

The Parasolverse Jumpchain

by rach918

Welcome to the steampunk fantasy universe of Gail Carriger's novel series *The Parasol Protectorate* and *The Custard Protocol.*

For most of human history, the powerful supernatural forces of the vampires and werewolves were in endless conflict with each other and with mortal civilisation. Each had their triumphs and empires- Egypt for the werewolves, Rome for the vampires, and Greece for the mortals.

But, in the end, the constant conflict only served to stymie every faction's efforts towards glory. The Dark Ages fell across Europe, bringing a time of fear and paranoia. The mortals suffered under monsters lurking in the shadows, who could hunt and kill them with impunity. The supernatural were no more safe, forced to run endlessly from soulless hunters and the Templar's warrior monks. Across parts of the world, those dark days have drawn to a close.

King Henry VIII's divorce was only a front to explain his split with the Catholic Church. In actuality, he wished to bring the supernatural and mortal worlds together, and elevate Britain's power to new heights- an idea that the Inquisition could not allow. Henry's Treaty made peace with the vampires and werewolves and granted them all the rights and responsibilities of British citizens. Over a three hundred years later, Henry's dream has become a reality.

The British Empire has grown to stretch across the world, fuelled by the werewolves' military expertise, and the vampires' knowledge of logistics and spycraft. The supernatural have established strong footholds in every aspect of British society, from politics, to science, to fashion. Strict codes of etiquette govern mortal-supernatural relations; a vampire feeding from an unwilling human isn't just illegal, it's incredibly rude!

In many areas elsewhere, the situation remains one of war. In the United States those accused of being supernatural are burned alive, and the militant religious groups are still strong across the Spanish Empire and much of Europe.

You will spend 10 years in this world, and you have 1000cp to spend.

Origin

Any origin may be taken as a Drop In, entering this world without a history here. If you choose to do so, you can ignore the descriptions below and just use your chosen origin for the purposes of discounts.

The Idle Wealthy- you are a comfortably wealthy individual. Not quite nobility yet, but you've got sufficient riches and status to marry in if you'd like. Perhaps your father is a high ranking military officer or a titan of industry. Like most individuals who don't have to work, you've had a lot of time to spend worrying about things like etiquette, fashion, and your all-important reputation.

BUR Agent- you work for the Bureau of Unnatural Registry, the branch of the British government that acts as supernatural law enforcement. BUR is headquartered in London, but they have satellite branches all across the empire. Whether you're a field agent or an important official, you've received training in investigation and combat.

Intellectual- the modern era has brought with it all sorts of amazing advances in science, and you are eager to make use of all of them. Perhaps you are a gifted scientist attempting to discover what the quality known as 'soul' actually is, or an inventor who longs to produce innovations in air travel. You might even be a producer of anti-supernatural weaponry.

Explorer- advances in dirigible technology have sparked a new wave of exploration, and it's that which calls to you. You want to visit and document places unknown to the wider world, perhaps even never before seen by human eyes. You might have even already been on an expedition or two, or had experience captaining your own ship.

The Soul, Metamorphosis, and Tethers

All humans in this world have a certain amount of a quality known as ‘soul’. There is no known way to determine exactly how much soul a person has, unless they have none at all, but there are signs. People with higher amounts of soul are often more creative, inventive, emotional, and artistic. Those with less soul than average tend towards pragmatism, practicality, and directness. Some very rare humans have no soul at all.

In those with very large amounts of soul, some portion of the soul can remain with the body after death. In most cases, this portion becomes a ghost. Ghostly existence is unpleasant and brief. They rot as their bodies do, quickly losing ability to maintain a cohesive form and falling into dementia.

There is another use for this leftover piece of soul- metamorphosis, the process by which new vampires and werewolves are created. Successful metamorphosis mostly kills a mortal, causing the majority of their soul to depart and transforming them into a supernatural state.

Metamorphosis can only be successful in those with very large quantities of soul, but lots of soul alone doesn’t guarantee success. The grand majority of attempts are failures, particularly when the mortal is a woman, which is why most supernaturals are male. Failure does not allow any of the soul to linger as a ghost- the person merely dies.

The connection between the body and the remaining soul which allows supernaturals their immortal lives is called a tether. The nature of tethers varies between supernatural types, but maintaining them is always extremely important. A snapped tether can cause immense physical and mental pain, madness, and eventually death. As the madness that comes with a tether snap always leads to quick death, suffering it is a chain fail condition for this jump only.If you have a one-up, you may use it to repair your soul if you suffer from a tether snap, as you would for any other cause of death. Also, if you have some other perk that would negate this risk, that perk, of course, functions as normal.

Supernatural/Unnatural Status

You can choose to be a member of the supernatural or unnatural set. You may only choose one type if you choose to do so.

If you decline and remain an ordinary mortal, you receive +300cp to spend elsewhere. Certain mortals work for a group of supernaturals in exchange for financial support or the eventual opportunity to attempt metamorphosis- drones for vampires, and clavigers for werewolves. A drone's most important duty is as a source of blood, and a claviger's is guarding their masters during the full moon. You can freely choose to take either of these roles, if you'd like.

Supernaturals

There are two main categories of supernatural beings- vampires and werewolves- and each has several rarer regional variants. The wider world does not yet know of any of these variants, but they are usually well known to people in their region.

You can optionally choose to be a member of such a variant, some of which cost cp, or just remain the more common type. Variants with a cp cost all either have unique useful abilities or lack key weaknesses, as covered in the physiology section of this document.

Vampire- pale, fanged blood-sucking immortals, with an ethereal, captivating appearance. Only female vampires, called Queens, can perform metamorphosis. Most vampires form groups called hives around a Queen. They are found all across the world.

Variant- Rakshasa- a variety of vampire found in India. They have a more bestial appearance, and they consume human flesh instead of drinking blood. They are caught in an endless war against the vanara. Choosing to be a rakshasa makes the Horrifying Appearance drawback mandatory, but you <u>do</u> still get the +300cp for it.

Variant- Pishtaco (100cp)- a variety of vampire found in the Andes. They have a strange, eerie appearance, and they suck fat instead of blood. Choosing to be a pishtaco makes the Eerie Appearance drawback mandatory, but you <u>do</u> still get the +100cp for it, zeroing out the cost of this option.

Werewolf- immortal wolf-shifters who go mad on the night of the full moon. Only Alpha werewolves can perform metamorphosis. Alphas can be male or female, but female were-wolves are always Alphas. Alphas lead groups of werewolves called packs. Werewolves are found throughout Eurasia, North America, and parts of North Africa.

Variant- Were-Cat- lion-shifters native to the Sahara. They display the opposite gender ratio from other supernaturals- there are far more female than male were-cats. Only male were-cats can perform metamorphosis.

Variant- Vanara (100cp)- monkey-shifters native to India. They are caught in an endless war against the rakshasa.

Variant- Kitsune (100cp)- were-fox tricksters native to Japan. They have the unique ability to place mortals in a trance.

Note- whenever the word ‘vampire’ or ‘werewolf’ is used in this document, it also refers to the other related beings listed as variants here, unless specifically mentioned otherwise. Each variant has their own subsection in the physiology section that outlines the key ways they different from their more common counterpart.

Unnaturals

Otherwise mortal, these individuals have special powers born from their ancestry. The existence of preternaturals is known to very few mortals, but almost all supernaturals. Metanaturals were considered by all to be myths until 1874.

Preternatural- a very rare category of mortals, those born with no soul at all. A preternatural always has a preternatural father. They have the ability to temporarily render supernaturals mortal.

Metanatural (200cp)- the rarest beings known to man. Metanaturals are the offspring of a preternatural and a supernatural. They have the ability to temporarily steal the powers of supernaturals.

Age and Gender

Mortals, preternaturals, and metanaturals may choose any age they'd like within mortal lifespan. Werewolves and vampires can choose to be up to 300 years old. Keep in mind that wolves tend to lose their sanity with age- 300 would be close to the end of an Alpha's lifespan, and moderately old for any other wolf.

If you don't want to choose, roll 18 + 2d8 for mortals, and 40 + 2d100 for immortals.

Gender is also a free choice, but one that can affect a supernatural's powers. Female vampires are always Queens, and males cannot be Queens. The opposite is true for were-cats; males are the only ones capable of performing metamorphosis. Finally, female werewolves are always Alphas, but males can be Alphas as well.

Starting Year and Location

You may choose either to begin in 1873, at the start of *The Parasol Protectorate* series, or in 1895, at the start of *The Custard Protocol* series. The plot of both series begins in London, but both also feature many other locations around the world.

