers from miles around. You may also hear anyone speaking your name, potentially hearing and seeing their surroundings for several minutes afterwords.

The torture of Hell has ingrained the spiritual state of Torment into your soul, forcing you to lash out in an orgy of sin. If you manage to lower your Torment, your memories of Hell and your life before it will be repressed alongside it, causing you to forget how to use some of your Arcana. Giving in to sin risks restoring your Torment. As examples: giving into any base urge allowing the lowest of Torment to begin returning to you, theft without just cause would be great enough for a demon with a more average amount of Torment, and only wanton slaughter or torture is horrible enough to regain the last bit of Torment. Possessing a mortal and undertaking great acts of virtue can slowly lower your Torment. Or you can vent your Torment into Taints, permanent mutations to your body or curses on your supernatural powers. Each demon possesses a Vice, the one of the seven deadly sins they are most defined by. Rising Torment will cloak you in an aura of your Vice that others likely find distasteful and will make it more expensive in terms of Resolve to make your Apocalyptic Form look angelic instead of obviously demonic.

Restraining Torment, Demons possess Resolve. Beyond mere willpower, it is a combination of patience, self-control, courage, and confidence, and it allows the fallen to resist their urges to work towards long range goals. A cult of less than 10 mortals carrying out rituals every month would provide a bit of Resolve each day, while one closer to 700 praying to you nightly would give the same every four hours, and one of 50,000 instead offering that Resolve every 20 minutes. In any situation where you are tempted to indulge your Vice, Resolve is pitted against Torment to determine if you are capable of restraining yourself. Exposing your Apocalyptic Form to mortals allows you to regain Resolve as well. If your Torment grows greater than your Resolve, the body of any mortal you posses will quickly begin to destroy itself in a way which is impossible to heal, lasting a week at most until death sets in. Entering holy ground or touching holy objects (as defined by mortal faith) requires a test of Resolve against Torment to attempt, and will induce agony and probably (based on a second contest between Resolve and Torment) cause grievous damage. A high Resolve will allow you to improve your body, mind, skills, and even beauty to supernatural heights. Unless completely drained of Resolve, a demon is immune to mind control or fear. A bit of Resolve can be spent to restore all bludgeoning damage you've taken or some slashing or stabbing wounds.

Demons may twist other beings into Thralls. A Thrall receives part of the demon's divine condition, gaining Resolve and Torment. You may also choose to give Arcana, paying for them with Torment or Taints or special Pacts which require the Thrall to perform or refrain from some behavior. A touch to a

willing being and the expenditure of a bit of Resolve can transform them into a Thrall or allow you to reallocate their Arcana, Torment, or Taints. You are limited by the number of active Thralls you have at once, with both Resolve and Torment increasing the amount up to a maximum of 20. You may telepathically contact your Thralls at any time. You may ravage a Thrall from any distance with a minute's concentration. This will drain first their Resolve, then their willpower, then finally their health in order to restore your own pool of Resolve, though this risks increasing your Torment.

Mage(400CP)- Throughout history, there have been those who mastered the secret arts of magic. Only recently, fearing the growing power of the Church, have they begun to realize the necessity of clinging together into Fellowships of like minded mages and extending the very earliest feelers out to ally with those who work different arts. Mages do not even realize they are all doing the same thing, bending reality to their wills. As far as they know Backlash, the backfiring of magic, is caused by failures in their own skill and a lack of knowledge rather than the disbelief of mere "commoners" who cannot wield mystic powers. Indeed, even now the "wise" do not understand the true danger coming for them. The fall of the Hermetic chantry of Mistridge is written off as another casualty in the Massassa War between the Order of Hermes and the vampires of Clan Tremere, but future centuries will remember it as the opening strike of the Order of Reason which will one day choke all magic and wonder from the world.

Fae(600CP)- Born of human imagination, the Fae believe that they were the ones who created humanity. They are divided into four Courts to war with each other over how to deal with the rise of Christianity and how relations with humanity should be managed. The Spring Court want to live alongside humanity, the Summer Court wish to rule the world, the Autumn Court want to make deals with humanity while hiding their true natures, and the Winter Court want to be free to rampage and murder. They have been held back from fighting each other by the Oath-Truce, but that is set to expire this very year and war between the Fae is on the horizon.

Each Fae has a Fae Mien, the true form of their body which is hardier than a human's. This form is up to you to design, though it is heavily influence by which Court you belong to. You may train to change your body, making your Mien more powerful. Regardless of form, pure iron will damage you like fire damages mortals, and each strike with an iron weapon will drain your store of Mists.

Fae magic comes in two flavors: Mists and Weaving. Mists represents the raw chaotic power of creation from which the Fae spring. You can spend Mists to grant another the ability to see the world of the Fae, to cloak a Cantrip so that even those who can see Fae magic can, to disrupt another Fae's powers, or enhance the inhuman parts of your Fae Mien to make them more powerful. Or it can be spent to hide all your inhuman features for as long as you want, though it fails if you call on your magic without cloaking it, and if you spend more than a few days (dependent on your willpower) you will become Lost, neglecting reality to retreat into a hidden realm of solipsistic magic, requiring at least a month of being forced by others to live a strict schedule and never Unleashing for a chance to recover. You can refill your store of Mists merely by spending a day in a Fae realm and performing an Unleashing also grants you Mists. Raising your Mists will make your Fae Mien more inhuman.

