Noblesse

By Valeria

Introduction

Thousands of years ago, before human civilisation began to take form, there was the Noble Clan. This race of beings was imbued with far more power than any human and yet, they did not abuse that power or lord over the humans. Instead, the Nobles looked out for the weaker species on Earth, caring and protecting them from the dangers of the world. Even the Noble Clan's counterparts, the Werewolves, agreed to interfere as little as possible in human affairs. The Noble Clan watched over Humanity as it progressed from disparate tribes into the great civilisation that it began to form into but this secret protectorship would soon fall to the greed of Humanity.

Sometime ago, a thousand years almost before the modern age, members of the Noble Clan and their opposites, the Werewolf Clan, began to grow dissatisfied with their positions. They questioned why they, who held so much more power than any human, had to bow down and skulk amongst mankind in secret. Treacherous plots were hatched in both great Clans, many leaders of the Noble Clan betraying their fellows and leaving to rule over humans and with the kind leader of the Werewolf Clan disappearing, presumed dead, after being tricked into battling the protector of the Noble Clan, the Noblesse.

At around this time, the Union appeared. An organisation made by humans, for humans. Here the secret to increasing the power of a human, a Modified Human, was unlocked. It is the greatest power bloc in the world, controlling global affairs and entire countries, led by 13 incredibly powerful beings. The traitors of the Noble Clan and the Werewolf Clan as a whole have both joined forces with the Union, seeking to increase their own power and rule over 'lesser' humans.

Centuries later, in the year 2007 in South Korea, the greatest of all Nobles, Cadis Etrama di Raizel, is about to re-awaken from an 800 year long sleep. His return will set in motion events that will see the Great Clans and the Union torn apart at the seams.

You are brought into this world on the day that Raizel wakes up in his coffin. You have 1000 Choice Points (CP) to spend on options to assist you in this world.

Locations

Roll for your location using a d6 below. You may change the results for 50cp.

1. **Ye Ran High school**
   An exceedingly high quality High School found in Seoul, yet surprisingly cheap and welcoming to students of all ranges of ability. This ultra-modern school was created and is now run by a man named Frankenstein. Frankenstein, seemingly a mild mannered Principal, is far more than he seems to be. He'll protect any of the students here with his life though, as well as ensure they get the best education he can possibly give them.

2. **Seoul City Streets**
   The capital of South Korea. You'll find yourself at the side of a fairly busy street, with quite a lot of young students rushing by you to get to class. There's not too much notable about this street but if you stick around for an hour or two, you might find a handsome stranger wandering down the path.

3. **Lukedonia**
   Home of the Noble Clan. An enormous island located within the Bermuda Triangle, Lukedonia is fiercely protected from all outsiders, with even the knowledge of its existence being known to only a few non-Nobles. If you are a Noble, this is likely where you have spent your life growing up and thus know intimately. Still, even for a Noble, there are areas of the island that are restricted to access. And if you're not part of the Clan? Long as you don't cause any problems, they'll just wipe your memory and send you to the nearest shore.

4. **Wolf Lands**
   The central home of the Werewolf Clan, though only in the past few centuries did it become more than a vague meet up point for the formerly roaming tribe. An island located somewhere in the Northern Pacific Ocean, much akin to Lukedonia itself. The wolves are far less understanding of those not of the tribe being present on the island, so any Humans or Nobles would do best to run back across the sea.

5. **Underground Facility Test Tube**
   You wake up floating in a large glass tube, filled with a strange liquid that somehow allows you to breathe despite being submerged. Outside the glass, you can see men in white lab coats scurrying about and hunching over computers. If you're part of the Union, this is just a regular check up on you and you'll be out in a few minutes, safe and sound. If not…I'd recommend making a quick escape before they realise you woke up. The facility is located somewhere in South Korea.

6. **Free Choice**
   Ever the lucky one. Make a free choice from any of the above locations, at no extra charge.

Race

Each Race will begin, not including for the effects of later perks, with a level of power equal to Jake and Marie in their initial appearances as members of the Assassination Squad. They possess the power to tear through walls of concrete with ease, dodge bullets and take the sort of damage they dish out relatively easily. All races can train their power and skill to be greater over time but the most efficient method of increasing power remains artificial modifications.

Human

But not entirely. Outwardly, you look like any of the billions of Homo sapiens that live on this planet but inwardly, you are a different beast entirely. Modified Human, is what you are truly called. A human being who has received scientific, and pseudo-scientific, enhancements to put you far above the average man or woman in power. Whilst you have no unnatural abilities beyond your raw physical power, you do have the ability to enter a transformed state to increase your overall power greatly. At first, this state may only alter the appearance of your hands or feet, but as you grow in power, so too will your transformed state grow in coverage and boosted power, until it turns you into another creature entirely. You are likely a part of the Union but there exists the possibility of being the product of an independent nation or organisation, in secret from the Union.

Noble- 200

A member of the ancient Noble Clan, often mistaken as Vampires by uneducated humans. You grew up on Lukedonia and either remain loyal to the Lord, the ruler of your race, or have split off from the majority of your Clan to join another faction such as the Union. You have all the incredible physical abilities of a Modified Human, only they are natural and innate to your body. Your lifespan is without limit, your body physically aging only when you choose to allow it and never dying from old age. The body you possess can heal far quicker than any human, such that minor cuts will disappear in minutes and even lost limbs or organs can be restored in a few days. A Noble may also form a contract with another being, giving over some of their own power after exchanging blood with the target. Finally, you hold the ability to dominate the minds of other beings with eye contact. This allows you to read their minds, control them, brainwash them, remove or alter or add memories and even just outright destroy their minds. Your power in this mental domination will grow over time as the rest of your power does.

Werewolf- 200

You are of the ancient and wild Werewolf Clan. You are either a nomad wolf, born to parents who long since split from the rest of the Clan, or you are a favoured young cub in the Clan, protected from being used as a sacrifice for experiments for now. A Werewolf possesses the same physical prowess as the other two races here, naturally holding great strength and speed. You do not die of old age and will stay in your prime forever once you reach it. Your regeneration ability far surpasses that of a Noble, as you can heal most wounds in minute and restore lost limbs in a few hours and this speed will only accelerate as you grow in power. Your five senses are far beyond that of a human or Nobles and will continue to grow as you do, though they will also become resistant to overstimulation as they do. All werewolves also have the ability to transform, taking on a more feral appearance and gaining an enormous increase in power. This transformation, for younger wolves, grants fur along the arms and claws. In time, it will eventually extend the fur to cover much of the wolf's body, though they remain humanoid in appearance rather than taking on the popular wolf man look in modern culture.

Origins

Drop In

A mystery, one with no history or connections, that's what you are in this world. You have no family, friends, records or any other indicator of your existence. You're not as unique as you may think, however. Other beings that have found themselves out of their own original place and time exist in this world, two of them being some of the most important figures in the coming battles.

Student

You are a student at Ye Ran High school in Seoul. You live close to the school, enough to walk there and back every day with ease and you're well regarded by your class mates. The school will soon be host to an ever growing number of supernatural beings and even if you yourself aren't human, or even have connections to the Union, the Principal won't let you come to any harm. As long as you don't threaten anyone else under his protection of course.

Agent

Serving in the shadows, you work for one of the many factions and groups within this world as a special operative. Your duties will vary greatly depending on who you serve, and what you serve, but most will result in you seeing constant combat and dirty work. It'll be rare for you to get a day off, especially as you become more and more trusted and valued, but you'll never be lacking for an exciting time.

Scientist

Research. Data. Knowledge. Power. A cycle that is obsessed over by countless madmen in this world. The power of the atom is nothing compared to the heights of the science of Modification, a science you were introduced to just a few years ago. You're certainly experienced with many different fields but its Modification that you found your true calling in. You likely work for the Union, if only going by averages, but it's also possible you work for a more secret national agency or for a nonhuman group.

Aristocrat

You were born into wealth, class and the highest echelons of your society. Human, Noble or Werewolf, your position at the top of the social class is the same. You were born to rule over those below you, with a fair hand or an iron fist, and were raised so that you could one day do just that. Humans and Nobles may both rely on just the fact of their birth and their class for this but as a Werewolf, you may find it a good idea to train vigorously to prove your power to any doubting pack mates.

Your gender remains the same as it was previously or it can be changed to whatever you prefer for 50cp.

Your age varies depending on your race and origin. All origins except Student roll 20+1d8 for their age, with Nobles and Werewolves multiplying the result by ten. Student origin takers roll 15+1d3 to determine their age, with Nobles and Werewolves multiplying this by ten as normal.

Perks

100cp perks are free to their origin, with all other perks being discounted to their respective origins.