If you choose to begin in 1895, then the option of a place on the crew of *The Spotted Custard,* the dirigible on which Prudence Akeldama travels the world and makes many fascinating discoveries, is open to you.

You may freely choose to begin in any of the following locations; roll a d9 if you don't want to choose.

1. London, England- the heart of the British Empire, sooty and overcrowded as any modern city. Thanks to the influence of vampires, paleness and heavy curtains are in vogue. The headquarters of BUR are located in the city.

London is home to four vampire hives. The Queen of the Westminster Hive, Countess Nadasdy, is one of the oldest living vampires. The largest werewolf pack in all of England, the Woolsey Pack, resides just outside the city, in a castle at Barking. Its Alpha, Lord Maccon, is the current head of BUR's London Office.

2. Castle Kingair, Scottish Highlands- Scotland is known for being grey, raining, and having little love for Queen Victoria. The further one travels into the highlands, the less sway organisations like BUR have.

Castle Kingair is like something out of a Gothic novel, perched on a huge rock overlooking a lake. The Kingair Pack has made its home here for centuries. As of the 1870s, the pack has been in decline for decades, ever since their former Alpha abandoned them for London, leaving Kingair without a means of metamorphosing new pack members.

3. Florence, Italy- a beautiful, artistic city, and home to a large temple of the Templars.

The Templars, an organisation of warrior monks, have held great sway in Italy for hundreds of years. Their influence has made Italy the most anti-supernatural place on Earth. Not only are all vampires and werewolves to be killed on sight, but mortal drones and clavigers as well.

All preternaturals born in Italy are given over to the Templars to be raised as remorseless hunters of the supernatural set, though the Templars also hate the preternaturals, considering them 'daemons'.

4. Paris, France- France is another region in which the supernatural are actively hunted and culture actively rejects their influence. Mustaches are common here, as supernaturals cannot grow them, and houses are kept bright and sunny with massive windows.

Paris, to many people's disappointment, is just as dirty and crowded as London. All of the city's Paris shops close down at sundown specifically to avoid supernatural patrons. The tradesman's corner is home to several inventors of great talent, including the clocksmith Monsieur Trouvé.

5. Alexandria, Egypt- a port city carved out of the desert, spotted with white marble mosques and ancient ruins. This is the only place in all of Egypt where supernaturals may be found. Queen Matakara, the oldest vampire in the world, has led the Alexandria Hive for thousands of years. The hive is accepted and respected within the city.

Many years ago, the God-Breaker Plague struck Egypt, rendering all supernaturals mortal once more. All but the Alexandria Hive, just far enough north to be safe, died out within a generation. The Plague continues to this day, affecting almost the entire length of the Nile. Any immortal who enters this area is made as mortal as they are under a preternatural's touch; this can be reversed by leaving the Curse's area.

6. The Nile Outflow, Lake Victoria- a vast fresh-water lake in a part of Africa where few outsiders venture. It is here that the last of the were-cats, who once ruled Egypt even before the werewolves, have made their hidden home.

From above, their home looks like a reed-covered island in the lake. The visible portion is actually an enormous canvas balloon, filled with helium and disguised with plant-life. Only the top deck is above water, under a tent of vegetation. The underwater portion consists of several storeys and encompasses an area the size of a city block. The entire complex can take flight like a dirigible, though it hasn't done so in many years.

7. Cusco, Peru- once the capital of the Incan Empire, and now the centre from which the Spanish Empire spreads Christianity to the Andes. The city is built from mountain rock and its centerpoint is its cathedral. Cusco has remained untouched and unpolluted by much of modern technology. Where they are relentless is in their extermination of the supernatural.

The jaguar-shifters of the Andes, called nahual, have already been totally wiped out. And, although Cusco regularly sends pleas to the Papacy for help, they have not needed it to deal with the vampires either. By the 1890s, there are only seven of the local variety, called pishtacos, left.

8. Edo, Japan- also called The Paper City, Edo is the only place in all of Japan that outsiders are permitted to visit. The city itself is a technological marvel, floating high in the air above Tokyo. Edo's shopfronts and grand houses are held aloft by enormous, brightly-coloured paper lanterns, and linked by roads made of stiff slatted reeds. The mysteries of how the lanterns work and how the city stays in place without anchors are closely guarded secrets.

Whilst Japan is very accepting of the supernatural, it is not recommended that supernaturals begin in Edo. The Paper City floats too high for supernaturals' comfort; they will quickly begin to suffer from strain to their tethers.

9. Boston, United States-

The puritans left the British Isle for the colonies in the early 17th century, spurred on by Queen Elizabeth's continued sanction of the supernatural, and their grip has remained strong on America ever since. Mortal-supernatural relations were only worsened when the vampires backed the Confederacy during the Civil War. Even now supernaturals still attack and kill who they like, and mortals burn any supernatural they can find.

But not everyone here wishes to destroy the supernatural. There is a growing presence of scientists who wish to study them, hoping to learn the mechanics of immortality and the factors that determine whether metamorphosis is successful. The city of Boston houses several such scientists, most notably a Mr MacDougall.

Supernatural and Unnatural Physiology

This section outlines the powers and weaknesses of the various types of supernaturals and unnaturals. Information that is listed in the physiology section for the common varieties of supernatural is also true of their rarer variants, except where specifically mentioned otherwise.

Powers that are common to all types of supernaturals, such as increased strength and speed, are described in the powers section, directly after this one.

Vampire Queens and Werewolf Alphas have certain unique powers and weaknesses. Being a Queen/Alpha is mandatory for female vampires/werewolves. Being an Alpha is mandatory for male were-cats, and optional for all other male werewolves.

Note- no supernatural creature can comfortably use air travel, except for were-cats. Other werewolves become violently ill, and vampires will go mad and throw themselves off the vehicle.

Vampire

Vampires are smarter and more cunning than mortals. Regular consumption of blood is essential- going too long without it slows healing, and eventually leads the vampire to attack any mortal they come across. Older vampires have more control over their blood lust.

Vampires sleep during the day. They immolate quickly in sunlight. Garlic and citrus cause allergic reactions. Wooden weapons bypass their durability. They can be killed by sunlight, fire, wood piercing their hearts, or beheading.

If properly maintained, vampires' tethers are far stronger than those of werewolves, allowing them to survive for millennia. A vampire's tether is to his Queen, who he can only move a restricted distance from. As Queens are tied to their homes, this also ties vampires to a territory of around 150-200 square miles around the hive's residence.

If forced to leave his territory, a vampire will suffer from physical and mental pain. Extended periods away result in memory loss, delusions, confusion, and tether-snap. A tether-snap causes permanent madness, quickly leading the vampire to either be killed or kill themselves.

They are able to travel freely for a short period after metamorphosis. Territory restricts as vampires age and become more reliant on their tethers to retain their minds.

The other way that a tether-snap can occur is if the Queen is killed. This will cause the entire hive to fall into madness; they can kill hundreds of mortals in this state before someone manages to put them down.

Queen

Queens form the centre of the hive. All vampires within a hive, and even any local independent vampires, will go to extreme lengths to protect a Queen. They have a second set of fangs behind their first called ‘makers’ that are used during metamorphosis.

No Queen can leave their house, but younger Queens can have quite large houses indeed. Queens who reach millennia in age can end up confined to a single room, or even a piece of furniture.

If a Queen’s home becomes threatened, she can enter a state of swarm in order to leave. This leaves her in a state of madness, dependent on her hive to guide her to a safe place to establish a new territory. Once the hive has found such a place, she returns to normal and can no longer return to her previous territory.

Variant- Rakshasa

Rakshasas must consume human flesh instead of blood.

Their appearance is more bestial than other vampires. They have large, protruding fangs and long nails that drip an oily substance. Their lips are disturbingly red and moist, and their eyes are sunken and surrounded by black circles. The smell of death is strong on them- even mortals notice it.

Variant- Pishtaco

Pishtacos are very strange looking, with red eyes, white hair, and long, silvery fingernails. They are very tall, thin to the point of being skeletal, and so pale their skin is almost transparent. Their fangs are thicker than those of other vampires.

Pishtacos are even more durable than other vampires, with normal bullets not bothering them much. They are extremely vulnerable to sunlight and anything else that burns in the same way, such as the poison lapis solaris.

They are not tethered to their territory, only to the Queen and each other. A Pishtaco cut off from his Queen, or a Queen separated from her hive, will die, but they can move around as they want.