Weaving is the opposite side of the coins from Mists, representing your ability to impose order on your magic. Weaving energy can be spent to lower or remove the chance for an Unleashing to go out of control, counter another Fae's use of a Cantrip, reduce the effects of an Echo you suffer from, or sanctify a new magical Oath. Spending too much Weaving too quickly is dangerous. Calling on Weaving more than a few times a day (at most 10, dependent on how great your facility with Mists is) will make all powers of the Mists more difficult to use. If you do this several days in a row (with great

willpower allowing you to handle it longer) you will become Locked. While Locked, you become a human (albeit one who can still perform Cantrips) and obsessed with living an orderly life and stamping out chaos in the world and people around you, with only a month spent with your allies preventing you from sticking to any kind of schedule or regimen offering you a chance to turn back into a Fae. Spending a day in a Fae realm allows you to restore some Weaving energy.

Raising one or the other to a greatly higher degree than the other inflicts imbalance. Having a much higher Mists makes it more difficult to perform Cantrips, and the reverse makes it more difficult to perform Unleashings. When you increase one of these, you can choose not to become imbalanced in exchange for gaining an Echo. This Echo is permanent, even if you would later raise the other quality so that they are balanced.

Fae magic is divided into four Dominions: Dawn (senses, time, the future, healing, purity, earth, weather, fertility, invisibility, herbivorous animals, plants, fate), Day(light, faith, truth, fire, mind control, diurnal animals, trees), Dusk (spirits, space, humans, air, the past, reading minds, carnivores, plants with needles), and Night (darkness, despair, cold, water, protection of the mind, nocturnal and burrowing animals, and silence). You will find the Dominion associated with the Court you are sworn to easier to invoke. Dominions are also stronger if cast at the appropriate hour: dawn/noon/dusk/midnight respectively, and the Dominion is empowered again on the associated season's equinox/solstice. Cantrips are specific tricks one can use, which mimic a single effect an Unleashing is capable of. You may only learn a small number of Cantrips per Dominion, set by your the strength of your Weaving, though you may force yourself to lose a known Cantrip, replacing its place in your soul with a new one. Cantrips don't need any special energy to fuel them. Each Cantrip is associated with a specific attribute or skill of yours which will empower it in place of the strength of your Mists used in an Unleashing. Conversely an Unleashing only requires knowledge of the relevant Dominion. You determine what you want to happen within the themes of that Dominion and (based on the strength of your Mists and skill in that Dominion) that either happens, it happens but goes out of control, nothing but some cosmetic effects happen, nothing happens, or a dramatic and horrifying mistake occurs. A weak Unleashing or Cantrip could conjure food or grant the ability to see in the dark. A truly powerful one could surround a castle in a shell of fire as hot as the sun or send you back in time by a minute. Learning a Dominion requires Fae who already knows it as a tutor.

As a Fae, you have the ability to form binding Oaths with humans. The Oath must specify an action from both you and the human(s) it is sworn with, along with a punishment for either should they break the Oath. While you are acting in furtherance of an Oath's fulfillment, you are less likely to be afflicted by Echoes and can restore your Weaving energies. The more stringent the requirements of the Oath, and the more dire the consequences for breaking it, the more effective it is at both these things. Oaths may be formed with supernatural creatures as well, though they offer no benefit beyond the ability to back your agreements with supernatural curses.

Echoes are the folkloric banes of the Fae. Each Fae has at least one. An Echo consists of a triggering even, with the effects of the Echo being random each time it is encountered, though if a human purposefully exposes the Fae to the Echo the severity of the reaction will scale with that human's willpower. An Echo might be someone holding up a cross, entering a house without being invited, seeing your own reflection, the sound of children's laughter, or similar events. At the low end, you may be filled with fear or sorrow by the Echo, while a more average result could make Dominions less reliable for the rest of the day or physically harm your body, with the worst results being things like being set on fire until you get away from the Echo or being sent into a berserk rage. Every time regular humans, except those who accept the Fae as part of their world view, see the Fae Mien, there is a

chance for you to permanently gain a new Echo. Be advised that though Echoes horrify the Fae, they are not the worst of what's to come. In a mere two centuries, science and reason will have so poisoned the minds of the Europeans so much that the universal field of Banality they generate will send the Fae either fleeing in terror into permanent exile within the Fae realms or permanently merging with humans to become frail half-Fae things.

Fae come in three kinds, one of which you must choose:

- Changelings mix humanity with fae enchantment. A Changeling may be born through a coupling between fae and human, or a fae baby can be planted in a human family or a human infant can be stolen and raised by the fae. An enchanted adult human will also sometimes transform into a Changeling. Changelings can freely change between human and fae Miens with a minute or so of concentration. A Changeling's Echoes are always weaker than those of other types of fae. However, they cannot perform Unleashings in human form, nor can they ever promote a sprite into a full Fae.
- Firstborn are creatures of pure faerie glamour. A Firstborn has only a Fae Mien, and no natural human form. Their Unleashings are less likely to go out of control, but their Echoes are more severe than those of other Fae.
- Inanimae are Fae that take forms defined by the elements of the natural world. They can take eight hours or more in an area filled with their element, fully healing their body and optionally changing between Fae and human Miens. An Inanimae's Fae Mien has more advantages that those of other Fae due to their inhuman bodies. Revealing your elemental nature to a mortal will cause you to gain an Echo.

Perks

Abomination(200CP, discount Cainite, Exclusive to Garou or Cainite)- The Garou are not immune to the Embrace. In the rare case that it occurs, the result is called an Abomination. As an Abomination, you will have nearly all the powers of both a Garou and a Cainite, having lost only your ability to regenerate damage. However, the various powers do not work well together, and spending Gnosis, Rage, or Vitae will prevent you from using the others for a few seconds. Worse, you will be consumed with a crippling melancholy that can only be thrown off in brief times of need.

At the end of this jump, your Abomination form will become a separate alt-form from the Garou/Cainite alt-form you would have normally gained.