Aura Manipulation- Free

Aura is the life force that exists within all living things. A more spiritual place might name it Chi but in the largely scientific world of the Union, Aura is considered as spiritual as electricity or oil. Most Humans never gain more than they need to live, perhaps a few monks might be able to perform some minor cantrips but nothing more. Nobles and Werewolves will both eventually unlock the ability to emit and manipulate their own energy. It was the work of the great Doctor Frankenstein who discovered how to artificially awaken and enhance Aura within Humans and other beings. The Union took up his work and combined it with basic physical enhancement to create the Modification process known today.

Aura can be used for a wide variety of effects and is a rare skill outside of the stronger members of the Noble or Werewolf clans, or the stronger agents of the Union. It can be used for basic attack blasts or beams of energy, to fly or levitate in the air and to create shields or other solid objects from the pure energy. Skilled users can use Aura to remove unwanted foreign substances from their bodies, ranging from mere dirt to poisons or sicknesses. It can even be transmuted into the elements, such as fire or lightning. More esoteric effects then these may exist but remain mostly undiscovered.

You begin with the basic ability to emit and use Aura at a level roughly equivalent with your power as described earlier, or in line with Na Yonsu, an Agent of the KSA in South Korea. This allows you to fire blasts of energy that could knock down a 3 storey buildings' walls or form that same blast into beams or grenade like projections. As with your physical powers, your control and power with Aura will increase with training and modification.

Chimera- 100/200

Modification focuses on the enhancement of existing traits. The idea of a hybrid, of trying to mix the blood of a Noble or Werewolf with the other or with that of a human, was barely entertained. Attempts were made of course but they ended in failure, if they began at all. It will not be until a few months from the beginning point of this place that the first true hybrid, Titan, is created. Titan is a temporary fusion, not meant to live more than a day at most. You are not. Through the work of some unknown genius or just a natural miracle, you are a perfect hybrid of all three races. Modified Human, Noble and Werewolf blood flows within you and you possess the abilities of each race in full, along with thrice the starting power. This option costs 200CP if you are a Human and 100CP if you are a Noble or Werewolf, to reflect that gaining the blood of a human does little for one of the other races.

Human

Good Girls are Pretty, Bad Guys are Scary- 100
The characters you'll meet in this world, good and evil, all seem to be really quite striking. Handsome, beautiful, terrifying or monstrously ugly, there's rarely a plain face here. While you're not straight away made into a pretty face like that, you do gain a certain new trait. Your general appearance is now influenced by your moral alignment and values. Acting in a noble and good manner will see you become more handsome, more heroic and more regal over time. Be selfish, cruel or evil and your body will become more menacing, more terrible to behold, whether through looking like a monster or just having the sort of beauty found in a spider.

A Series of Minor Adjustments- 100
As much as some might want you to believe, not all scientists are cold, logical beings without any trace of ego or vanity. It's not unheard of for certain creatures to undergo modification solely to make their powers more impressive in appearance and not in ability. You've been treated so that you won't need a separate procedure whenever you want this. Any supernatural power or energy that you possess may now be changed at your will in any purely cosmetic way. Want your aura to be pitch black and edged with deep purple lines? Desire your power to give off the warm, calming feeling of the sun on your skin or feel like the grip of the grave? Maybe even add a unique sound or texture to your powers. So long as it has no effect on the power, utility and so on, you are unlimited in the changes you can make.

I Don't Like Needles- 200
When the subject is flawed or the experiment itself is too taxing on the subject's body, they'll often require drugs, medicine to keep their bodies stable and held together. A common tactic used by the Union to control its less valuable and more numerous agents is to enforce a dependency like this, tying those agents to the Union for the sake of their lives. You're unlikely to be considered so expendable, if you're even part of the Union at all, but nonetheless you've found a way to extend the adaptations that M-21, a previous agent of the Union, slowly developed. Any substance you rely on for survival, from drugs to keep your body working to the blood a freak vampire must drain to survive, can have its significance lessened over time. The more important the substance, the longer it will take, but eventually you can train your body to not require it to survive at all, removing the need to rely on any such drugs or sustenance. You'll still need to eat and drink regular food for energy though.

The Lot of the Underdogs- 200
The Union very closely controls the production of Modified Humans. As long as they alone possess Modified Humans of any real power, their control of the world from the shadows cannot be questioned. Still, despite the risks of the extreme punishment the Union would dole out if they knew, some countries' have no choice but to try and produce their own models. The KSA, an organisation within South Korea that liaised with the Union, decided to focus on creating Modified Humans that could hide their powers. You too were made in that vein, your powers masked until you decide to use them. Nothing, living or not, can detect that you are anything but a normal member of your species in regards to supernatural powers or enhancements. Even an in depth surgical examination would somehow fail to reveal any unnatural powers or energies. The moment you use your powers however, this protection will leave you until a minute after you stop using those powers.

Got My Mark- 400
Most Modified Humans are made with a focus on raw physical abilities and aura manipulation. Rarely is a need seen for the fighters and assassins of the Union to have abilities beyond direct combat potential but every now and then, subjects are imbued with unique traits. One of the most notable was found in Doctor Crombel's, the eventual 13th Elder, personal Assassination Squad. The perfect infiltration power, by consuming a significant amount of the targets' body and/or brain, the subject can take on their physical form and more. By just eating part of the targets' flesh, the user can take on their physical appearance, voice and any biological abilities they may have, though they will be weakened unless the user imbibes most of the target body. If the user also eats the target's brain however, they will gain the target's memories, personality and behaviour, allowing them to perfectly infiltrate even the innermost circles of that target's former life. You are able to subsume yourself and allow the eaten being to temporarily take over if you wish, taking back control at any time or whenever your life is in danger, or simply remaining in control the whole time.

Windows to the Soul- 400
The vulgar ways of your comrades, bodies crunching together in a graceless melee and aura being flung about as if it were water, is not one your makers could bear to see you lowered to. They gifted you with the ability to fight without needing to dirty your hands or strain your physical body, the ability to do battle with only your eyes. While you can't quite punch people just by looking at them, you are able to transmit your aura, and any other supernatural powers, through your eyesight. Whilst any costs or charge times or preparations and so on must be done as normal, the attack travels near instantly to whatever you are looking at, requires no other physical actions on your behalf and is undetectable to the naked eye, though it can be reacted to and dodged or blocked by those who can sense supernatural energies.

Weakness of the Flesh- 600
No matter how far Modification science progresses, it will always be limited by the nature of its subjects. Humans, Nobles and Werewolves cannot be granted limitless amounts of power from the start, not without tearing their bodies asunder the moment they try to move. Modification is a process, one that is getting faster over the years, but still a process that must be done over time and in many instalments to ensure the subject can safely use the power they've been given. Your body manages to skip all of these steps. In fact, your body will never be in danger from self-damaging due to containing too much power. Whether natural to you or given to you by an external process, no amount of power or energy will ever cause harm to yourself. However, whilst you won't be harmed even if you exceed what you should be able to safely handle, neither will you be able to utilise the energy that goes past your limits. You'll contain it just fine and you'll adjust to it far faster than normal but until you can safely contain that energy normally, you'll be unable to fully use it. Of course, you could always choose to bypass this effect and use the power anyway but that'd be very dangerous to your body.

The 14th Elder- 600
A new seat on the highest council of the Union has opened, one made especially for you. Some say the Union is the most powerful organisation in the world and they're not far off from the truth. You might be a junior member for now but whole nations will bow to your whims with the weight of the Union behind every word you speak. In future jumps, you will begin as one of the top members of another organisation like this, whether one that exists already or one made entirely new, though it is unlikely to be quite as far reaching as the Union. To match your new status, you have undergone further modification procedures and have been given a wealth of combat experience too. Your

power and all abilities from this setting, have been increased to be on the level of the middle members of the Elder Council. You'd be an even match in power or skill for an old and experienced Noble Family Leader or Werewolf Warrior, though there are many nonhumans who yet surpass you.

You may refuse the position on the Union at no penalty and keep the other effects of the perk if wished. A non-human taking this perk gains the modification boost in power as normal.

Noble

Your Majesty- 100
The dogs and those human freaks might need to turn into ugly beasts to show their full might but a true Noble is able to show their full presence without such unnecessary displays. Even a 'true Noble' has to exert themselves and force out their aura to let others realise their full power though, something you found all together a bit foolish. Shouldn't a real Noble's power be apparent just on sight, no matter what form or style they have taken on? You took this idea to heart and now all who look upon you will see your presence and power as if it was constantly at its greatest. So long as you wished it to be so, even when you are restraining your power you'll be able to take full advantage of the awe you might may inspire if it was fully unleashed. This has no bearing on your actual power, merely on ensuring that others always perceive you as if you were at your strongest.