Werewolf

Werewolves' primary ability is their wolf form. This is indistinguishable from that of a normal wolf, except for the large variety of coat colours and their usually being larger. They are at their strongest in this form, and have extremely sharp fangs and claws. Conservation of mass is applied- big people make for big wolves, and small people make for small wolves. Only some older wolves maintain ability for complex cognitive tasks, like strategising, whilst in wolf form- the rest follow their instincts and the Alpha's orders.

When they are very young, werewolves lack control of the transformation. As a wolf ages, they develop the ability to shift into bestial form at will during nighttime. Shifting forms is always very painful, but older wolves know how to do it as quickly and smoothly as possible.

On the night of the full moon, all werewolves are forced into wolf form from sunset to sunrise. They are totally feral, ruled by rage, and extremely dangerous on this night. The youngest wolves will also suffer this on a few nights leading up to the full moon. On the night of a new moon, werewolves cannot take their wolf form at all.

Werewolves are vulnerable to sunlight and most of them sleep all day. The very young can be permanently harmed, even killed, through exposure to the sun. Older wolves can force themselves to stay awake or even venture outside, but they must be well covered. No matter how old the wolf, their physical abilities are still weakened during the day.

Silver burns a werewolf on contact. Weapons made of it bypass a werewolf's durability. They are also allergic to basil. They must regularly eat meat, preferably raw. Any sort of injury that could kill a mortal can kill a werewolf, but their durability and healing factors (covered in the next section) make sustaining such a wound very hard.

Werewolves are very long-lived, but to the extent that vampires are. They are often killed during infighting. Around 400 is considered old for a wolf.

A werewolf's tether is to their pack. Being forcibly removed from the pack for a long period can cause them to lose their minds and become feral, at which point another werewolf will kill them. This doesn't happen if they join another pack- it's only a risk if they try to go without one completely. The risk of turning feral, however, does increase with age.

Alpha

Any werewolf may serve as the leader of a pack, but only a rare few are real Alphas.

Alphas are the strongest wolves. They are natural leaders, are tougher both mentally and physically, they can force themselves to stay awake during the day multiple days in a row, and they retain the capacity for rational thought whilst in wolf form (except on the full moon).

Their rarest, most valued skill is the Anubis Form. This involves only shifting one's head into wolf form, whilst keeping the rest of one's body human. The Anubis Form is used in the

metamorphosis of new wolves. Other types of were-creatures also have access to their own variant of the Anubis form.

Alphas also have one key unique weakness- they invariably go mad, and they do it sooner than other wolves. Most start to show strong signs of this in their 300s. The Alpha Curse is, at is core, the inability to control oneself anymore. Violence, rage, and confusion are standard, but some Alphas' madness makes cruelty a sport, even aiming it at their own pack. This loss of control also spreads to other members of the pack through their tethers. Eventually another wolf always kills the Alpha and ends their reign of terror.

Variant- Were-Cat

Were-cats are better at leaping and climbing than other werewolves, but have a slighter weaker sense of smell. Their vision is extraordinary- they can see scent trails and heat remnants.

Their mortal forms are considerably denser than they look; this gives them the mass they need to turn into full-sized lions.

Were-cats are the only supernatural creatures who can use flight as a travel method. They fall into a deep sleep for the duration, but at least they don't go mad or become violently ill as other supernaturals do.

Variant- Vanara

Vanaras are a little less strong then other werewolves. They are omnivores, without the pressing need for meat.

In their monkey-form, they are unequalled climbers and they have a prehensile tail. Since they've got thumbs in either form, they are the only shifters who can use weapons whilst in bestial form. They can also speak human languages whilst in monkey-form, though this is difficult for them.

For vanaras, shifting between forms is significantly less painful then it is for other were-wolves. Once again, conservation of mass is followed; vanaras all make for exceptionally large monkeys.

Variant- Kitsune

Unlike other werewolves, kitsunes are not ones for direct combat. They know methods to confuse and befuddle mortals, putting them in a dream-like state. A mortal who tries to recall what happened whilst they were in this state will say things that make others think that they're either prophetic or crazy.

Kitsune's mortal forms are considerably less dense than they look; this gives them the mass they need to turn into foxes. A kitsune only weighs about forty pounds. They are omnivores who are happy to eat just about anything.

Their Alpha is not just their tether, but also their moral heart. Kitsunes who go mad from a snapped tether retain more of their faculties, but they use it exclusively to sow chaos. Entire civil wars have been stirred up by Kitsunes who have lost their goodness.

Preternaturals

Preternaturals can render any supernatural mortal with a touch. The supernatural remains mortal for as long as the contact persists. This removes both the strengths and weaknesses of the supernatural state. For example, a vampire who was in physical contact with a preternatural would lose their immortality, fangs, and physical abilities, but be able to walk in the sun. When used on the corpse of someone who is a ghost, the preternatural's touch exorcises the ghost, forcing the remaining portion of their soul to move on.

This power cannot be turned off. It is not impeded by normal clothing (including gloves), but thick enough clothing can prevent it from working. A preternatural's power also doesn't work whilst they are submerged in water.

Preternaturals cannot share the same air with each other. This repulsion is strong enough to be almost physical. No more than one will live in the same city. If forced to get closer to one another, the preternaturals will become ill.

The grand majority of preternaturals are men. They breed true, but they are barely fertile. Preternatural women will miscarry any preternatural foetus due to the repulsion; they can only bear metanatural children.

Metanaturals

Like their preternatural parents, a metanatural's touch renders supernaturals mortal and exorcises ghosts. They don't need to maintain physical contact to keep the supernatural mortal. Also, metanaturals steal the powers for themselves.

This power-theft literally transforms the metanatural into that kind of supernatural temporarily. They remain in full control of their faculties- aware of any instinct that comes with the supernatural state, but not driven by them.

When stealing the powers of a werewolf, the metanatural is stuck in bestial form. Because they don't have the requisite density quirks, metanaturals make for very large foxes and small lions.

Metanatural abilities cannot be used during the day time. The power theft ends if the metanatural is touched by a preternatural, if they move too far away from their victim, if the victim dies, or, failing everything else, when the sun rises.The powers are then returned to the victim.

Metanatural abilities are also affected by water. They cannot use them when submerged in water, and wet weather or damp climates restrict the distance they can put between themselves and their victim before the theft wears off. Somewhere like London they are limited to a city block, but this could be twice as far, at least, in the Sahara.

Powers

Reduced Repulsion (free and optional for preternaturals)- if you'd like, the repulsive force that keeps preternaturals from being near to one another can be reduced for you. You still won't be able to manage being in the same room, or even the same building, as another preternatural, but anywhere further than that is fine.

Flawless (free for Vampires and Werewolves, 50cp)- both vampires and werewolves' appearances are enhanced, though they still look like their mortal self. The changes are subtle and may include things like shiner hair, a lack of wrinkles or scars, or features shifting slightly to become more symmetrical or striking.

Supernatural Senses (1st purchase free for Vampires and Werewolves, 100cp)- all a supernatural's senses are at least at peak human potential. Each type also has those they specialise in, which are many times sharper than in mortals- sight for vampires, smell for werewolves, and hearing for both.

Both types of supernaturals can use their enhanced senses to identify when another person is supernatural.

An unnatural or mortal who pays for this perk still must choose whether to take werewolf or vampire specialities. This can be taken a second time by anyone in order to receive the other set of specialities.

Supernatural Stats (1st purchase free for Vampires and Werewolves, 300cp)- vampires and werewolves have several supernatural gifts in common. They are strong enough to carry a man effortlessly over their shoulder, possess speed to match a carriage, and can run for hours without exertion. They are durable enough to take a full-force punch to the face from another supernatural without flinching. They also have excellent healing factors; minor wounds close in moments, severe injuries heal within a day. The slowest things to heal, like severely damaged eyes, take 48 hours to mend completely.

Werewolves have an edge over vampires when it comes to strength and are able to lift several hundred pounds.

Vampires have the advantage in speed and dexterity. For short bursts, they can move so quickly that mortal eyes cannot track them.

An unnatural or mortal who pays for this perk still must choose whether to take werewolf or vampire specialities. This can be taken a second time by anyone in order to receive the other set of specialities.

Roving Loner (100cp)- this power frees werewolves from their tether to the pack from the pack, and vampires from theirs to the Queen.

Independents of both varieties exist- werewolves called loners, and vampires called roves- but such a lifestyle requires great strength and mental fortitude. Without other supernaturals to have your back, life can get messy.

You've got the proper grasp on your sanity to make it as an independent in the long term. You're strong enough to establish and defend your own territory, and charming enough to attract mortals to act as drones/clavigers, even though working for a larger group should be more appealing.