Living Nightmare(200-600CP)- You are not a new initiate to whatever supernatural conspiracy you've found yourself embroiled in. You've had time to hone your skills and develop your powers, carving a place for yourself in the shadows of this World of Darkness.

For 200CP, you are an experienced member of your background, having had years to learn the ropes. As an immortal, you would be around 100 years old. Cainites and Abominations gain an additional benefit, being a member of the 8th Generation of vampires descended from Caine. Your blood is especially thick, able to hold half again as much Vitae as a member of the 13th Generation and able to spend it thrice as quickly to activate more of your powers at once. As a Wan Kuei you have developed your Dharma enough to feed on breath and spend twice as much Chi at once to fuel your powers.

For 400CP, you are a true luminary among your people, the kind spoken about in whispers. As a Mage, you may even be an Archmage who has pushed your knowledge of the Pillars to unimaginable heights. If you are an immortal, you are 600 years old. Cainites and Abominations you are a member of the 6th Generation. Compared to an 8th Generation Kindred, you can hold twice as much Vitae and use twice as

much at once. You may, and almost certainly already have, train yourself to superhuman levels. Your strength, your agility, your intelligence and skills, even your beauty can be raised to a level higher than any mere mortal could hope to match. The heights of Disciplines also open to you, permitting you to develop special elder powers beyond the reach of your lessers. Your rarefied blood even empowers your Ghouls, allowing them to advance their study of Disciplines beyond the basics, until they match the weakened powers of 15th Generation Kindred. A Wan Kuei would have developed their Dharma to the point where they would be acceptable to serve as a city's ancestor (ie ruler) giving roughly equivalent benefits as above in spending more Chi at once and developing yourself to superhuman heights, as well as the ability to develop your Hun, Po, Yin, and Yang to greater heights.

For 600CP, you are one of the most dread monsters to have ever lived. You are the greatest hope of Christendom, a hero of the Garou Nation that the Galliards will howl songs about from now to the Apocalypse, a supremely talented Archmage, or a demon who has grown to eclipse even the very Archdukes of Hell. As an immortal, you've been active on the Earth for 3000 years. If you are a Cainite or Abomination, you were embraced directly by an Antediluvian and are of the 4th Generation. You may develop yourself to even more superhuman heights than above and both hold and spend just shy of twice as much Vitae as a "mere" 6th Generation Cainite. Your mastery over your cursed powers is nearly complete, able to fully develop Disciplines to a level that only the Antediluvian blood gods and Caine himself could surpass. A Ghoul who fed exclusively on your blood could develop Disciplines to the same heights as a regular vampire. Unfortunately, you have been afflicted with the Thirst of Ages. The blood of the kine can no longer sate your thirst. Only the rich blood of another Kindred can provide you with Vitae. As a Wan Kuei, you are a Bodhisattva at the mythical near-pinnacle of enlightenment in your Dharma, with even greater benefits than the previous level.

True Faith (100CP, free Inquisitor)- Religion is important in this era, and your faith is strong. You have the True Faith of the Inquisition, which expresses itself in Orisons and Endowments. Orisons are minor blessings of the virtues of Conscious, Courage, and Self-Control Endowments consist of Benedictions (prayers of stealth), Investitures (blessings of the body), Legacies (detection and control over the forces of darkness), and Psalms (divine enhancements to the voice). You'll remain able to draw on this regardless of your actual beliefs or morality and continue to develop new powers through prayer after honing your Conviction fighting monsters and witches just like normal. However, developing new Endowments or flaws in your virtues can bring about curses, from prosaic flaws like growing paranoia to outright mystical stigmata.

You may optionally choose to be descended from the cursed bloodline of the noble Von Murnau house, allowing you to develop Legacy Endowments without automatically gaining new curses.

Shepard in Sheep's Clothing (200CP, discount Inquisitor)- While hiding your position as an inquisitor from the enemy is just common sense, sometimes you need to hide things even from your fellows. The Red Brothers and Red Sisters commonly face the problem that other inquisitors fear the researches they carry out into the Adversary's minions. And the Knights of Acre would be quite shocked to learn that one of their most trusted commanders is in fact a woman who disguised herself as a man. You are well practiced at hiding such secrets about yourself and you activities, especially from your own allies.

Pure Hearted (400CP, discount Inquisitor)- An inquisitor whose Conviction is greater than their Piety falls victim to a state of Callousness, becoming impulsive and uncompromising in their pursuit of their calling. You on the other hand are never overcome by your darker impulses, always able to rationally control your own actions.

Innocent (600CP, discount Inquisitor)- Inquisitors, for unknown reasons, develop curses as their faith grows. It frankly doesn't make a whole lot of sense, but at least you don't have to deal with it. You lack any starting curses from Endowments and are immune to any future curses. This doesn't heal any other pre-existing curses though, such as if you are a Cainite.

Plague Immunity (100CP, free Garou)- A terrible illness is coming, spread between wolves and Garou. The Flaying Plague will have horrifying consequences for the Carou population, causing boils and ulcers until their flesh literally falls off their bones. Worst of all, no one will ever discover what is causing it or develop a cure until it naturally fades away centuries from now. You at least don't have to worry about it, as you are immune to all diseases be they mundane or supernatural.

Spiritual Environmentalist (200CP, discount Garou)- The Garou were created as warriors to protect the environment, but in the year 1230 in Europe there isn't a whole lot of harm to the environment you can prevent with violence, especially as an uneducated wolf monster living in the woods. But at least you can hunt down and kill Banes, the evil spirits of the Wyrm. And whenever you destroy a spirit of evil or corruption, it will heal and empower the surrounding ecosystem.