My Everyday Best- 100
Keeping your self looking sharp can get hard when everyone is so insistent on beating the crap out of you, especially all those bloody claws everyone else seems to have. A certain skill was developed amongst those Nobles who grew frustrated with the constant wardrobe replacements they had to go through. With this technique, the user can create, repair and alter clothing with a thought and a wave of the hand, on herself or on those around her. It doesn't cost you anything and there's little limits to what you can create, though the clothing is merely mundane clothing. It's easy to deck out your servants in the family uniform or give yourself a quick tidy up though.

Through the Bloodline- 200
Most Nobles do not possess unique supernatural powers beyond what is granted by their race. Even amongst the Family Leaders, unique powers are held by only half of the existing members at best. Still, they exist and once in a while, a Noble manages to develop his own small ability. You gain a minor supernatural ability of some form, such as short range teleportation, the ability to draw attacks towards yourself rather than allies or the power to become invisible. These abilities will improve over time, to a limited extent, but require the expenditure of aura to activate. Whatever trait you choose will be something that can be inherited by any children you might have later in life.

The Backdoor is Wide Open- 200
Just as there are ways to detect the presence and intrusion of other beings in this world, so too are there ways to hide from those forms of detection. The home of the Nobles, Lukedonia, is surrounded by an enormous field of energy that both hides its presence and allows its' rulers to detect any intruders the instant they set foot on the shores. Ways to bypass this shield, made by the traitorous Family Leaders in case they needed secret re-entrance to Lukedonia, were created and then passed on to you. You expanded these skills until you came to resemble the Vampires found in popular culture. Any form of non-personal detection, from CCTV cameras to radar to giant supernatural detection shields to motion sensors, simply fails to pick you up. Not a single blip is left by your presence. However, any personal means of detection, such as a person's five senses or their ability to sense supernatural energies, is left entirely unaffected by your hiding skills.

Berserker- 400
Every blow, every cut, ever last little drop of blood they spill from you, you always make sure to return tenfold back upon them. A Noble is a hardy being for certain but most of them will become weaker as the battle continues and the wounds pile on. Not you. As more and more of your own blood spills, you begin to grow in power and ferocity. The greater they wound you, the mightier you

become in turn. Breaking your hand punching your opponent would only ensure that your second punch hits that much harder. If you were on the verge of death, you might even manage to briefly reach a new plateau of power. This power does not come without cost however, as your wounds and power increase, so too does the furious rage in your mind. It'd take an iron will to stop it controlling you but if you could manage it, you'd be able to truly make use of the Berserker's legacy.

Cutting the Soul- 400
A Soul Weapon is a unique artefact possessed by all Family Leaders of the Noble race. It contains the souls of all of that Families' preceding leaders, each one adding their power to the weapon and thus adding to the power of the one who wields that weapon. Immaterial until summoned by the Family Leader, the only one who can wield it, it is truly the thing that separates Family Leaders from all other Nobles. You've discovered the long lost secrets to the creation of new Soul Weapons, as well as how to alter or increase their powers in ways even the Nobles themselves struggle to comprehend. You may place a piece or all of your soul or the soul of another willing being into the shape of a weapon and thus empower that weapon in accordance to the proportion of the soul place within. You've also discovered how to place the souls of beings unrelated to you by blood into your Soul Weapon, or any other like weapon, though such requires their death for now. Lastly, you have gained the knowledge of how to divide such weapons into two or more smaller iterations. A Soul Weapon, or any other similar soul-based artefact, can be divided into multiples for use by many different people. This will also divide the power of the artefact however, so a balance between quality and quantity must be found.

Lord of the Blood- 600
Despite sharing many similarities with more well-known bloodsuckers, Nobles themselves possess little to no actual powers over blood. Certainly, all Nobles are able to drain blood by biting another being's flesh but it gives them no special sustenance and they certainly cannot command it. There are exceptions to this. The Noblesse, protector of the race, and the Lord, ruler of the clan, both possess the Blood Reign ability. It allows them to create vast quantities of blood and use it to attack others, even to manipulate the blood within the bodies of others. At higher levels of use, such as the levels of the two aforementioned Nobles, it can turn into a mist that poisons any who breathe it in or even disintegrate an enemy entirely by surrounding them with a Blood Field, an immense dome or cyclone of blood. You have gained access to this ability, access that does not require you to expend life force like the Noblesse must, though you may still spend your own life in order to greatly increase the power of this ability if you wish. Your power over it will improve with time and training but even as you are now, it is an impressive weapon that will put others on guard.

Family Head- 600
The Noble Clan is led by the Noble Lord but beneath her are the leaders of the 12 Families of the Noble Clan. These 12 Nobles are meant to be the oldest, strongest and most experienced of the entire race, save only for the Lord. But many years ago, 6 of these Noble leaders betrayed the rest of their kind and joined the Union, whilst several of the Loyalists died or disappeared in the chaos. Nowadays, only 6 Family Leaders remain, all but one are young and relatively inexperienced, though in no way are they weak or unskilled. This is the history of the world as it was before you took this option.

Now there are 7 Family Leaders left, with a new Noble family having formed under your rule. Numbering a few hundred and ranging from young, inexperienced members to veteran warriors, they are loyal and affectionate family members, though the relations can be quite distant. Of course,

as a Family Leader, you must possess the might to rule. You've become the equal of the stronger current Family Leaders, such as Rajak Kertia or Gradeus. Your physical might is capable of tearing through entire districts of a city and withstanding the same whilst your speed has long since surpassed the sound barrier. Your natural abilities as a Noble are also far greater. As each family is unique, you also possess an area of specialisation based on your abilities and skills. Examples of the other Family's specialities include Assassination- granting the Kertia family increased speed, stealth and various ninja-like abilities, Defence- the Mergas clan specialises in incredible defences, personal and on a vast scale. Long Range- The Bluster family possesses the greatest senses of any Noble, near to some Werewolves, and have incredible aim.

There is one last thing. Each Family Leader possesses as Soul Weapon. A powerful weapon imbued with the souls of each generation of Leader for the family, placed into that weapon on the moment of their deaths. Normally kept in an immaterial state, this weapon can be drawn out at any time by the Family Leader it belongs to and used. It provides a vast increase in power, placing the Family Leader on the level of a transformed Werewolf Warrior or a transformed Union Elder with ease. With this weapon summoned, a Noble such as yourself could split a mountain in two with the shockwave made from its swing. The form this weapon takes, resembling an existing one or an entirely new type of weapon, is up to you. When you die, a true and final death, you may choose whether to pass on however you normally would or choose to place your soul within the Soul Weapon, to be used by your heir. If you wish, you may import a previous weapon into this role.

If you are not a Noble or have not taken the Hybrid perk and take this option, you will only gain the base, raw power boost in general. In future jumps, you will be the head or heir to a notable family in the setting, similar to the one you head now. You may also choose to have betrayed Lukedonia and joined the Union or gone independent, along with your family.

Werewolf

Gains Don't Come Cheap- 100
Whether you like training or not really depends on who you are as a person. Some fanatics are quite happy to go all day and all night, at least until they drop. But when you talk about the lengths of time one must focus and grow their power for to reach the heights of this world, centuries upon centuries, it's not very hard to see why Modification is as tempting to Nobles and Werewolves as it seems to be. You'll still need to put in those hundreds of years to get where you're aiming for, for now, but at least you won't ever falter from the task. No matter how boring, unpleasant or daunting the task in front of you is, you'll never find yourself giving up because of those factors. You'll get out and put in your hours each day without fail, the idea of another few centuries of this work not worrying you for a moment.

All the Warriors- 100
A Werewolf's Crew are his brothers and sisters in every way that matters, even if they might not be by direct relations. They'll always have your back, even when the Wolf Lord himself is staring you down. Usually numbering 3 with an additional Wolf to lead the crew, you've got the basic instinct of leading such a group embedded into you. You're an excellent leader of small groups of individuals, especially in combat, but the true potential of a crew is only drawn out over time. The closer you are with your crew, the better a team you'll make together. Only get together on missions and you'll simply be an effective team. Eat and train together for hours every day? Not only will you be stunningly efficient together, you'll not even need to speak to get a good idea of what the others are planning to do or feeling. Spend almost every waking moment together, even sleeping in the same den? It'll be like you're riding a constant adrenaline high when you all work together, your bodies just performing that little bit better than they should be able too.