You've also formed a new tether to replace the hive/pack. These tethers still must be maintained, lest you go mad.

For vampires (except pishtacos), this is your territory that you've established surrounding your own home, and a variety of interests that keep you engaged in the present time.

For werewolves and pishtacos, this is a person or group of people you have a very close relationship with, who form a pseudo-pack.

Territorial (500cp, discounted for Vampires)- your territory isn't just where you must stay to survive, it's where you are at your most powerful.

Whenever you are in your territory, your abilities improve markedly, putting you amongst the very strongest, fastest, and smartest of your kind. Your weaknesses are also reduced some- wounds don't cut as deep, and you have a chance to survive and recover from those things that should be immediately deadly. You also heal noticeably faster than you should.

Finally, you can issue written summons for people to attend you in your territory. It takes great willpower and/or very strong alternate motives to refuse such invitations.

By default, this territory is the 175 square mile area around your primary residence. At the start of each new jump, you can set your territory to another place if you'd prefer, but this cannot be changed after it is set. The expanse of your territory very slowly increases with power and age.

Godly Forms (500cp, discounted for Werewolves)- why limit yourself to just Anubis when there are so many other gods whose forms you could emulate?

Werewolves with this power can mix and match which parts of their body they transform, and which they don't, anywhere between full mortal form and full bestial form. Transform one hand into a claw to viciously gouge someone, whilst keeping the other human to hold onto a weapon, or shift only your limbs so you can comfortably run on all fours whilst retaining the capacity for human speech.

If you are a werewolf, but not an Alpha, this gives you the ability to exclusively change your head into that of your bestial form, but not the ability to perform metamorphosis.

This power also applies to any other forms you may have acquired throughout your chain. You can mix and match more than two forms at the same time, but each body part can only be of one of those forms.

Switch (500cp, discounted for Preternaturals)- unlike all other preternaturals, you can turn your ability off- you can touch a supernatural and not fear turning them mortal. You can also adjust the strength of your powers anywhere between completely on and off.

This switch applies equally to all of your powers, obtained here or elsewhere. It works instantly and at your will. No one can force you to turn your powers off, or switch them back on again, by any means.

Preternatural power at partial strength would weaken both a supernatural's abilities and their weaknesses, but not completely remove either. For metanaturals, partial strength means they would steal a portion of power, leaving both them and the supernatural at an appropriate amount.

The switch also allows you to take entire forms at partial strength, with their weaknesses being similarly reduced in scale. As an example, a vampire who had reduced their powers to 50% would only be half as strong and fast and the like as a normal vampire, and they'd age slowly, but they could withstand some sun exposure and their territory would increase by 50%.

Strengthened Tethers (500cp, discounted for Metanaturals)- your grip on powers, your own or stolen, is much stronger.

Metanaturals with this power can get a minimum of three times further away from their victim before they lose their stolen powers. This also triples the range of any ranged powers you have or obtain from other settings, be they some form of blast attack, telepathy, or whatever else. This maximum distance slowly increases with time, as well as practice with metanatural abilities.

This power also supplies supernaturals with reinforcements to their tethers. A vampire with this would find their base territory expanded by 50%, and a werewolf could endure 50% longer separated from their pack.

Perks

Perks from your origin's section are free at the 100cp level, and higher levels have a 50% discount.

General

Creative Talent (100cp, 1 free for mortals)- you're talented in some sort of creative field, such as painting, poetry, acting, or ballet dancing. You're not the best in the world, but you are good enough to make a name for yourself within any city and earn a healthy income. This level of talent is also enough to earn the patronage of a local pack or hive, if you are a mortal. This can be purchased multiple times, with subsequent purchases discounted for everyone.

Instinctual Control (100cp)- you have a remarkable level of control over your instincts.

For mortals and unnaturals, this increases your ability to stay calm under trying circumstances. You will not become paralysed with fear, and you are one of the few who doesn't shiver at the sound of a werewolf's howl. This doesn't stop you from becoming frightened or anxious; it allows you to acknowledge these emotions and move on with what needs to be done.

For vampires, this increases your control over your hunger. Even when in an extremely starved state, you will not become mad and attack at random. You can also test the limits of your tether a little more. This doesn't actually expand your territory, but it lessens the pain and discomfort that you suffer from being at the edge of it.

For werewolves, this provides additional control whilst in wolf form. Usually only Alphas and a few older wolves can retain their mind whilst transformed, but now you can as well. In addition, this provides a small amount of control during the full-moon shift- just enough to recognise people you love and, with enough effort, hold yourself back from hurting them.

Medic (100cp)- you've got an array of medical skills, mostly centred around trauma care. You can extract a bullet, tend a puncture wound, stitch up a gorge, set a bone, and treat everyday illnesses and household ailments. You'd make for an excellent ship's doctor.

Mummification (200cp)- you are one of the world's leading experts in the preservation of human corpses. All the BUR's top researchers would kill to get a look at your notes. You have studied techniques used by the Ancient Egyptians and adapted them in ways that make use of modern technologies, some of which you invented yourself. Usually a ghost is lucky to get months before their mind decays. With you managing their corpse, this could extend to years.

This perk, of course, adapts to any other reason you might need to preserve a corpse, extending its lifespan on the same scale.

Silly, But No Fool (200cp)- the more flamboyant your manner or dress, the more you over-emote and swoon about, the less people will take you seriously as a threat. Even if you are one of the oldest immortals in the world, people will find it easy to dismiss you as silly and

frivolous. How could you possibly care deeply about fashion and be the puppet master behind half the goings-on in the city at the same time?

Education (200cp, 1 free for Mortals)- you received several years of education from a very special institution. You may choose this a maximum of twice, and the first purchase is free for mortals.

Taking Bunson's or Mademoiselle Geraldine's is not restricted by gender. If you're not of the stock accepted to the school, you can choose to gain the same knowledge without the history there, or to have attended whilst disguised.

- ***Bunson's-*** teaches proper dress and manners for gentlemen, whilst also shaping the next generation of evil geniuses. The latter part of the education centres around the building of gadgets and explosives, the sowing of chaos, and research into new anti-supernatural measures.
- ***Mademoiselle Geraldine's-*** a finishing school where young ladies learn to finish… everything. Students learn things proper ladies must know like etiquette, proper dress, formal dance, and the playing of musical instruments. They are also trained in skills useful for spies, like infiltration, creating diversions, and killing with knives, garrotes, and poison.
- ***Templars-*** not a school, but they have training programs all the same. Here you would have learnt all currently-known measures to harm or repel the supernatural and a unique fighting style specifically tailored to combat supernatural threats, but no less useful against mortals. The Templars also impart an extensive religious education.

The Idle Wealthy

Manners (100cp)- you have the knowledge of etiquette to suit a wide range of occasions. You could handle visiting Buckingham Palace or a brothel down by the docks with equal skill. Also, your manners are so polished that you can insult people without them realising you've done it.

Eccentric (100cp)- people are willing to overlook some scandal when it comes to you. This allows you to get away behaviour that would otherwise be considered deviant, even immoral. Others won't approve exactly; they'll mostly just ignore it, unless your behaviour starts bringing direct harm to another person. Your reputation can survive things like drug use or polyamory, not being a sexual predator.

Trend Setter (200cp)- you are a darling of society, and people look to you to see what is in fashion. Be it a boutique, a restaurant, or a theatre production- if you're seen there, others will flock to it as well. Businesses know this and they will happily offer you free samples or heavy discounts in exchange for your patronage. If you're the one who owns said businesses- well, all the better for you.

Improvisational Fighter (400cp)- you might not have some fancy combat training, but you're still able to hold your own in a fight. You can pick up pretty much any object and use it to defend yourself just as well as you could with an actual weapon. Your parasol will make a great club, your cravat pin a handy dagger, and that cuckoo clock an excellent projectile. Even as a mortal,

you could hold off supernatural threats for a time. The objects don't sustain nearly as much damage from this as they should either.

Position of Power (500cp)- you are part of the top rung of society, the nobility. You hold the rank of Marquess, or its equivalent in your location. This position affords you a permanent seat in the government of your nation and a very large passive income, ensuring you can always live in luxury.

Your social position brings other privileges as well. Simply attaching your name gives much greater weight to all your requests. There are few places you can travel and not find someone eager to host you, and you'll always have an open invitation to any social event, no matter how exclusive the guest list.

You will acquire a similar position of prominence in every jump after this one.

BUR Agent

Combat Ready (100cp)- you have received the training in combat that all BUR field agents receive. You know how to defend yourself well against supernatural threats with the standard police issue wooden and silver-edged batons, as well as how to exploit several of their other weaknesses to give yourself an edge against immortal foes.