United Nation (400CP, discount Garou)- The Garou laughed at Songs-of-Shadows's prophecies and so missed their chance to stop the Fourth Crusade from sacking Constantinople. Even now, they turn on each other rather than unite. Perhaps you can be the one to stop this, as you are a history defining diplomat with the skills to bring even rival Tribes of the Garou together for their common good.

Prophecies of Shadow (600CP, discount Garou)- Songs-of-Shadows was a Red Talons Theurge blessed by Gaia with 10 prophecies, one for each of the European Tribes. The Warden of Men's prophecy foretold the fall of Constantinople. Others seem to relate to the rise of the Shadow Inquisition, the coming of the Black Plague, and the discovery of America. You have been gifted a similar set of 10 prophecies that will describe great threats that will occur during the coming decade. With the start of each jump you will receive 10 more, warning you of dangers in that world. After your chain ends, you will get 10 more prophecies every decade.

Ashen Priest (100CP, free Cainite)- The Cainites rely on their Roads, philosophies that cage or control the Beast, to prevent themselves from degenerating into total monsters. For example, the Ashen Priests help to keep others live according to the tenets of their Via Humanitas, the Road of Humanity. You have developed your own philosophy which can cage the Beast, even though normally not every belief system is capable of such a thing, and even other similar supernatural components of the psyche like a Garou's Rage, a Wan Kuei's Po, or a Demon's Torment. Nor do you need to be alone in your new faith, for when you spread the good news of your system of beliefs to other beings, they will find following it equally effective in restraining the darkness in their own souls.

By way of example, the existing Via Bestiae or Road of the Beast requires you to at least keep your hunger sated by regular drinking of Vitae, with a more average follower falling from the road for avoiding nature and a true paragon would falter from taking any foolhardy risk with their unlife. The Via Caeli or Road of Heaven by contrast will protect you from the Beast so long as you do not aid demons or other agents of pure evil, with theft being a failure in upholding the road for a more average follower and the most extreme adherents striving to never violate any of the Ten Commandments. Your custom Road will have a similar hierarchy of sins, with more stringent behavior making the adherent more resistant to their dark side. You may choose to redesign your Road every ten years or at the start of each Jump, whichever occurs first, and may teach any version of your Road you have ever had and

have them all remain eternally effective.

Cainite Heretic (200CP, discount Cainite)- The War of Princes isn't entirely about power plays among Elder warlords. It's also, to a lesser extent, a battle for the soul of vampire-kind. Supporters of one Road or another will seek the support of a Prince in spreading their gospel and will support the Prince's politics in turn. That's to say nothing of Mithras's quixotic quest to destroy Christianity so that his own religion of Mithraism can be reborn. Whether or not you are a supporter of the actual Cainite Heresy, your preaching could be behind the creation of such a widespread heresy among both Cainites and kine, as you are a supreme missionary and theologian, the kind who could leave behind new sects or religions among mortals.

Masquerade (400CP, discount Cainite)- Cainites are forever separated from the living by their undead bodies and the auras generated by their Roads. You can resume a mortal life in a way no other vampire can. When you wish it, you will appear fully human (compressing your body into a human-seeming form if needs be) and any supernatural signs you normally exhibit (such as auras) will be supressed.

Feudal Lexatalionis (600CP, discount Cainite)- The Cainites live in their own dark parody of feudalism, with vampiric knights swearing loyalty to Princes who in turn pledge themselves to Monarchs. You would be a master of this society, having that certain quality that makes a good leader of a supernatural conspiracy beyond mere battlefield tactics or knowledge of politics. You would be a rising star or feared dark lord in any supernatural underworld, knowing how to play your foes against each other, keep your pawns feed and happy, and climb the ranks over the bodies of your former superiors while ensuring the next level up don't see their inevitable betrayal and Diablerie coming.

Way of the Triumphant Crane (100CP, free Wan Kuei)- More than the animalistic drives of the Cainite's Beasts, the Po is an intelligent and evil alternate personality. Who knows what kind of havoc it could wreak if it were in control of a Jumper for even a few minutes. Let's not find out. You are immune to control from any supernatural dark side such as the Po, able to draw on its power fully without fear.

Shen Courtier (200CP, discount Wan Kuei)- The Shen of the East are far more connected than the heavily isolated conspiracies of the rest of the world. The Wan Kuei know roughly who the Ferocious People and the Lightning People and the Hsien are, even if just enough to avoid starting a war by despoiling their territories. You are well suited to the role of diplomat with these strange societies, as there's something about you which seems trustworthy and inoffensive to other types of supernatural creatures.

Balanced Soul (400CP, discount Wan Kuei)- The Wan Kuei have to go through a frankly ridiculous amount of effort to keep their souls in a state of balance. You can achieve this vaunted state merely through meditation. When meditating, you can choose to force your body and soul towards a state of balance between any supernatural energies within, such as Yin and Yang. The greater your current disparity and the more deeply entrenched it is, the longer it will take to chip away at it over multiple sessions, but you will eventually reach a state of perfect balance.

Purity of the Fourth Age (600CP, discount Wan Kuei)- In the coming nights, the Godbody Disciplines will become even further debased from the arts of the Wan Xia than they already are. Wood Shintai will degrade into Flesh Shintai, Metal Shintai will become Bone Shintai. But tonight the Fifth Age is far away, and your purity will not wane with time. If you should face the corruption of your

powers, you may always invoke the original, pure version instead. And conversely, should you want to call upon those dark versions of your powers, they will always be available to you even when they shouldn't be.

Hell Was Worse (100CP, free Demon)- So really what horror does anything else offer? No amount of torment, boredom, or the passage of time can ruin you any more than you already are, allowing you to emerge from such situations just as sane as you ever were. Even being returned to the abyss, while no walk in the park, won't increase your Torment or drive you mad.