Work Hard, Harder- 200
Originally, Werewolves did not rely on the Modification made by mankind. Nor did they train in the use of weapons as did the Family Leaders of the Noble clan. They had their claws, their fists, their bodies and that was all they needed. These natural abilities improved over time, all that was needed was patience and dedication. As Modification became popularised amongst the Clan, fewer and fewer Werewolves would bother to put in any time honing their power. Those that did not cease to train themselves, like yourself, would find that not only did they improve over time but the methods with which they improved themselves also became refined over time. So long as it is natural and innate to you, whether physically or through your aura, you find that any attempts to improve yourself come far, far easier to you than to any other Wolf. Things such as improving your physical abilities or your aura come thrice as fast to you as they would to any peers you might have, both in the extent of those abilities and the skill in which you use them.

Wolf Magic- 200
The art of manipulating Aura is one that is rarely taken beyond the most superficial of uses. What use does a Wolf have for wasting years on learning trickery and magicks when he can simply blast any foe into dust? They're fools, like so many other young ones these days. You were taught by some of the old masters the secret depths that Aura can be taken too. You can form your aura into seals, little paper tags that hold applications of your aura, such as shields or blasts, for later usage. You're able to transmute your aura into any of the five elements with ease and more complex elements may come with time. Barriers, sealing other foes in nigh impenetrable prisons of aura…the

potential for what you can do with this energy, now that the old secrets have been revealed to you, is nearly without limit.

Between Beast and Man- 400
There are two main methods through which the Werewolves channel their fighting ability. Schools of thought, one might call them, though that implies an academic approach that few Wolves would bother with. One side of the Clan believes in losing themselves in their own natural rage and predatory instincts, allowing the fury to power their attacks and relying on their inborn senses to dodge. The only control that should be kept is enough to make sure you don't kill your own Crew. The other side holds the thought that only ironclad control and calm can bring out the true potential of a warrior. They seek to master their Wolf nature and remain calm even when transformed. You have taken both these ideas and channelled them to reach a higher state of mind. You embody the Wolf and the Man at once, allowing you all the benefits of your rage and instincts whilst remaining totally in control. No matter how deep the fury or intense the transformation, you cannot be forced to lose control. This self-awareness has taught you how to recognise the influence of others on your thoughts, as well as how to slip around or shrug off those who seek to control you. The rotting Nobles will find no purchase when they look into your mind in attempts to read or control it.

Cross Applications- 400
When the Werewolf Clan joined the Union, they took from them the knowledge of how the human's carried out the Modification process, in search of more power for themselves. But Modification was designed for human bodies, not the bodies of the Werewolves. It had to be altered to match, a process that was accomplished by the Clan betraying its' own ideals of protecting their own and sacrificing the weaker Werewolves in order to speed up the adaptation of the Human technologies. Perhaps if they were more like you, they'd never have needed to go to such horrid depths. Technologies and devices of all kinds always work for you, no matter what they were designed for. Human Modification process would be every bit as effective on you as what it would if you were using the long awaited Werewolf model. You are also able to apply this feature to what you create in turn, making devices that can work as well on any race as it does on the original target species.

A Warrior and His Pride- 600
When the Werewolves gained Modification, the number of Werewolves who became Warriors on their own merits decreased sharply. What need was there to train themselves when Modification alone made them equal to all but a dozen or two beings outside of the clan? Even those who had already became Warriors by themselves took on the process, largely out of the depression they felt when they believed that they had reached a limit in how far their power could naturally grow. Only two Wolves in the entire clan refused to accept this treatment and refused to accept the idea that they had some kind of upper limit on how mighty they could become on their own. You saw the fruits of their efforts and learned well from them. So long as what you seek to improve can be improved through training, effort and will at all, you'll find that there are no upper limits to how far you can potentially take it. This is in no way an easy task. It is one thing to have the potential to be great, another thing entirely to get there and the further away your goal, the longer it will take to reach it.

Warrior- 600

You are one of the proven elite of the Werewolf Clan, a Warrior. Warriors are the highest rank a Werewolf may have below that of the Werewolf Lord himself and it is an intensely respected and valued position. All Warriors are mighty combatants, those who properly earned the rank like yourself are every bit the equal of an experienced Noble Family Leader, even being able to match a Soul Weapon with your Wolf transformation. Your other racial abilities have been greatly increased to match your newfound power and you inspire a deep respect in all other soldiers or beings who make war and battle into their lifestyle. Animals, mundane and supernatural, also acknowledge you as a supreme predator and obey your commands, though out of fear and awe rather than affection, and this force of personality does not work well on sapient animals. In future jumps, if there is a position or rank associated with being an elite, respected warrior-protector in any organisation you are part of, you will find yourself already in that rank or quickly promoted to it, along with all the respect it may entail.

Drop In

Not So Lonely At the Top- 100
Power has a way of influencing those around you. It has its uses, one can hardly deny how handy it is when trying to awe, intimidate or command. But there are times when one simply desires to be a face in the crowd, a normal person who is not feared or treated with endless respect merely for how much you can destroy. No matter how much power you have, whether a person knows it or not, you'll only be treated differently for it if you want to. People won't be nervous around you after seeing you effortlessly crush your foes, they won't become jealous or hateful at seeing you stronger than them and you'll never find it harder to make friends because of your power or status.

Airs of a Lord- 100
There is a sense of power about you, a sort of tangible confidence that those around you can feel. You are not someone to be troubled by minor matters nor to be interrupted from whatever important task you must be on. This feeling ensures that you won't be bothered by many petty concerns. Common muggers or pickpockets decide to take their chances with other targets, hawkers and salesmen know not to take up your time and, so long as you somewhat look the part, you can even get by in normally restricted areas without a second glance, the meeker beings around you hurrying along with their eyes to the floor.

He's From Overseas- 200
All too easy to be swept away and drowned under a tide of unknown words and actions when you've woken up in a strange place and time. Those in situations like yours often adjust poorly, if at all, and thus stick out like sore thumbs to those on the watch for suspicious beings popping out of nowhere. Even if you were able to read minds, it'd take a truly prodigal mind to be able to learn an entire language so quickly as to convince those around you that you knew it all along. You might not have that prodigal mind, or even the ability to read minds, but it seems you have no need of it. When you encounter a new language being spoken to you or a new culture surrounding you, you need only a few minutes to assimilate the knowledge into yourself. All that is needed to learn the language is a few minutes of listening to those around you speak that language, all that is needed to learn the culture to the point of being almost like a native would be a walk through the heart of a city or town of the culture. You'll never stick out in mannerisms or language now but your appearance may be another matter.

Words Spoken Even Louder- 200
Beings that possess great power whilst also isolating themselves from wider civilisation will often find that they gain reputations that do not reflect the truth at all. A peaceful, friendly man may find that he is believed to be a terrible monster and traitor, whilst another who wilfully exterminates all opposition may be met with constant remarks on how reluctant, lonely and sad he seems. To an extent, you may manipulate these reputations about yourself. You can craft them as you please, becoming seen as a monster or a saint or anything in between, and people will react to you as fitting, even when your actions contradict your reputation. Being seen as a very heroic man will not prevent others from defending themselves against you, but it can make it far easier to get away with crimes. However, you may only alter the way you are seen in one manner at a time and it takes at least a week to fully change the perspective others view you with.

Oceans of Sand, Fields of Ice- 400

An immortal often comes to perceive time in a different way than a human. When you and those close to you live for hundreds or thousands of years without changing, it can be all too easy to believe the rest of the world is as static as you are. But humanity brought change. They grew so fast and as the Noble and Werewolf Clans watched over them, many immortals realised that they had to start changing too or they would be surpassed by mankind. Perhaps if the protectors of each race had not spent so much time alone, in distant castles or wandering the world, they may have noticed the changes in their subjects and sought to stop the terrible things that soon occurred. Though you are aware of this problem, you need not fear it. When you decide to cut yourself off from the world, isolated and distant, the world seems to slow down with you. Events will somehow postpone until you return, people will not change until you come back, and rising tensions between groups will remain steadily controlled until you have finished your journeys. A ticking bomb will not stop if you leave the room but if you are aware of the plot to plant the bomb already, leaving will make the saboteurs decide to hold off on their plan. However, if you use this postponing effect in the aims of interfering with the world's events, such as training to better prepare yourself for them or gathering information or allies, the effect will fail and time will progress as normal. Events may be postponed but they can never be nullified simply by passing time. You must face your problems head on, sooner or later.

All for Them- 400

Even the strongest man in the world has weak points. He might be able to take any blows and destroy any foe but no one person can be everywhere at once and there are more ways to harm someone then to attack them directly. Family, Friends, Lovers. All are paths through which to tear away at the life of the enemy. Especially when that enemy would sacrifice their life to protect those precious to them. You though, have no fear of your friends being endangered because of you. No matter how personal the grudge, those hostile to you will only ever go after you and not the people you care about, whether that be just your family or even innocent bystanders. Their hatred is for you alone. They'll defend themselves if your loved ones attack them but any retaliation, as long as you are still alive, will be focused on you. And if your family and friends are in danger from something or someone not related to you, you have an unerringly accurate sense for where they are and the ability to reach them in time against almost any obstacles or time limits. So long as it is even slightly possible, you'll be able to arrive in time to fight for them.