Investigator (100cp)- you've also received training as a detective. You're skilled at examining crime scenes, interviewing witnesses, and interrogating suspects. Your instincts are also better than most- you're unlikely to get distracted by a red herring and waste time on a false lead.

Living Mountain (200cp)- you're a very large person, well over six feet tall, broad, and all solid muscle. This makes you stronger and more durable than you otherwise would be, and you've got an awareness of your size that minimises its impact on your dexterity. Just the sight of you is enough to intimidate most mortals.

Chief Sundowner (400cp)- you've got a license to kill! Well, not really- you've got a license to explain yourself. When it becomes known that you've killed someone, you answer not to the police, but the highest authority in the land- the monarch, president, or similar figure. All you have to do in order to be pardoned is convince that person that your actions were necessary. You could kill the Prime Minister and, if the Queen understood where you were coming from, get off scot free.

The Queen's Trust (500cp)- you've risen to a position of true prominence in law enforcement. You've got a long list of closed cases to your name, many that no one else could solve. It's no wonder that your nation's leadership trusts you so.

Whenever a high profile or especially mysterious crime occurs you will be the first person they call. You'll have a lot more leeway in how you go about solving the case too- why should someone of your talent have to worry about procedure or paperwork? If you do manage to solve the case, you'll receive generous compensation, and you can specify what form you want that compensation to take. Every so often you can even ask for this payment ahead of time, an advance on your next fee.

Of course, if you're the more nefarious sort, you could play both sides. There's plenty of villains and scoundrels out there who'd pay handsomely if you pointed the finger at a patsy. You'll get away with it too. No one is going to question the conclusions of such a famed detective.

Intellectual

Scholar (100cp)- you are a very well read individual. You've got a wide, if slightly shallow, understanding of history, geography, philosophy, and the sciences. You also speak, read, and write no fewer than five languages.

Excess Soul (100cp)- you are a remarkably creative individual. Something about the way you think just makes it a lot easier for you to come up with ideas and theories that are both outside the box and actually viable. You've also got great instincts as to whether or not others' theories are worth further examination. All sorts of innovations in understanding might be possible if you apply yourself.

Patrons (200cp)- you're always able to find someone willing to fund your research, no matter how obscure or forbidden the field you are studying. These patrons will always supply at least a moderate amount of funds, but the amount can increase rapidly if you can show them that you're actually making progress.

Edge of Understanding (400cp)- your knowledge of the very cutting edge of science is greater than almost anyone's. Every academic has opinions on the true nature of the soul, or the characteristics of the aetherosphere that allow for dirigibles to sail the skies, but yours are actually worth something. With each new world you visit, your knowledge will be upgraded to include the latest local scientific discoveries and theories.

Sometimes your instincts are so strong that it's even as if you already know things that are beyond your current understanding, and precisely what sort of experiment you need to perform to prove that theory true.

Age of Steam (500cp)- you are one of the best engineers of the modern age. You can construct all sorts of mechanical wonders. Humanoid automatons strong enough to fight supernaturals, and so durable that not even werewolves can tear them apart. Pilotable octopus robots which can tear down entire buildings and shoot flames, bullets, and wooden stakes. Wireless devices capable of transmitting messages across continents. Even preservation tanks that can allow supernaturals to fly high up in the atmosphere without risk.

Wherever you go, you will always be able to come up with ideas for and build some truly revolutionary devices. These devices will also always be even more impressive when they are designed for use by/on supernatural beings, whether it is to help or hinder them.

Explorer

Adaptable (100cp)- you are at home in unexpected, alien circumstances. In the time it would take most people to simply process whatever strange happenings are going on around them, you will have already found a way to thrive. You can also help others around you to adapt more quickly.

Bartering (100cp)- many cultures all across the world still use barter for trade, which you are particularly skilled at. You know exactly which of the items and resources you have on hand would be appealing to those you are trading with. You also know exactly how far you can push a deal in your favour before the other party will refuse your offer.

Map Maker (200cp)- you are an expert cartographer. When visiting a new place, you can memorise enough of its topographical details to make an excellent map even without taking notes, and you can draw up said map without needing to use any tool beyond pen and paper. An idle scribble of yours on a napkin could be more accurate and helpful than maps published in atlases.

Expert Pilot (400cp)- you can pilot anything with grace and skill. Whether it be a sailboat, an exotic airship, or a mechanical contraption with only small slits to peer through, no one is your better. You could fiddle with the controls of a vehicle whose like you'd never even comprehended before, and be driving it with the finesse of a veteran pilot within the hour.

Captain (500cp)- even the greatest of explorers need a crew to support them, and yours is among the best. Those who work under your command have a lot more faith and trust in you then they would have for another leader. They will follow even the strangest seeming commands, not out of fear but out of real belief that you know what you are doing.

You also inspire your crew to strive to be the very best that they can be. They will put all the effort they can muster in their duties and jump on any chance to develop new skills. One of the ways they really excel is in covering each other's weaknesses and supporting each other's strengths. When you and your crew come together, you work with the perfect efficiency of a well-greased machine.

Items

Each origin gets both their 50cp and 100cp item free, and a 50% discount on the rest of their items. Any items destroyed or lost will be replaced within the week, through a copy delivered to your warehouse or primary residence.

General

Simple Weapons (50cp, 1st purchase free for everyone)- you have a pair of very simple weapons for use against the supernatural. One is wooden, for use against the various types of vampires, and the other silver, for use against were-creatures. These are small, close-quarters weapons that can be disguised as something else, such as hat or cravat pins. You can purchase multiple sets, for multiple disguised weapon pairs.

Brass Octopuses (50cp)- you can choose to decorate anything you own with the metallic animal of your choice. This is for aesthetics only- you can't remove the decorations and melt them down to use the materials for something else. What you can do is have everything, from light fixtures to buttons to sword hilts, shaped like your chosen animal symbol, without that symbol's shape impeding the object's function.

Ivy's Hats (50cp)- you have a limitless supply of the ugliest, most elaborate hats ever designed. Among your collection are a purple velvet piece topped with yellow flowers and a large stuffed rodent, and a canary-yellow toque adorned with a pile of black currants and a pair of green feathers sticking out the side like antennae. You can wear one of these hats whenever you want, no matter the occasion. People might tell you that your hat is ghastly, but they will never actually ask you to take it off.

You can gift headwear from your collection to others as well. So long as you are not sworn enemies, they will be compelled to accept your gift and wear it at least sometimes, as not to hurt your feelings.

Captive Book Club (200cp)- you've got a philosophical library, covering the classics and essentials from the Ancient Greeks through to the modern masters. It displays some bias, including more works whose perspective you agree with than ones whose ideas differ. This library will update to include those philosophical works considered classics in any other jump you visit, still emphasising the addition of works you agree with.

Should you wish to form a book club devoted to such texts, many of those around you would be interested in signing up. These volunteers will always include anyone who is currently your prisoner/captive and of a different moral philosophy/alignment to you. You'll still have to put in the work to bring them around to your point of view, but this will give you the opening to do it.

Father's Library (200cp)- you've inherited an extensive library from some deceased person, a close family member where possible. It's filled with leather-covered books, ancient scrolls, and personal journals. These represent the summation of knowledge one could get from an entire lifetime's travelling to new and exotic places around the world. The only truly one-of-a-kind

things here are the personal journals, but there are plenty of rare books. The journals themselves are also invaluable, with their writer having a propensity to seek out the unknown.

This library will update with several more journals in each new jump you visit, written as if the person who wrote those you receive here had lived and travelled in that world as well.

The God Breaker Plague (400cp)- you've come into possession of around three dozen mummified preternaturals. No, there's no ghosts attached; they're far too old for that. Mummification has enhanced the abilities of the preternaturals' bodies, allowing them to protect an entire area against the presence of the supernatural. Being within the mummies' area of effect renders supernaturals mortal and ghosts exorcised just like the touch of a preternatural or metanatural.

Like preternaturals, their ability is dampened by water. Each mummy alone could cover a large swathe of Central London in clear weather, or a castle and its grounds when it's raining. When placed together, their area of effect multiplies to stretch to around 50,000 square miles (averaged across weather conditions). You and any of your supernatural companions are immune to their effects, unless you choose not to be.

Be careful with how you handle the mummies. If allowed to decay, their effectiveness will suffer, and you won't get a replacement for any individual one unless it is outright destroyed. Still, as it stands, you could leave them lying around in the Sahara, totally exposed and unattended, and it would still take decades before their abilities started to waver.