Deal With The Devil (200CP, discount Demon)- Cutting deals with Thralls and Demonologists is an important step to increasing a demon's power base. You're not only good at such negotiations, drawing on both your intimidating nature and your mastery of hidden legalese, but fate itself bends the minds of useful fools who would accept such a Faustian bargain into meeting you.

Embodiment of Sin (400CP, discount Demon)- Each Demon is associated with one of the seven deadly sins, representing the dark urge they have become most obsessed with during their time in Hell. When it comes to trying to indulge in your sin (or one sin of your choice if you aren't a demon) you will find your supernatural abilities empowered.

Ritual of the Sundered Soul (600CP, discount Demon)- After millennia of opposing his corrupted followers, Lucifer has what he hopes is a solution. The Ritual of the Sundered Soul is sold to demons as a way to embody part of their power in a mortal permanently, rather than being stuck in a reliquary or being forced to regularly move between possession victims. His real aim is to mix human memories into the demons who use it, allowing them to forget their Torment. You have a unique version of the Ritual, one which really does allow you to shave off a portion of your soul as an avatar and place it into a human. Though you will be weaker for missing part of yourself, that second part of you will likewise have its own weaknesses and flaws lessened, becoming more like the living being it possesses.

Foundation (100CP, free Mage)- Though the Mages of the Dark Medieval fail to realize it, magic as they know it is merely a way to focus the reality warping abilities of the Avatar through their beliefs about reality. That means that your own knowledge of how this and other worlds works would interfere with your ability to perform magic. Choose one Fellowship's magic below, and you will be able to perform apply that paradigm of reality instead of your true beliefs for any belief-based powers you have. These magic systems consist of a Foundation of fundamental mystical beliefs and four Pillars that define different specific skills that can be learned. There may be rarer Pillars practiced by Mages of that Fellowship, and, with truly epic efforts devoted to expanding your mind and determining how other abilities might fit within your Foundation's belief structure, you could learn to expand it much like the Order of Reason and Council of Nine Mystick Traditions will come to agree on a system of magick based on nine universal Spheres in the coming centuries.

The available Foundations are:

- The Ahl-i-batini's Foundation is Al-Iklas (sincerity or oneness with Allah) which grants increased senses to one who understands the oneness of all things. Its Pillars are Al-Anbiya (fate), Al-Fatihah (minds), Al-Haji (space), and Al-Layl (secrecy).
- The Circle of Read's Foundation is Sin, devoted to removing oneself from God's control by sinning until sin loses all guilt or allure. Its Pillars are Abomination (corruption), Diabolism (summoning and banishing of demons), Malediction (secrecy), and Subversion (control of demons and creation of mind-affecting texts)

- The Messianic Voices' Foundation is Divinity, which represents closeness to God and makes others acknowledge your holy authority. Its Pillars are based on the archangels: Gavri-El (fire, healing, motion, reason), Mikha-El (leadership, light, war), Repha-El (creativity, peace, water), and Uri-El (darkness, death, despair, earth).
- The Old Faith's Foundation is Spontaneity, which improves quick casting of spells. Its Pillars are the seasons; Autumn (wisdom and fruition), Spring (creation and life), Summer (fire and passion), and Winter (death and despair).
- The Order of Hermes's Foundation is Modus (technique) which represents study and discipline and improves willpower. Its Pillars are Anima (life), Corona (mind), Primus (Quintessence, the fundamental force of magic), and Vires (elemental forces). The Craftmasons, a breakaway group who view all magic not worked through devices as works of vanity and opposes other mages, specialize in the otherwise rare Pillar of Forma (substance) in place of Primus.
- The Spirit-Talkers' Foundation is Sensitivity, closeness to the Umbra spirit world. Its Pillars are various totem spirits: Chieftain (leadership), Trickster (deception and luck), Warrior (battle), and Wise One (magic, spirits, and healing).
- The Valdaermen's Foundation is Blot, devotion to and sacrifice in the name of your fate, which allows you to sacrifice your own health to empower your spells. Its Pillars are collections of runes: Fara (travel), Forlog (luck and wealth), Galdrar (fate, spirits, Quintessence, and knowledge), and Hjaldar (battle).

Champion of the Old Ways (200CP, discount Mage)- They wouldn't think of themselves this way, but mages defend alternate ways to view the world outside the orthodoxy of Mother Church (except the Messianic Voices, who champion it instead). When you stand up for an ideology, people take heart in your support and your victories validate your ideas in their eyes. With you at their head, perhaps the pagan religions could resist the tide of history.

Massassa Warrior (400CP, discount Mage)- The Order of Hermes is embroiled in its Wizard's March against the vampire of Clan Tremere, but that Clan was once House Tremere of the very Order which now wants to exterminate them. You embody both sides of this conflict. Your attacks and powers are more powerful when used against the undead… but at the same time your magic is empowered in rituals of transformation. If you had been there, perhaps the Tremere could have kept their magic even as Cainites.

Superstitious (600CP, discount Mage)- Mages think that folk beliefs represent crumbs of knowledge, tiny sparks of wisdom that hold clues to deeper arcane mysteries. In truth, it is the people's very belief in those superstitions which allow magic to function more smoothly when they are obeyed. You may now apply this to any magic you practice, making your spells less likely to fail or backfire (or make them more powerful, if those were not considerations to begin with) so long as they appear to fit with local beliefs about how magic works.