Do Not Sacrifice Yourself for Us- 600

The greatest powers of this world do not come cheaply. The one who stands atop the entire world in terms of power, the Noblesse, can match a Lord of the Noble or Werewolf race with ease, even when weak, ill and wounded. He does not do this without cost, as every use of his immense power drains away from his life force. His life grows shorter and shorter as he fights, imagine what he could do if he did not rely on his own life for power? You do not need to imagine, at least for yourself. Whenever you attempt to use an ability or power that would draw upon your life force or life to use, you may instead pay a greater cost in raw energy to use it just the same. Whilst the cost in quantity is greater, it poses no threat to your life no matter how much you use it. Even a technique that might require the sacrifice of your life can be substituted in this manner, though it would cost every scrap of energy you have.

JK5- 600

Great power can isolate you from the world, others' fear of you driving them away. But this is not a necessary truth. Just as it can isolate you, that same power can draw others to you like a bee to a flower. You won't ever need fear the idea of being left alone because men and women who seek out

a master to serve will be lured towards you surprisingly often. How you meet and what reasons they initially have for joining your side will vary but what is common between all of them is that they quickly develop a strong bond of loyalty towards you, made even quicker if you take actions for their sake, and that they possess abnormal power and skill compared to the average being of the world. In a short time, you'll find these people would even sacrifice themselves to save you from having to exert yourself. Though these numerous new allies will serve you well, you will also be able to encounter a single individual who possesses the same traits of loyalty and a reason to fight for you as the previous sort but instead holds power close to the upper levels of the world you are in. They're not the best around by a good shot but they're able to hold their ground, especially if your safety is at stake.

Student

Up All Night Again- 100
Balancing school and secret, nightly battles to the death is about as hard as it sounds. It's hard enough managing to get all your studies done whilst also fending off the Union's hunting freaks but getting to school on time every day, when you haven't even slept sometimes? Totally unreasonable. Seems people realised this and got a whole lot more understanding with you when it comes to being timely. You can easily get forgiven for being late and have the consequences ignored, even if you don't have any excuse at all. The more important the time, the less use this will have however. You can easily wag school until an hour or two before the end without anyone raising a fuss but jury duty at a very high profile court case? An hour is probably the max you'll be able to squeeze.

Just Kidding- 100
Kids are meant to make a mess. They're young. You can't be blamed for not being all mature-like when you're still in school. People just seem to accept this fact and let things go, even when they'd normally not. You might not be able to waltz into a military installation but as long as you're at least acquaintances, you'll find you can crash at someone's place for a few hours without a problem. Even if you make a noisy mess and spread crumbs everywhere, the host will just sigh and wave you on. If you're actually friends, you'll always be able to finagle out a place to stay over for a few nights too.

Deft Han at a Keyboard- 200
When it comes to the digital world, you're the master. A maestro of code. Whether it's the physical side of things, typing using two mouses and a virtual keyboard far faster than a normal person with a physical keyboard, or the virtual world, from creating new programs to altering existing ones. Your real love is for hacking though. Getting into places that you shouldn't be in, finding out stuff that isn't meant for your eyes and generally changing things up to cause untold chaos whilst escaping without leaving a trace. You're so good that even a Modified Human with superhuman intelligence would be hard pressed to equal your speed and skill. All this time on the computer has also imparted a special trait to you, one that makes it so you're far more likeable and charismatic when you're just a nametag on the web then in real life.

Must Be Something in the Water- 200
When you walk by, people forget to breathe for a moment or two. You look like a prince or princess straight out of a fairy tale, a mysterious stranger from some far away land. The sort of beauty found in the noblest, most attractive of the inhuman races is now yours and more as well. You will not be alone in your looks, as they will slowly bleed over to the friends, family and allies that spend time around you. As they spend more time, they will begin to become more refined, more handsome and more attractive overall. Eventually, they will be a match, or just below being a match if you prefer, for your own visage.

Eye of the Beholder- 400
Is it just that optimistic smile and sunny demeanour that makes people like you? You're not all that sunny you say? Well, maybe to you. For others, when they look at you, it seems like you're so much more attractive to them. Not just physical beauty, though that plays a part. When another person looks at you and sees things that he likes, whether it be personality traits or physical features or actions you have taken, those liked things become enhanced in his eyes. A relaxed smile seems to light up the room, running down a pickpocket makes you seem like you've stopped a murder, hair that's well taken care off seems more like something out of mythology. Not just good things being

enhanced either. The traits you have that someone might dislike are downplayed in their eyes. Selfishness is justified for you, a missing tooth or three comes off as cute rather than a sign of delinquency and so on. Even on a larger scale, you'll be more appealing and less unappealing. An employer looking into you and normally finding that you only meet the bare minimum expectations will instead see a star applicant. If you want, you can stop certain things from being seen as better or worse than they are as well as stop certain people from being affected.

Never a Dull life- 400

It's the summertime of your life right now. Once school ends it's off to get a job or higher education, so you've got to make the most of what you have. It'd be much too dreary if you spent three years doing nothing but studying and the odd karaoke night. You'll always find adventure, or have it find you if you're the withdrawn sort, no matter where and when you are. It'll be exciting, bring you to meet new people, see new sights and encounter some amazing things every time. These journeys and challenges will always be at the limit of your current ability, so they'll always encourage you to either grow to get better or to make new friends to help you succeed, which you're sure to get a chance to meet along the way. You'll always find at least one of these adventures comes your way each year but as long as you don't have anything bigger going on, you'll find more waiting for you if you go out looking for some fun.

A Young Mind's Agility- 600

Youth doesn't mean you're weak. Well, usually it does, but it also means more than that. It means you still have so much potential you have yet to reach. You might feel jealous or useless when you see your allies and teachers fighting with so much more power but that is only until you realise that they are not there to lord it over you. They are there so that you can catch up to them and fight alongside them. When you have a friend, teacher or other form of ally with you that surpasses you in an area, you'll discover that training with their guidance will see you very rapidly catch up to them in that area. Despite having a century of experience over you, a good partner could get you caught up to their level in less than a decade, with months of work compressed into days. It'll be a brutal experience but you'll come out of it matured and ready to fight alongside them.

The Future Leader of the Family- 600

There are times when there is no time. Times when all the growing speed in the world will not help you. A foe may attack you out of the darkness and even if you could beat them with a few months' training, but that has no bearing on the danger you are in at that point. But if there was someone you needed to protect there, something you needed to fight for, you could change this fact and force out the potential laying within you. If something you love and care for would be in danger if you lost a battle, you are able to force out far more physical and spiritual power than you can usually use, giving you access to what you would normally only be able to use years down the line. Whilst it will leave you tired, while you are drawing from this vast well within you, your willpower and raw endurance against pain and hardship will both be almost unbreakable.

Agent

The Rabbit Run- 100
The monsters of this world very rarely have all their fangs out in the open from the get go. With a bit of training, it's not hard to be able to get an idea of what someone's resting strength is. But when they might pull out a hundred times that power in a life or death battle with you, it's really more important that you can tell who you need to cut and run against. Honed by many fights and subsequent escapes from stronger opponents in your line of work, you can tell when someone stronger then you is either near you or approaching you. If you've got them in your line of sight, you can even tell how much stronger they are then you. You're not going to be able to tell how they fight but no matter how they try to hide it, you'll know how badly you're outmatched and thus, how to plan accordingly.

The Tao of Fury- 100
It isn't honourable or nice or pretty but you know that getting your opponent to be spitting with rage only helps you in the long run. Sure, they'll try to take you out with their full power, just means they're not looking closely at the traps you're laying for them as they charge after you. You've become good competition for the title of most aggravating man on the planet. You know just how to get most people snarling in minutes and even the more stoic types might start to crack if you have a few minutes to prepare your material first. That's just in combat too. If you really had a mean streak, who knows what sort of things you could cajole people into with weeks of trolling? Maybe you could troll a psychotic vampire into being nice. Or maybe that was just a lie.

The Area Has Been Evacuated- 200
You don't have to have a bleeding heart to want to avoid unnecessary casualties. They draw unwanted attention and with the sort of fights you're likely to get into, there's a mighty big risk of lots of unwanted attention coming your way soon after. Through some miracle though, your battles never seem to cause harm to those you don't set out to fight or those who set out to fight you. Long as you don't plan to involve bystanders, they'll manage to come out unscathed from any attack you dish out, no matter how uncontrolled and powerful. This is no guarantee of survival for what comes after however. Blow up a city and many will still die to starvation and infighting.