The Idle Wealthy

Tea Trolley (50cp)- this tea trolley serves an impressive spread. All sorts of cakes, pastries, scones, finger sandwiches, and, of course, tea with anything you might like to add to it, such as milk, sugar, or honey. There is enough available to generously serve six people. If the refreshments are consumed, the trolley will restock itself in eight hours. The specific varieties of foodstuffs offered change each time.

Personal Carriage (100cp)- a covered carriage with seating for four. It's visibly high-class and it comes with a full-time chauffeur. Whenever you leave a building, you'll find it waiting outside ready to shuffle you off to your next destination, whether or not you took the carriage there.

The carriage will never need repairs. In other worlds, it will become a similarly high-class vehicle, still with a private driver. It always has a fresh supply of horses (or fuel), but it is no faster than the typical personal vehicle of the setting you take it to, just fancier and always on hand where you need it.

Extravagant Estate (200cp)- this is a residence worthy of the upper crust. It might be a sprawling London townhouse, a country estate, or even a small castle. The house has twelve bedrooms, each with its own bathroom, as well as a variety of reception rooms, a large kitchen, servant's quarters, and expansive garden. You own 50 acres of land either around the property or close by. The exact appearance and style of the house will depend on your starting location. After this jump, it will import into future jumps or become a warehouse addition.

Weaponised Parasol (300cp)- an accessory stuffed to the brim with gadgets and anti-supernatural armaments. Its default form is a large, rather ugly parasol, but you can choose for it to take the form of a similarly sized accessory, such as a walking stick, handbag, or briefcase. Whatever shape it takes, its weapons remain a part of the accessory, not easily removed from it. It has numerous hidden pockets, unnoticeable on first glance, but not invisible to close scrutiny.

The accessory itself is also bulky and sturdy enough to make it a viable blunt weapon. Any consumable stock is replaced within three days, though you can always restock it yourself before then if you have the knowledge to produce more supplies or contacts to buy them from.

- *Twin Blades*- one silver, one mahogany, sticking out of an end-point of the accessory, as to be ideal for jabbing. Can have one, both, or neither sticking out at any one time.
- *Dart Emitter*- laudanum darts, capable of knocking people out for a short period of time. Supernaturals recover a lot faster from this than mortals, within a couple of minutes. You have six darts.
- *Magnetic Disruptor Field*- causes disruptions in machines with magnetic parts. Capable of briefly seizing up an entire steam generator.
- *Emissions*- three vapours, emitted much like pepper spray. They are not designed to be fatal, but can have nasty and long lasting effects, particularly if they get somewhere sensitive, like the eyes.
    - *Lapis Lunaris*- if a werewolf is exposed to enough of this, it can leave them gravely ill and helpless for several days. Causes mild skin irritation and discolouration in mortals.
    - *Lapis Solaris*- this burns vampires and werewolves painfully in a similar fashion to sunlight, and the resulting wounds are slow to heal. It's suspended in sulphuric acid, so this spray will burn/melt pretty much anything else you'd like too.
    - *Lemon-basil tincture*- causes a nasty allergic reaction in both vampires and werewolves, but does no permanent damage.

BUR Agent

Glassicals (50cp)- strange and elaborate golden goggles, resembling something between binoculars and opera glasses. They have many knobs and dials which can be used to flick between different lenses. Can be used as both a microscope and telescope as necessary. Excellent for examining a crime scene or piloting an airship alike.

Waistcoat of Many Things (100cp)- a smart waistcoat that will shift its colour and cut to suit any outfit you pair it with. It has a lot of pockets, most of them on its inside, and each pocket can fit more inside of it then it really should be able to. Comes already stocked with a pistol, journal and pen, tweezers and vials for evidence, a silk sheet large enough to wrap a man's body with, and a cheese and pickle sandwich.

The Coldsteam Guards (200cp)- a regiment of around 100 excellent soldiers. These mortal men are the special forces of their day, and they specialise in nighttime and clandestine operations. They have been trained to work alongside werewolf units, but they can easily adapt

this training to work with other supernaturals. Their weapons, uniforms, and any other supplies they might need are included.

The regiment answers only to you and will follow any orders you give them to the best of their exceptional abilities. You will acquire the leadership of a similar force of soldiers in each jump after this one.

Galand Tue Tue Sundowner (300cp)- this chubby little revolver is the latest in anti-supernatural technology. It fires hardwood bullets inlaid with a silver cage, with a lead base and core. These wound vampires and werewolves as normal bullets wound mortals. A shot anywhere to the body could potentially prove fatal, but a shot to the heart is instantly fatal.

The supernatural will not heal as long as the bullet is left inside their body. Even if the bullet is removed, the wound will be slow to heal. The gun is fully loaded with five rounds, and will reload itself every day at sundown.

Intellectual

Harmonic Auditory Resonance Disruptor (50cp)- this device looks like a pair of tuning forks sticking out of a crystal. Flick one fork, wait a moment, then flick the other, and the device will produce a continuous low strumming sound. Anyone who attempts to eavesdrop on a room where this is active will only be able to hear the sound of the device. What's more is that if they are trying to use tools to amplify sound, like hearing trumpets, the hum will be transformed into a scream loud enough to cause severe headaches.

Clockwork Ladybugs (100cp)- a herd of clockwork ladybugs, each around the size of a woman's palm. They are a lot quicker than they look and can be set to relentlessly pursue a particular, named target. The ladybugs' 'antennae' are actually syringes which can be filled with whatever you'd like; they will try to inject this substance into whoever you set them on. Also supplied is a large amount of two potential venoms- a potent sedative and a lethal (for mortals) poison. You start with two dozen ladybugs and the plans to make more.

Contrivance Chamber (200cp)- an underground workshop, located beneath a small shop. To enter the workshop you must pull a hidden lever inside the shop, which will pull back a section of wall, revealing the elevator (or 'ascension room', as they're called here).

The chamber itself is a large cavern. It is split into two sections- one is devoted to mechanical matters and the other chemical. It's rather empty at the moment, though it is already supplied with all the tools and equipment you could need to create wonders of the Steam Age, and there's lots of bench space. There's also a selection of books detailing the latest scientific and mechanical advancements. A steam generator supplies electricity.

The shop above is empty for now. You can feel free to leave it as is, use it to sell your inventions, or sell something completely unrelated to cover up what you're really researching.

After this jump, the contrivance chamber can become a warehouse addition or become a basement to another piece of property you own.

Hypocras Club (300cp)- a social club for inventors and scientists. The building itself is lavishly furnished with antiques and tasteful art. There are numerous meeting spaces, some intimate parlours and others full lecture halls. Other rooms are laid out as laboratories or small museums, displaying prototypes and strange specimens. You are free to use these spaces as you wish, so long as you don't interfere with the activities of other members.

The real draw isn't the clubhouse, but its members. They are all intelligent and hungry for knowledge. Some already have intriguing hypotheses developed or blueprints drawn up; all they need is some direction and funding. A couple have already discovered, invented, or innovated something fascinating. The members do tend to lean towards the evil end of genius, so you might want to keep an eye on them. Can't have them kidnapping people to use as test subjects, or anything like that.

A branch of the Hypocras Club will appear in every city you visit. The size of the clubhouse and number of members will vary based on the size of the city. Somewhere the size of Victorian London can support around forty members working out of a large townhouse.

Explorer

Captain's Hat (50cp)- a black tricorne decorated with three extremely large white feathers. Wearing this lets you amplify your voice to be heard clearly over gunfire, a screaming crowd, or pretty much any type of machinery. People won't just hear, they'll pay attention too, and this is especially true for anyone in your employ.

Ornithopter (100cp)- a flying machine somewhat resembling a hang glider. It has enough room for a pilot and three passengers, who hang below the wings in nappy-like seats that strap on at the waist. It's powered by a small steam engine and able to fly for several hours before you must stop to refuel. Landing smoothly takes practice, but all other aspects of piloting it are simple.

Sand and Shadows on a Sapphire Sea (200cp)- an absolutely terrible memoir laden with purple prose. It recounts an extremely important event in a major world player's life. This event will be one that people know occurred, but that very few people know the details of. It doesn't necessarily need to be public knowledge that this figure was involved in the incident, but it must be widely known that it happened. Examples include a vampire Queen's recollection of how she became a vampire, or a werewolf Beta's confession of the role he played in his old Alpha's demise. If you can wade through all the irrelevant asides and clumsy metaphors, you could learn some fascinating secrets. You'll get a new one authored by a new figure every jump.