Eternal Spring (100CP, free Fae)- The Fae are vulnerable to the death of dreams, the force they will one day call Banality. Even today, unlucky fairies who abuse the power of Weaving are said to sometimes turn to stone. You are at least spared death, as no amount of disbelief will be able to outright kill you. A would-be death caused by the power of disbelief will merely turn you into a human.

Gold Oathsmith (200CP, discount Fae)- Oaths come in three levels of strength and scope. Iron Oaths are pledged to a single human, Stone Oaths are forged with groups of humans, and Gold Oaths bind whole nations or, depending on how you wish to view it, humanity itself. Gold Oaths are the things of legend, as no one remains who remembers how to make them. No one but you that is. You have a

supreme understanding of Gramarye, the rules of Fae magic, and have the ability to create Oaths of any strength, even Gold. You may also use any supernatural energy in place of Weaving to sanctify Oaths, allowing you to do so even if you aren't a Fae.

Oathbound (400CP, discount Fae)- Oaths are an important part of the Fae's survival in modern times, yet the potential to fail to uphold their Oaths presents a danger all its own. It seems that fate favors you, for as long as you are trying to fulfill a formal Oath you will find obstacles to your work being serendipitously removed and opportunities to accomplish seemingly impossible tasks falling into your lap, almost as if you were the hero of some fairy tale.

Year In A Day (600CP, discount Fae)- The Fae have an odd relationship with time, one which ensures that elders cannot lord their millennia old power over the young as the ancient Wan Kuei and Cainites do. A Fae sorceress might study magic for subjective days, only to emerge from her tower a few moments later. Conversely, they can become embroiled in the minutiae of daily life in order to "skip" forward past the boring parts of their lives. But while the Fae have no guarantees that this will always work in their favor, you posses the same trait under your full control. You may speed up or slow down time around yourself during the "boring" parts of your life, allowing you to quickly train or avoid waiting for external events. Take heed lest you think you can exploit this in combat: the Dreaming will not allow you to skip the exciting parts of your story and time will return to normal should you try to interact with the outside world (or should the outside world forcibly barge into your life).

Items

Dragon Nest (400CP, discount Garou, Wan Kuei, Mage)- Certain locations are repositories of mystical power. Called Caerns by the Garou or Crays by the Mages of the West, these locations are often fought over by conspiracies that seldom otherwise intrude on each other. This Dragon Nest is of legendary power, the equivalent of Avalon. Energy can be drawn from it in the form of Gnosis, Chi, or Tass. The Gauntlet between the worlds of flesh and spirit is week here, and the location has also been consecrated as a Sanctum to a magical Foundation of your choice, making spell casting easier for associated Mages. In future jumps, it will become a Warehouse attachment which can be deployed into the world.

Holy Weapon (100CP, free Inquisitor)- You hold a weapon blessed by the Rite called the Forge of God. The weapon is of a type of your choice, with three of the following blessings: it burns supernatural beings like fire, it increases one of an Inquisitor's Superior Virtues, it will never break, you always know its location, it will hum or glow when danger is near, it deals more damage, or it increases the wielder's stamina while in righteous combat.

Collection of Holy Relics (200CP, discount Inquisitor)- You possess a large collection of holy relics and the ingredients for performing Anointments, such as the Chism of the Blessed Myrobite which can burn the undead and demons like acid. The relics can help an Inquisitor restore the Conviction they use to fight the forces of Hell.

Chapter House (400CP, discount Inquisitor)- You own one of the bases of the Shadow Inquisition: a chapter house of the Knights of Acre, a safehouse of the Oculi Dei, a monetary or nunnery of the Red Order or Sisters of Saint John, or a town house donated by the Von Murnau family. In future jumps, it will become a Warehouse attachment which can be deployed into the world.

Holy Ground (600CP, discount Inquisitor)- Certain places are considered so holy that the faith in them radiates out and consecrates them. While there, an Inquisitor will be more able to recover

Conviction and their Superior Virtues will be empowered. Anyone with True Faith can draw on the site's power to damage or drive out spirits, vampires, or demons. Vampires will feel uncomfortable or even be damaged, their powers will cost more Vitae, and their attempts to alter the senses will be more difficult. By default, you own a small temple with these properties, but you may instead choose to apply this to another property you bought here or to import a property you already own. In future jumps, it will become a Warehouse attachment which can be deployed into the world.

Talen (100CP, free Garou)- A Talen is a temporary Fetish, used once and then gone. You can take any canon Talen that could reasonably exist in the Dark Medieval timeframe. The Talen will be replaced one week after use. Further purchases can be made for 50CP regardless of Background.

Fetish (200CP, discount Garou)- The Garou bind spirits into items to enchant them, granting mystical powers. You may take any canon Fetish that might reasonably exist in the Dark Medieval timeframe.

Totem (600CP, discount Garou)- Garou Packs usually contact a spirit for patronage, obtaining that spirit's blessing in exchange for upholding its standards of behavior. Even if you are not one of the Garou, you have gained your own Totem spirit. This spirit will accompany you as a follower, though it can be imported to turn it into a Companion in future jumps.

Herd (100CP, free Cainite)- You have convinced 10 unskilled mortals that you are an important supernatural figure and they are willing to perform minor favors for you, such as allowing a vampire to drink their blood. They count as followers and will respawn at the start of each jump, so don't feel too bad if you overfeed.

Retainers (200CP, discount Cainite)- You have three loyal and skilled followers. Each belong to one of the half-mortal states related to one of the major creature types: Kinfolk (humans with Garou blood who are capable of minor spirit powers), Revenants (natural Ghouls who produce their own Vitae and can learn Cainite Disciplines), Dhampyrs (the children of Yang imbalanced Wan Kuei who can learn Wan Kuei Disciplines), Thralls (people who have made deals with a Demon), or sorcerers (students of minor magic paths).