Release the Hounds- 200
Agents are like the right and left hands of their superiors. Whether it be a Union Elder or an independent being, your boss is unlikely to be able to drop everything they're doing to track down some desired specimen or find a target. That is what Agents like you are for, to carry out the work that needs to be done. You've gotten very good at it too, to the point that there isn't anything that you can't eventually locate, with enough time and effort. More than just being a master tracker of men and items, which you certainly are too, this ensures that no matter what you are looking for, you will find it eventually. The rarer or more hidden it is, the longer this will take, but you will always eventually have some prize to bring back home.

Making the Most of Things- 400
If you could run from every fight with a guy that outclasses you, you'd be a lucky man but also one without a job. To get your pay check, or save the lives of your friends if you're the sappy sort, you're going to have to fight even when the odds are seriously against you. Isn't it lucky that you shine with some good opposition? Against an opponent stronger then you, your skills only get sharper and your awareness of the battle becomes hyper focused. AS the foe gets stronger, so too does your ability to

notice every little flaw or hole in their defence and your skill in figuring out plans to take advantage of those holes, even in the midst of receiving a brutal, high speed beating. You can even share this effect out to a small number of similarly outmatched allies fighting alongside yourself, letting you turn your cadre of mates into a team capable of taking out far stronger opponents. This does eventually top out though. Everyone likes an underdog but an underdog is only so if he has a chance of winning, so taking on a suicidal fight you have no chance of winning at all will only see you die as a fool.

Venomous Bite of a Man- 400
Your aura has gained a unique property, one well suited to taking on non-human foes with their many advantages. When you strike someone with your aura and cause a wound of any kind, it hurts them on more than just a physical level. Your power reaches inward and cuts away at the power of your foes, weakening it and even preventing its use at all eventually. The more severe the blow you dealt them, the greater the hit they will take to their own supernatural powers. This debilitation lasts as long as the physical damage that caused it lasts and even if healed, any scars that are left unhealed will provide a constant, minute reduction to what that beast used to possess.

One of the Good Ones- 600
Many of your colleagues, and indeed a great deal of the important figures in the world, are quite mercenary in their attitudes. Sure, the Nobles and Wolves are filled with fanatics to their own causes, but humanity is as adaptable as ever. Adapting to the route most likely to bring survival and success is common sense, as is the idea that the stronger party will be the more successful. It only makes sense for those you defeat to realise this fact and just how reasonable joining you is. Long as there's no personal hatred of you, those you defeat and do not kill will find a reason to join your side for the time being. They'll follow your lead quite well, at least until you give them a significant reason to break away from you. If you happen to get into a situation like this yourself, where you've been soundly defeated without being killed, you might find yourself given a chance to join the opposing side and being quickly welcomed into their ranks. It'd be really mean if you betrayed those expectations but there's nothing forcing you to toe their lines.

The Good Life- 600
It's good, sometimes, to step back and look at what you've got. Too often, you only realise how thankful you are for what you have once you've lost it. Especially as an agent of some dark benefactor, you need to grasp every last scrap of happiness you can and never let go, lest it be torn away. You clawed your way out of the darkness though, and it'd take a truly terrible force to make you go back. The life you took hold off has been blessed with great fortune to ensure it remains happy. Little things like financial misfortune or sicknesses, in yourself or loved ones, are practically unheard of. Battles against foes you cannot handle alone will see that allies arrive in time to help you against them. Friends you thought dead will resurface, living and happy as anything to see you again. As long as you do not seek out misfortune, you'll live a blessed life of happiness that will spread to the ones you care for.

Scientist

Don't Bite the Hand- 100
The Hippocratic Oath may be commonly taken but your co-workers rarely seem to bother remembering it, much less sticking to it. In a way, understandable. Even if you didn't experiment on live humans for work, you'd still be dealing with subjects who can and will kill you for the slightest of annoyances and not even get punished. Unless you're a true prodigy, a scientist is ultimately expendable to the Union. If you stick to your guns though, at least partially, people seem to return the favour. When you seek to assist, help or heal someone in pain or danger, they won't refuse your help or try to hurt you during or after it. Abusing or planning to abuse this bond will see it falter in the blink of an eye but so long as you genuinely seek to help, you won't find yourself turned away or in danger from the one you want to help.

Star of the Stage- 100
The men in white lab coats, scurrying about behind the scenes. Not usually the memorable sort. That's most often reserved for the men and women who go beneath the knives they hold, not for the scientists themselves. Every now and then though, there come exceptions that refuse to let themselves be anything but the centre of attention. Flamboyant, fabulous and utterly fantastic. Doctor Frankenstein changed the game in more than just his revolutionising of human evolution. He made humans memorable in every action he took. Taking after the great man, you find that you're far more memorable to others when you want to be and you know how to emphasise particular parts to be more memorable. Want a speech of yours to bounce around in someone's head for months after you make it? The sight of your finely fitted clothes engraved into the minds of all onlookers for weeks on end? The sheer terror you caused in someone for a few moments be extended to come back again and again each time they sleep? All a matter of you choosing to do so. They'll eventually forget but not before you made your mark.

I Must Have That Data- 200
As smart as you might be, you can't be sure of always getting all the answers. Even if you think you've got it right, someone else's view is always useful. And sometimes you just want to skip the boring bits and get to the oh so fun applications. Sadly, anyone on your level is unlikely to be working with you. Thus, there come times when you find yourself appropriating research not your own. When you seek to steal data, information and research from others, enemy or ally, you find your attempts imbued with unnatural luck. Even sending an amateur thief has a good chance of getting you what you want and doing it without a trace too. Sending a professional would almost certainly seal the deal. Better yet, you have the strange ability to pass off the work of others as your own flawlessly. Even if you have no work to show for the final product and your rival whom you stole from does, you'll always be believed to be the original creator.

Signed with a 'J'- 200
If you weren't brilliant already, you wouldn't have the job you do now. But there's a difference between mere brilliance and the sort of minds that change the course of the entire world. Frankenstein, Crombel, Agnes. In time, with this perk, your name will come to be mentioned alongside those three. Your mind, your raw mental agility and power, is a match for any of them and you are a master, to the mundane world at least, in every field of medicine and biology that you can name. With this, you could certainly approach the level of the robotic 9th Elder but the true leaders of the field of Modification will be beyond you for a few years, at least without the personal tutelage of one of them.

Daily Check-ups- 400
The very core of Modification, the enhancement process. Making things stronger, faster and better, again and again and again. Some, many even, believe it's the pinnacle of all human science. But it has two great limitations. The first is what is important here, the diminishing returns of enhancement over time. Science marches on as always but that march is not always a fast paced one. Modification has taken centuries to get to where it is now and as the limits of power grow, so too will the time to see noticeable improvements on the process grow. Whilst for all other scientific ventures you are as slow as normal, when it comes to Modification you find yourself with constant moments of inspiration. The process of enhancing the biological or spiritual powers of a being won't be one of arduous study but of regular leaps and bounds forward. As long as you continue working at it, you'll regularly receive inspiration that allows you to continue enhancing a being at a significant level, though this does nothing to change the cost of the procedures or the strain, perhaps lethal strain, it forces on the bodies of your subjects.

Stabilization- 400
The second great limitation of Modification is one far more common and far more difficult to get around. It is the limits and weaknesses of the subject bodies used for the process. No matter how great a craftsman, one can only make so great a weapon when using rusty metal. To some extent, drawing out the process can help but in the end, if the body is too weak then the procedure will result in death. Your subjects, when under your personal hand, nearly always pull through. Perhaps knowing you watch over them gives them the strength to do what they normally could not? You can easily apply low or mid-level Modifications to even frail and elderly humans, without needing weeks or months of slow conditioning to lead up to that process. High level Modifications aren't quite as certain, even on healthy, prepared bodies, but the chance of success and the speed with which you can apply them has been vastly increased. This ability also applies to other forms of medicine, such as getting patients' bodies to very easily accept medicines, implants and surgeries without complications, now or in the future.

Hybridization- 600
The man who became a werewolf after receiving the heart of one. An accident, a miracle. A throwaway experiment who unlocked power that he should not possibly have been able to. Originally, the man named M-21 was implanted with the heart of a Werewolf yet received nothing from it. It was only over time and many battles that he began to unlock the powers laying within his heart, developing until even other Werewolves could see no difference between him and a natural born Werewolf. Unknown in creation to every other scientist here, you alone know how to replicate this process. By implanting a significant part of a creature, such as a heart or large amount of flesh, into another being, you may begin this same process in the subject. Over time and with conflict, they will begin to take on the traits and powers of the implanted organ's original being until they have become a true hybrid of the two.