The Patterned Dessert (300cp)- the peak of aerospace engineering as of the late 1890s, this dirigible is even faster and lighter than those used by British Armed Forces, if not quite as large. It resembles a sailing ship with a propeller at its stern, hanging below a canvas balloon. The balloon may be inflated with either helium or hot air, whichever is more convenient. The craft is propelled by the propeller, which is powered by a boiler. When you want to save fuel, the sail may be raised to float the ship on strong wind currents. This method of locomotion works even in worlds that don't run on steampunk logic.

The ship portion, called the gondola, is as big as a large townhouse turned on its side. There is a gatling gun affixed to each side of the deck. Two boilers power the ship- one runs the propeller and the other everything else. Living quarters include a lavish captain's suite, five officer cabins, four guest cabins, and space for around 40 crew. Other facilities are a smoking room, sickbay, small library, mess hall, officer's dining room, and galley with state-of-the-art refrigeration units.

The dirigible can fly for around ten days straight before requiring resupply of coal, water, and helium. It's not quite as fast as travel by train- it could get you from London to Edo in around 25 days. Even when not crewed, it will fly itself as smoothly as the most well-trained crew could manage.

Companions

Import (50-200cp)- for 50cp, you may import or create a single companion. For 200cp, you may import or create eight. Each of them receives an origin, supernatural status, and 600cp to spend on everything else.

Recruit (50-100cp each)- has someone here caught your eye? You may bring them along as well. Any normal mortal costs 50cp to recruit, whilst supernatural, preternaturals, and metanaturals cost 100cp.

Upon the end of this jump, certain weaknesses of recruited supernaturals will be cured, in line with how they are for you. See End Choice for specifics.

Servant Supreme (100cp)- an exceptionally talented butler/valet/personal secretary. They have an almost uncanny ability to predict what you want or need long before you ask for it. Quiet, even-tempered, discrete, and very loyal. They're also trained in martial arts and the use of pistols, and knowledgeable in languages, history, world cultures, and the supernatural. They lived a long life before they came to you, and they will always be happy to share the extensive wisdom their travels brought them.

Drawbacks

You may take as many drawbacks as you'd like for extra cp. All drawbacks, or at least their negative effects, may be overcome in time, but this becomes harder the more extra cp they award.

Longer Stay (+100cp)- this drawback can be taken multiple times. Each time it is taken, your stay here doubles- the first purchase is a 20 year stay, the second a 40 year stay, and so on. Normal chain-fail rules apply for the whole stay, as do any other drawbacks that you've taken, unless you find a way out of them.

Hedgehog Incident (+100cp)- through some ridiculous misunderstanding or comical predicament, you've gotten off on the wrong foot with a notable figure in your starting location. This might be an Alpha or high-ranking noble; whoever they are, they find you exasperating and frustrating. Try not to get in their way any more than you already have.

Foreign Ancestry (+100cp)- it's easy to tell, from your appearance and name, that one of your parents was a foreigner. This has left a mark on your social reputation, one that is hard to get around no matter how pretty your manners are. Also, whether or not you consider yourself attractive, you don't meet the beauty standards here- people won't be shy in telling you that you're plain, at best.

Awful Aim (+200cp)- you are useless with any sort of ranged weapon, from guns to bows. You're no better at throwing accurately. You might just hit the side of a barn, if that barn were five paces away.

Scandalous (+200cp)- you are the gossip on everyone's lips. Perhaps you became pregnant out of wedlock, engaged in an extramarital affair, or proved yourself a coward in your military service. Whatever your sin, it was major enough to horrify all of polite society. Expect to be excluded from social events and asked to leave respectable establishments.

Eerie Appearance (+100cp, mandatory for Pishtaco)- your appearance is bizarre, almost inhuman. That's not to say that you're unattractive; you might well have an odd sort of beauty, like the Fae of myth. The specifics of your appearance are up to you, but they are markedly outside the norm for human beings, even if you are a normal mortal. Everywhere you go, people will know or assume that you are supernatural and act accordingly.

Horrifying Appearance (another +200cp, mandatory for Rakshasa)- this is a downgrade from Eerie Appearance, including all of its effects. As well as being strange looking, you are also monstrously ugly. Even those who are accepting of the supernatural will still find you physically repulsive. People in general will go to great lengths to avoid having to interact with you. Your enemies will still seek you out, if anything spurred on in their hate by how horrifying you are to look upon.

Star Crossed (+200cp)- you love someone as Romeo did Jugurtha, as Pyramid did Thirsty- or something like that. They are your soulmate, the love of your life, and they are totally inappropriate for you. One of you is considerably wealthier and more respectable than the other.

To make your love public would be the despair of your families and the ruin of both of you, socially and financially. But can you really bear the pain of being apart from them or of settling for a more suitable match?

Before Enlightenment (+300cp)- your starting point in this jump is now set to no later than 1520, ten years before Henry VIII brought supernaturals under the purview of British law. This was a dangerous time for all, when no place in the world provided safe coexistence for supernaturals and mortals. You survive at least ten years in these dark and troubled times.

Supernatural Enemies (+300cp)- you have made yourself a powerful enemy- an entire werewolf pack or vampire hive. Werewolves must choose an enemy hive, and vampires an enemy pack, but everyone else can choose which they'd prefer.

An enemy pack will number around eight. They are relatively straight-forward enemies- they will try and hunt you down and kill you in their wolf forms. Wolves are excellent trackers and they are able to follow you across the world, if need be. They will have cavaliers to support them in this, perhaps British soldiers too.

An enemy hive will number around five. Since vampires cannot leave their territory, their methods will be less direct. They will employ spies, brutes, and drones to do things like poison your food, throw you from dirigibles, or kidnap you and bring you back to the hive. They will be just as relentless as the wolves.

Enemy of All (another +300)- this is a downgrade from Supernatural Enemies, including its effects. It's not just one pack or hive you've upset, it's all of them. Either all the hives and packs in a country, or all the hives or packs on a continent. Whichever you choose, you've got hundreds of physically and politically powerful enemies coming for you. They won't hesitate to work together either, if it means taking you down.

If you are a werewolf who is not a loner, or a vampire who is not a rove, then your pack or hive is the only one who is not included in this. Whilst they won't try to kill you, whether they'll stay by your side when everyone else is out to destroy you is yet to be seen.

Alpha's Curse (+500cp, werewolf only)- your Alpha (or you, if you are an Alpha), is nearing the end of their lifespan. Acting as a tether point for an entire pack is a strain on the soul and they can no longer withstand the pressure. As the Alpha loses their mind, the pack will follow. If things get too bad, then it may become necessary to exterminate the whole pack. You have five years, maximum, until this becomes necessary.

Luckily, an Alpha's madness is an expected, if regrettable, part of life. Challengers will emerge to fight, and hopefully kill, the madness-driven Alpha. Unfortunately, your Alpha is exceptionally strong. Those who could defeat them number only in the dozens, and are mostly already happily leading their own packs.

Of course, if you are the Alpha, your death cannot serve as a solution to this drawback. There are still solutions, as guaranteed for every drawback.

Ancient Queen (+500cp, vampire only)- there is something deeply wrong with your hive. Your Queen (or you, if you are a Queen) has become so old as to be confined not only to her home,

but to a single chair. Something needs to change- her increasing desperation is infecting every vampire in your hive. If she dies or goes completely mad, then the whole hive will follow and wreak havoc on the surrounding area.

Options are slim. If she successfully metamorphosed a new Queen, the current Queen could peacefully pass on without harming the hive. Alternatively, the answers might lie in science. Whatever you do, the clock is running out- you've got about five years, maximum, to solve this problem, lest you completely lose your mind.

Formerly Jumper (+500cp, mortal only)- you might have been mortal, but you're not anymore. Upon arrival to this jump, you immediately pass away. This does not count as a chain fail, or consume any one-ups. You will spend your time here as a ghost. Your body will soon come into the possession of Madame Lefoux, a brilliant inventor who has already kept her aunt's ghost alive and lucid for several years. Her help will guarantee you a ghostly existence of just shy of five years before your body decays too much and you enter the poltergeist stage, eventually fading away into nothingness.

You must find a way to extend this preservation to the full length of your jump. The brain is the most important part when considering a ghost's stability, but the body is important as well. Keep in mind that there must be at least a small part of your body exposed to fresh air for you to manifest as a ghost.