Resources (400CP, discount Cainite)- Immortality allows the time to build up money, as does the fact that you need no expenses for food. You have the wealth of a prominent merchant on a city-wide level, enough to make you a force in politics.

Haven (600CP, discount Cainite)- The War of Princes is raging, and war means castles. You have your own dark, brooding and highly defensible castle. In future jumps, it will become a Warehouse attachment which can be deployed into the world.

Rocket (100CP, free Wan Kuei)- The static willworkers of the East have already made greater inroads among the commoners than their western counterparts, and the commoners there except exotic technological weapons like this medieval rocket. You'll receive a replacement a week later once its destroyed.

Hundred Corpse Families Registration (200CP, discount Wan Kuei)- The Hundred Corpse Families is the roll of those Wu who are considered respectable and notable within Wan Kuei society. Your own Wu's name appears in it, with all the honor that entails. Whenever you introduce yourself to the undead as being a member of the Families, they will accord you a measure of respect and trust even in foreign lands or future worlds.

Ru Shou's Forge (600CP, discount Wan Kuei)- Ru Shou is a famous blacksmith among the spirits of the Yang World, and you have earned his favor. You are welcome at his mystical forge and he will even agree to forge wonders for you. The forge will become a Warehouse attachment in future worlds, while Ru Shou himself will become a follower, able to be imported to become a Companion.

Reliquary (100CP, free Demon)- This well crafted but hideous statue was designed to serve as the home for a single demon, perhaps you, to posses it.

Cult (200CP, discount Demon)- You have a cult of 150 worshipers who pray to you you as a holy figure. They count as followers and will respawn at the start of each jump, in case you want to use some as sacrifices.

Forbidden Tome (400CP, discount Demon)- This book contains a ritual that allows you to be summoned, though you will only receive an invitation instead of being compelled to appear. The book has a strong tendency to end up in the hands of ambitious and foolhardy individuals who would think summoning a demon is a good idea. A wonderful safeguard in case you are banished back to Hell.

Demesne (600CP, discount Demon)- The Earthbound are the hardest to banish of all Demons, for they take a piece of land as their host for possession. Whether you are an Earthbound Demon who has undergone the Ritual of the Sundered Soul or something far stranger has happened to you, there is a piece of land that houses a part of your soul. Perhaps it its a forest or a mountain, but only through the destruction of the land itself or the piece of your soul in it can you truly die. While it exists, you can project a spiritual copy of your soul from it and use it as a source from which you can activate your supernatural powers.

Familiar (100CP, free Mage)- Many Mages have allied or bound spirits who take the material form of animals. These can provide several benefits, the most striking is which is to sometimes contain and cancel a Backlash from casting magic. You have an especially powerful Familiar as a follower, and it obtains the Quintessence it needs to feed on just from being bonded to you, instead of you needing to pay it from your store.

Talisman (200CP, discount Mage)- The magical (or scientific, depending on Foundation) objects created by Mages are known as Talismans, and they can come in nearly any form or do nearly any thing. You have any canon Talisman that could conceivably have existed in the Dark Medieval.

The Ministry of Works (600CP, discount Mage)- The Wu Lung of China have an unparalleled control over their territory's paradigm. Those who officially register with the Ministry of Works find their magic is in accord with the world, while those who intrude into their territory without doing so find Backlashes coming quickly. It is said that mages in Korea and Japan have set up similar systems in their own countries. Inspired by their great work, you have done the same in your homeland. Those mages who do not register with you will have their magic turn on them. In future worlds, you may apply a similar effect in a roughly country sized area around your starting location, making magic from those you choose potentially inflict Backlash on the caster.

Sprites (100CP, free Fae)- Sprites are minor spirits of fairy magic, ones that could have been Firstborn or Inanimae but were too weak. Though they are invisible to non-Fae, they are faceless beings between one and three feet tall, with non-rigid bones. They have minor powers of their own, but their greatest use is to sometimes shield their master from Echoes or to provide their own Mists. You have two minor

Sprites who count as followers.

Treasure (200CP, discount Fae)- Treasures are the magic items of the Fae. You posses any canon Treasure.

Fae Realm (400CP, discount Fae)- You possess a grand building the size of a castle and 80 acres of land around it, all hidden away in the Fae Realms where people cannot find it except if they know exactly what they are looking for. Your realm is associated with one of the Fae Dominions, which it empowers. It also aids in the recovery of Mists and Weaving, indefinitely extends Cantrips that keep humans servile (potentially turning them into Changelings if kept here long enough), and makes Unleashings less likely to go awry. It also comes with a skilled Sprite follower to keep the place up, though it cannot protect you from Echoes.

Underbridge (600CP, discount Fae)- Underbridge is a sprawling base of the Winter Court. Every bridge in the world holds a gateway to Underbridge beneath it, allowing its residents unparalleled mobility. You are the ruler of Underbridge, or some other equivalent kingdom of your own design with connections all over the world.

Companions

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

Canon Companion (100CP)- You can choose a canon character to become your Companion. Removing the Wyrm or God from the world may have disastrous cosmological ramifications for reality. Caveat emptor.

Drawbacks

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

A History of Darkness (0CP)- Have you been to the World of Darkness before and want to keep your history? Or perhaps you instead want to explore the other time periods which the medieval books have covered outside of the major Dark Ages games? You can choose to start as early as 1197 to see the tail end of the Long Night following the fall of Rome or as late as 1243 to see the Mongol invasions.

Crowded Shadows (+100CP)- The Dark Ages lines were designed together and meant to work together more coherently than the original games. So why not see more of them? You'll have "great" luck in running into all the supernatural beings lurking nearby wherever you go.