Concentration- 600
One of the highest marks of skill in the Modification field is becoming able to create and control Aura, the supernatural energy of life, with science and machines. Only a small handful of beings across all of history have discovered how and that knowledge has allowed them to create devices beyond what even those who use Aura in a way some consider Magical to be possible. You have been taught these secrets, for Aura and other such supernatural energies. You know how to produce machines that can generate these energies and eventually manipulate them too, such as Robots able to use Aura. You can also condense such supernatural energies into solid objects, such as rings or

blades, for two purposes. The first is to allow the wearer to access and use the stored energy within that object as if it were their own, though the solidified energy will disappear once it is used up. The second confers properties based on the original energy to the item. Rings formed from dark energy that weakens powers can work as a suppressant to the powers of any who wield it whilst spheres formed from fire natured aura can be used as powerful explosives.

Aristocrat

A Regal Regis- 100
Class. A lost art these days it seems. Once you left the confines of the family home, you found the world to be crude, rude and all too full of attitude. Someone has to teach the louts some manners and if you can give them a good role model to look up to, all the better. You embody the very ideal of class. You don't necessarily know how to be gentlemanly but neither do you really need to. No matter your actions, you seem to do everything with grace and panache. A clumsy sword swing is every bit as ineffective as normal but to any onlookers, the clumsiness will appear more akin to a generous testing blow, allowing your opponent to ready their guard instead of showing you to be unskilled and unprepared. Even outright ridiculous actions, such as taking on silly team names or pratfalling on a banana skin, just seem to enhance that noble mystique about you. You'd have to specifically try to not appear classy in order to be seen as not so.

Sacred Form- 100
Now, we're not saying that a noble with arms like tree trunks and bound in a good few layers of muscle is unfitting but…it is a bit beyond the norm. Most of the beings found here do not reflect their physical might in their appearances. A Waif-like girl could hold the power to kick an apartment block into the sky. Your physical attributes such as strength or speed no longer have any bearing on your physical form. The most obvious application of this is purely aesthetics based but the ability also means that you are not limited in specialisation by your body shape. No matter how great your physical strength, you will not gain obtrusive muscles that decrease your speed and vice versa.

From Beyond the Grave- 200
Aura, the power of life. Certainly by no means is this ability widely known but neither is it confined to only certain groups. The soul is another matter. Only the ancient Nobles have played with the spirit of a living being, the most known result being the Soul Weapons held by their Family Leaders. It is not the only use for a soul however. Fragments of a soul can be embedded into objects to serve as extensions of the original's mind and you have learnt this art to a level exceeding even the Nobles themselves. By imprinting a facsimile of your spirit onto an object, not actually imbuing it with part of your soul, you can set a conditionally activated 'clone' of yourself within it. At a time of your choosing or when certain conditions are met, this clone may exit the object it was imbued into. It is unable to interact with the world but shares a connection with you, allowing you to talk through it in real time and, with time, even utilise your aura through the projection. They do not last long, a few minutes per object before fading entirely, but cost nothing to imbue. If you were to somehow die, these facsimiles would allow you to briefly communicate as if still alive with those who activate it, though it likely matters little in your situation.

A Noble Code, Even Today- 200
When you make an oath, you don't do it lightly and that fact is visible to all. Whether or not it's actually a fact is up to you but the point remains the same. People don't doubt your loyalty to them or to whatever cause or thing you're promised your life towards. If you're actually loyal, then there's absolutely nothing that can make anyone honestly believe you are disloyal, even being caught seemingly red handed committing treason won't make them doubt you as long as you really do serve the cause. If you're not a true believer, then you won't share that absolute faith others have in you but you will find that attempts to prove your true nature as a disloyal cur falter almost every time. It'd take ironclad evidence to shake people's belief in you and multiple incidents for them to finally cast you out as a traitor.

King against King- 400
The land of a lord can be said to be an extension of himself. To attack and destroy the land or those who work it is to attack the body of the lord. Thus the lord must protect his land as if it were his own body. Yet a single man cannot protect the vast expanses of territory he rules over. When an army of hundreds or thousands marches against you, how can you defeat them all on your own? Perhaps there is no need. When you personally take part in a battle, the rules change. Rather than being decided by the command of many troops, wars are decided by the contests between powerful, individual leaders who will be drawn to each other to duel. The leaders of the enemy army, the important characters, are the ones who you must defeat and by doing so, shatter the morale and strength of the rest of the enemy force. The same applies for you however. If your foes can defeat you and your greatest allies, they will shatter the rest of your armies with ease. A larger force may of course have more such important figures and an army which is truly nothing more than a horde of beasts or otherwise indistinguishable creatures will simply have no leaders to use this on.

A Dozen Began and a Dozen Will Remain- 400
You may be dutiful and chivalrous in regards to your loyalties but the same cannot always be said of others. Often, these traitors are simply greedy or cowardly and seek to rebel for personal gain but there are times when the problem runs towards a more troubling direction. You easily sniff out individuals or groups within your organisation that either lack true loyalty towards the group, seek to betray it or have serious disagreements with some aspect of the organisation. For the former two, the only option is punishment, one you should be glad to carry out, but the latter can and will be dealt with in better ways. Upon finding a person or group of people like this, that disagree with you or the organisation at large, you innately understand their viewpoint and why they have the view that they have come to possess. Better yet, you gain an innate sense on how to help reconcile their issues with the group at large, though this may be difficult without some amount of authority or trust from the rest of the faction.

The Young Lord- 600
Becoming a leader at a young age is always a trial. Suddenly having immense expectations and responsibilities thrust on your shoulders whilst you're still struggling to find your own place in the world will never be easy or fun. But it can be managed with dedication. It doesn't help though, that everyone doubts you because of your age, your lack of experience and your lack of skill. If they care so much, why don't they step in and take action to fix those problems? Well, now they do. People who would normally doubt you, deride you and plot against you because of young age, lack of experience or lack of skill will now work to make sure you don't suffer those problems. If they think you don't know something, they'll teach you it rather then simmer in anger that you don't know. If you're not good enough for them, they'll train you until you are. And the more you improve, the closer you get to their expectations, the more they start to like you. Whether they be your new vassals, co-workers, fellow fighters or any other faction based relationship like this, the better you get, the more loyal and friendly they will become in turn.

Might is My Only Right- 600
In a perfect world, the good lord's heir would be just as, if not more kind and just and wise as his father. But the world is not perfect and the heir is often at best an inexperienced, clumsy little child forced to deal with issues far greater than they can understand. The Nobles were paralysed by this event and thus lost half their forces to betrayal. The Werewolves understand the truth, one passed on to you. The Lord is the strongest and the strongest will lead the best. By defeating in combat those superior to you within an organisation or faction, you can take their place and status as your

own. It must be an open, straightforward battle between the two of you but the challenged may not deny the challenge. If you defeat the challenged, the rest of the organisation, and the world beyond, will accept that you have taken their place with your own power and leave the matter at that. This authority through power that you gain will also allow you to impose your will on those inferior to you. Those below you in rank within any organisation find your commands nigh impossible to deny, even if they stretch far beyond the bounds of what your position should be able to tell them to do. Even against those not within the same faction as yourself can be affected if you possess a high status known to them, such as being an influential noble or CEO, though this will be closer to a dominating aura of charisma then the near total mental domination the original effect grants.

Items

Drop In

Throne Stone- 100
Every great leader needs a proper throne with which to lead from. A good seat of power is hardly something that can be made in minutes however and just using whatever chair is nearby is hardly an acceptable option. Thankfully, this small, rounded stone can solve the problem. Placing the stone on the ground will cause a proper throne of almost any design to spring up in just seconds. It can be of any size and design from a simple pile of rocks in a vaguely chair-like formation to a golden, jewel encrusted piece that fills an entire room. At any time, the owner of the stone may have it revert to its original form.

Gilded Casket- 200
A fancy silver and gold coffin was delivered to your doorstep. Initially, it may seem rather morbid an idea to get inside one but this coffin is actually a surprisingly powerful healing artefact. Firstly, the coffin itself serves as an immensely comfortable bed and any sleeping within it are assured of a good night's rest no matter what ails them. Those within the coffin cannot be detected by any means from those outside of the coffin, so long as the lid remains shut. The most useful feature is the healing effects the coffin has on those who sleep within. It will work to recover both physical and spiritual wounds over time, even those that would not normally recover or heal. A single night's rest would be enough to provide a man on the verge of collapsing, spitting blood, enough strength to fight to the death a few more times before death. If desired, the coffin can allow it's slumbering resident to sleep for much longer than their sleep cycles would normally allow, letting them 'hibernate' for years at a time.