Templar's Captive (+500cp, preternatural and metanatural only)- you have come into, or were born into, the custody of the Templars, a religious order firmly against the supernatural. They see your unnatural state as useful in their fight against the 'unholy', but that doesn't stop them from being horrified by you as well. To the Templars, your very birth doomed you to an eternity of damnation. They will perform experiments on you, or set you against far stronger enemies, with no care for whether or not you will survive. Under such conditions, you can expect to survive approximately five years in Templar custody.

Escape won't be easy. They have taken you to the Vatican, the stronghold of the Templars. If you were to make it outside of the Holy See, you'd still find yourself in Italy, which is sympathetic to their cause. And, if you try and fail to escape, they'll only make it harder for you to try again.

End Choice

Now that your stay is over, what do you want to do?

Go Home- had enough of jumping? You can always go back home, waking up in bed on the day you left. All your perks, items, companions, and anything else you've picked up on your travels will go with you.

Stay- did you take sufficient liking to this world to make it your new home? If you'd like your affairs back home will be settled for you so you can live out the rest of your days here, with any drawbacks you took revoked. You also get an +1000cp stipend to spend on anything else you'd like from this document.

Move On- this world was just one more stop on a journey that you're not ready to finish yet. To ease your travels in other worlds, supernatural and preternatural weaknesses are eased at the end of this jump.

Supernaturals no longer need to worry about maintaining their tethers- strong, stable tethers between your body and 'soul' are considered fiat backed upon completion of this jump. Also, preternaturals no longer feel any repulsion from each other at all.

On Unnatural Powers

After this jump, both preternatural and metanatural powers work on more types of beings. They are only effective on members of some set with common abilities. For example:

- Their abilities are <u>not</u> effective against Marvel Universe mutants, as mutant abilities vary wildly.
- Their abilities <u>are</u> effective against DC Kryptonians, as every Kryptonian exposed to a yellow sun develops the same abilities.
- Their abilities <u>are</u> effective against the various vampires of the World of Darkness, as even though each clan has different abilities and weaknesses, they still form discrete groups with different, consistent abilities.

Notes

This jump was written based off of *The Parasol Protectorate* and *The Custard Protocol* series and the *Supernatural Society* novellas. The events of *The Finishing* School series and the *Delightfully Deadly* and *Claw and Courtship* novellas are also canon for the purposes of this jump. Gail Carriger's other supernatural series *The Sand Andreas Shifters* is specifically not part of this jump. Be aware of this if consulting the wiki.

The quality called 'soul' here isn't actually your soul, in case you were concerned. There are numerous scientific theories as to what it might actually be, such as an organ or a type of charge. Whatever it is, it is not a mystical force. Any soul-powered perks or abilities you have will in no way be affected by 'soul' as it exists in this world.

Everything here has a scientific explanation, as confirmed in writings by the author. However, the Parasolverse is a world in which several scientific theories that were proven false in the real world are actually correct. These include aether spheres and vital humours. Scientific or mechanical knowledge you have from other worlds may not be as useful here.

On the following pages, some extra world-building information is included. This is not necessary to read to use this document- it's just there to provide some other information on parts of this world.

The Supernatural

There are many times more mortals in existence than supernaturals, and considerably more supernaturals than preternaturals. As of the 1890s, the extremely rare types of beings confirmed to exist are as follows:

- *Were-cats*- twelve in existence, including one breeding male.
- *Pishtacos*- seven in existence, including one Queen.
- *Metanaturals*- one in existence, only one other known to history.

A single were-creature calling himself a dragon also appears in the books. This was not presented as an option in-jump because comparatively little is known of his kind or abilities. As mentioned in the information about Peru, there used to be were-jaguars, called nahual. If you arrived early enough, you might encounter these people before they become extinct. There may be other types of supernaturals out there as well. Rumours have included were-goats and selkies.

One other thing to note is that supernaturals are sterile. The only way that they can impregnate a partner or become pregnant is when a preternatural's touch has made them mortal.

On Terminology

Different groups have different ways of referring to themselves and each other. The terms used in this document are generally those used by the British government, with one major exception- 'Unnatural' is not used as a collective term for preternaturals and metanaturals, it's just a convenient shorthand used in this document. Some of the words people use to talk about each other are collected below.

- *Mortals*- sometimes called 'daylight folk'.
- *Preternaturals*- called 'soul-sucker' by vampires, 'curse-breaker' by werewolves, and 'daemon' by Templars. The pishtacos call them 'pachacutec'. Sometimes referred to as 'soulless' or 'exorcist'.
- *Metanaturals*- vampires call them 'soul stealer' or 'abomination'. Werewolves call them 'skin stalker' or 'flayer'. Mortals call them 'skin-thief' and pishtacos 'puric'.
- *Pishtacos*- call their hive a nest and their drones 'companero'. Members of a nest take their Queen's name as a new surname.
- *Were-cat*- call their pack a pride, and their clavigers 'chosen ones'.

Packs

The leader of a pack is always called the Alpha, but they need not be a true Alpha. True Alphas, those with the Anubis Form, are very rare, so another strong wolf often needs to take the leadership role instead. Packs whose Alpha lacks the Anubis form have more trouble attracting clavigers since they cannot offer the chance at immortality.

As well as leading the pack, it is also the Alpha's responsibility to discipline misbehaving pack members and guide new werewolves (called pups) through the earliest days of their immortal lives. Pack members and loners alike may contest for the position of Alpha through formal challenges, which are fought to grievous injury or death. If the Alpha survives, but loses, they are cast out of the pack. A pack member who loses a challenge is not necessarily cast out.

The next highest ranking pack member is the Beta. Betas are much longer lived than Alphas and may serve several Alphas in their lifetimes. They assist the Alpha in managing their duties and act as the Alpha's second in challenges- the only one who may interfere with the fight. They are expected to support their Alpha in all things publicly and question them as much as possible in private. The third highest rank, the Gamma, plays the opposite role. It is their nature to strike out and challenge the Alpha.

Clavigers are often recruited from performing artists, like opera singers, actors, or ballet dancers. It is their responsibility to manage and guard werewolves during the full moon. They also conduct other business for the pack during daylight hours, and sometimes serve pack members in roles like valet. Most mortals volunteer for this role, either in exchange for artistic patronage or the chance to try for metamorphosis one day. In societies where the supernatural are accepted, they may also occasionally be forced into the role for a set period as punishment for a crime against the pack.

Hives

Hives have a simpler command structure- the Queen is the leader. Other members of the hive and drones alike often support her through any whim she might have. Vampires, whether members of a hive or rove, will go to great lengths to protect a Queen for the good of the species- Queens are rare and reproduction is impossible without them. Whilst structure is simple, the politics of a hive are very complex as everyone strives to better their position within the group.

The closest thing to a second-in-command is the praetoriani. This vampire is in charge of protecting his Queen. A praetoriani can move further outside the hive's territory than any other other vampire without feeling ill effects.

Drones tend to be artists of the behind-the-scenes variety- painters, poets, sculptors, and such. Like clavigers, they can be volunteers seeking patronage or immortality, or indentured for a term of punishment. They provide their blood as food for the hive, run errands during daylight hours, and serve as companions, sometimes with a sexual component.

Drones are the hive's main food source. In places where the supernatural is accepted, the only other legal feeding option for vampires is (willing) domestic servants or 'bloodwhores'. In other parts of the world, vampires may attack mortals as they please, though they still keep drones.

The Order of the Brass Octopus

The Order of the Brass Octopus (OBO) is a secret society of scientists and inventors that sometimes interferes with politics to nudge them in their preferred direction. They are suspicious of the supernatural and they devote a lot of their time to studying vampires, werewolves, and the nature of the soul. Members are known for being eccentricities- habitual cross-dressing would rank low on their scale of strangeness. A certain set of members are also not afraid to perform dangerous, potentially deadly, experiments on supernaturals when they think they can get away with it.

The Shadow Council

The Shadow Council are supernatural advisers to Queen Victoria. The council consists of the vampire potentate, the werewolf dewan, and the preternatural muhjah. They handle certain matters with respect to the supernatural- mostly legislative issues, military guidance, and the occasional dramatic or unexplained incident, like high-profile murders.

The potentate is a rove vampire appointed by the vote of all the hives in the UK, and the dewan is a loner voted in by the packs. They, respectively, oversee all affairs relating to vampires and werewolves in the UK.

The muhjah is appointed directly by the monarch. They technically oversee the affairs of all preternaturals in the UK, but as they are so few (five in the time of the series) this is mostly a formality. In practice, the muhjah acts to break stalemates between the other council members and provide the perspective of the modern age. As the most mobile member of the council, they also travel to investigate Shadow Council matters that cannot be resolved from London. The position of muhjah is usually unfilled.