I Don't Wanna Talk to a Scientist (+100CP)- Centuries from now, the forces of Reason will lie to the world about its history, claiming that before they caged the human spirit the world was a hellhole instead of a bastion of freedom and wonder. And now you will find the Dark Medieval not as it really was, but as a world were the scientists' lies are all true. Dirt, disease, and shit will be everywhere. Modern medical techniques like herbal remedies and leeching out bad blood will be nothing but harmful superstitions. Everyone will be weak, short, and ugly because they aren't being pumped full of Human Growth Hormone. And they'll all be brutish and superstitious to the point that they'll burn you for being a witch if you so much as dare to suggest the Earth isn't flat.

Inescapable Curse (+200CP)- Think that you can escape God's curse by switching to a non-Cainite alt

form? Rampage through the local village without Echoes by no longer being a Fae? Abandon your human weakness as an Inquisitor by becoming a dragon? No more. You lose all alt forms in this jump, stuck with the form your Background gave you.

No One Expects the Shadow Inquisition (+200CP)- Because it's so new and secretive. That's why they call it the Shadow Inquisition. And now they're on your tail. A local cell of Inquisitors has a lead on you, and should they disappear the Inquisition will only become more certain that devilry in the area needs to be investigated.

And if you started in the east, you'll be facing the local trained monster hunters, the Shih, instead.

Dragon Slayer (+300CP)- Is what they're going to call you if you survive. All the magical creatures of the world, the giants, dragons, and unicorns, are retreating from reality because the magic they feast on is drying up. But you shine out like a beacon to them, leaving them slavering at the thought of devouring your seemingly Quintessence-rich body. They'll be constantly coming, even from long distances, to try to eat you.

In the Medieval Darkness, There is Only War (+300CP)- The War of Princes, the War of Seasons, the Massassa War, even the Crusades among the mortals… it's not a peaceful time in Europe right now. And you're going to be stuck in the middle of it, because nothing less than the Oath Truce (which is ending this year anyway) is going to hold back rival factions in the lands around you from quickly having their tensions boil over into mass violence.

End Choice
Go Home
Stay
Continue Jumping

Notes

You do not have to worry about you, your Companions or followers, or items you bring with you being forced out of the Consensus by people not believing in you. Just as the Kindred have God and the Garou have Gaia backing up their existence regardless of what humanity decides to believe, your benefactor's power affirms your reality and will prevent you from being banished to the Umbra.

Notionally make a build for your splat's game to represent your background. You may take merits and flaws to define your supernatural qualities and social status, but no fair trying to get points for being blind or declaring yourself ambidextrous by taking the right merit. Living Nightmare adds the following amounts of XP to that build, with Inquisitors able to trade XP for Conviction-based purposes on a 1-for-1 basis:

200CP: 150 XP (Cainites and Abominations get 8th Generation. Wan Kuei get Dharma 5. Mages may not buy Pillars to 6+)
400CP: 600 XP (Cainites and Abominations get 6th Generation. Wan Kuei Get Dharma 7.)
600CP: 3000 XP (Everyone can buy abilities up to seven dots to represent your history defining genius. Cainites and Abominations get 4th Generation. Wan Kuei get Dharma 9.)

In future worlds, mundane beings will create their own Consensus, which determine how much your will working can affect reality. Keep in mind that this Consensus will reflect their beliefs about how reality works. The residents of a fantasy world might blithely accept all magic while rejecting advanced

technology, for example, while a Norse inspired world might only accept Valdaermen looking magick. The worst it can get is the state of the world in 1999, with 6 billion people all part of a globally interconnected society that believes roughly the same thing. Paradox, a far harsher form of Backlash, will flow freely for any vulgar working. Any more static than that, and the world would be destroyed through the Pattern Web totally severing the physical and spiritual worlds, so you'll never face worse than that no matter how many trillions of people share the planet with you.

Starting from the state of the world around 1675, half a billion in population with an Age of Exploration starting to bring them into contact with each other and spread ideas will create a lesser level of Paradox, where bucking the world's beliefs will cause Paradox but nowhere near as bad as it will be in the mid 90s when they publish Revised Edition, I mean when the Technocracy wins the Ascension War. Conveniently, the Consensus will be determined by the nearest population centers. In the depths of Africa or the Amazon, it's Technocracy who faces Paradox, and traditional medicine still works throughout Asia.

A world somewhere around the 1300s, with perhaps 400 million residents and a few centers of civilization (Christendom, the Caliphates, India and China) with divergent beliefs about reality will bring the Scourge. Potentially as bad as Paradox, it may sometimes randomly help the Mage who called it down instead of harming them. Like above, the Consensus is determined by the closest population centers.

It's not clear exactly when Backlash started, but the Wu Lung were weaponizing it against their enemies in the days of Qin Shi Huang, so at least 200 BC. That would mean 200 million people and a high disjointed world where long travel, even by sea, is rare.

Beyond that, the Consensus will be too weak to fight back at all and Magick can be practiced freely. How can you avoid Backlash? You can make your working look like it makes sense according to how the locals believe the world works. Or you could spread the belief that you're a special being called the Jumper with a ton of different powers until the whole world is no longer surprised when you do something shocking. Or you could hoof it to an alternate dimension or out into space, as the Consensus will only form in a bubble around the people who believe in it. You Warehouse would make a good place to do Paradox-free magick, for example. Or you could take the Chaioth ha-Quadesh approach and murder enough people that the Consensus goes away as described above. Alternatively, you could turn them into some kind of special beings like vampires or ghosts, so that they no longer count as mundane.

Spirits in future jumps will find they are able to teach Garou and Abominations new Gifts.

A Generic Jump by Generic Anon.