Worrier's Gift- 400
It's not impossible for your own powers to one day become a danger to you. It doesn't even need to be due to the actions of an enemy against your powers, you could simply become too powerful for your own body. To prevent this fate, a gift was sent to you. A simple piece of jewellery, such as a ring or earring, it'll help you protect yourself from yourself. Whilst you wear it on your body, you can freely turn off or adjust any of your own personal abilities or powers. Turning them off entirely or limiting them to a certain level, even placing in conditions upon which the limiters will automatically release. If you wish, you can pass it to another, where it will work just as well for them.

Blood Stone- 600
The Tears of God. A terrible artefact created by a Noble a very long time ago. A great civil war was fought over this stone as its immense power lures in all who come near it. The war was only ended when the Noblesse took the Blood Stone under his personal guard, being the only one who could resist it, but it was eventually stolen by one of the traitors to the Noble Clan years later. You've been given a replica of the original stone, one that has been refined to remove the lure it has on all living beings. This stone, when implanted into a living beings body, grants a terrifying amount of power to them. A Family Leader, albeit a traitorous one, was able to use one to crush opponents equal to the level of a Family Leader and even fight the Noblesse equally for a time, until the Noblesse sacrificed a significant amount of his own life to end the fight. The stone may also absorb more blood to become stronger, though unless the blood comes from powerful beings, it would take an immense amount to see much increase.

Student

Total Abuse of Funding- 100
Surely, if the Union has such great advances of technology at their disposal, to create Modified Humans and sentient Robots, they'd have the technology to do other things too? A gift from a parent, teacher or other well connected adult you know, they got this good sized laptop from the depths of the Union's laboratories and is it ever a Beaut. It's not just the best laptop money can buy, it's the best room filling computer the Union could create, packed into a machine that can fit on your lap. Coming with all the accoutrements you could want, it'll update to retain this level of relative power in future settings too.

Model Student- 200
You caught the eye of a rising star agency about a year or so ago, impressing them to the point that they hired you on straight away. You'll be sure to be mega popular at school given that you're an incredibly famous young model, at least in your home country. It pays very well and you'll always be sure of getting honest work that won't make you feel dirty or used. You might just be national level now but if you put in the work, it shouldn't be hard to break out onto the global scale. In future jumps, you'll retain your position with a similar agency.

Ye Jump- 400
A school built for you, by yourself or at the will of a loyal servant. This school, for whatever age range you desire, is renown across the country for the incredible quality of education it grants its graduates, as well as the general high quality of the facilities, the staff, and the security and so on. A star of the education world and because of this, it seems to draw many important people to come to study at the school. The students will never be mediocre or mundane. Whether it's because they are actually inhuman creatures or simply because they'll make a famous name for themselves, the students here are exceptional and are sure to bring even more fame and money to the school. The school's focus, subjects and general running are all up to you, as you serve as either the headmaster and owner or the headmaster/owner is an absolutely loyal, intelligent and rather handsome servant of yours, who will run it according to you specifications.

Frankenstein's Journals- 600
Doctor Frankenstein was, and still is, the greatest mind to grace the face of the planet. The first human to show that the power of the Noble and Werewolf races were not as unbeatable as supposedly thought. He only ever took on a single student, a young boy who died protecting his secrets, and has never seen fit to teach his secrets to another since. He did however, write a series of journals during the time with his student, detailing every scrap of knowledge he possessed. The secrets to the Modification process, his methods still unsurpassed to this day. Research on the creation of Soul Weapons and similar artefacts. Anti-Noble and Anti Werewolf techniques and strategies. Medical research still decades ahead of the modern age. These journals, all signed with an F, contain almost all the knowledge unique to this world in regards to Modification, the Supernatural and even Frankenstein's own fighting style.

Agent

Fly in My Ear-100
Nine pairs of tiny ear buds, arriving in a small but fancy box. Each of these ear buds is actually a highly advanced piece of technology used for secure communications. They work at a range of up to ten kilometres, are undetectable to anything save physically looking in the wearer's ear and can pick up the wearer's tiniest whispers to transfer the communications over privately. They can't be hacked or intercepted either, so you'll be sure of the privacy between you and your allies. If they ever break, a new box will arrive for you the next morning with replacements.

The D- 200
Originally created by Dr Aris and later enhanced by Frankenstein, the D is an incredibly powerful combat drug capable of increasing the physical power of the eater greatly. Originally, the pill cost the lifespan of the user in exchange for its power but this flaw was taken away at the cost of a reduction in its power. You have received a 'perfected' variant of the D, granting you the full power of the pill without taking away your life energy. A single pill will provide you with 100% more physical power and speed for a few minutes, though eating a second pill in that time won't provide additional effects. You'll receive a dozen pills contained in a small but sturdy case. A replacement pill will appear 24 hours after the use of any pill, in the case.

The JSA- 400
There are far more shadowy organisations in the world than just the Union alone. These smaller groups live in the shadows of the Union, hiding their activities and power in hopes that they can one day rise to power or free themselves from the Union's control. Many of these groups are even good organisations, at least for their own countries. One such group has come under your power, a semi-secret faction of your own design. The role and allegiances of this group are up to you, whether you want them to be loyal and known only to you or to be a secret service of superhumans loyal to your country, making you a senior director yourself, is up to you. The group is based in a large office building, which seems to be almost entirely immune to collateral damage, and has several hundred employees. Most of these men and women are general staff, intelligence workers, administration or normal, human agents but there are several dozen Modified Humans within the ranks, each of a fairly good level. They won't stand up to one of the elite Agents of the Union, not without teamwork and a lot of luck, but they're terrifyingly lethal to normal humans.

Home Base- 600
For an agent to succeed in his missions, he'll need proper back up. No poi9nt sending valuable personnel like yourself into danger if it's just going to be a suicide mission. To ensure your success, your benefactor has provided you with access to a good few dozen or more hidden bases in major cities around the world. Hidden beneath some unassuming building in each city, these bases are loyal to you and your benefactor, whoever that might be, alone. They're filled with all manner of support personally, from scientists to help maintain any Modifications you have, medical personnel to take care of injuries, guards and combat trainers and clean-up men and transporters and so on. There's at least a hundred staff per facility, with each facility also holding advanced technology, though not quite bleeding edge for this world. Having a dedicated support staff in most of the major countries of the world will make your work much smoother or at least make the aftermath of a botched mission less painful.

Scientist

Private Helo- 100
A Modified being is definitely capable of outpacing most land vehicles and even a number of aircraft too but that speed is difficult to share with others. With only two arms, sometimes you just need a craft to carry your allies with you, even if it's slower. This privately owned, military grade helicopter is the answer to those issues. Only ever a few minutes away from you, it'll arrive whenever you call the very skilled pilot to come pick you up. The exact model is up to you but the vehicle does not possess any special armaments unless you add them yourself. If destroyed, it'll reappear a week or so afterwards.

Nano Suit- 200
A battle suit created using Nano machine technology. This body suit, traditionally pink and blue but you can choose differently, enhances the wearer's power to significant levels by applying a temporary Modified transformation state to them. The Bodysuit itself is very effective armour, enough to tank building destroying impacts, but the enhancement is enough to take an average Modified Human to the level of destroying half an apartment block with a single blow. The Nano suit is also able to project energy from the palms, either as simple blasts and beams or as easily controlled whips of deadly energy.

Scientific Retreat- 400
The result of careful saving and investing over the long years, it's your very own secret island. Erased from all but the most secure records, this good sized island would make a lovely holiday retreat and is fully equipped with a large mansion for the owner. But the true use of this island lies beneath it, where a secret lab is hidden underground. This lab would be state of the art even for a Union Elder and can allow even a mediocre or stupid man to perform low level Modifications through an automated process, whilst boosting the work of geniuses to much higher levels. The lab is almost fully automatic, with security, cleaning and preparations being handled by robots. The lab is also protected from events aboveground, ensuring that it will survive anything that doesn't totally obliterate the entire island.

Dark Spear- 600
The foulest weapon to ever be crafted by mortal hands. The Dark Spear was an attempt by the Union in their early days, using Frankenstein's research, to replicate the Soul Weapons of the Noble Clan. It worked in a way only the Union would call a success. Taking the form of purple-black energy in the shape of a double sided spear, Dark Spear can devour the body and soul of any being it kills and is allowed to consume with the dark energy it is made from. Each soul increased the power of the weapon and the power it granted, with the weapon becoming able to shape shift freely or curse those it struck with wounds that would not heal, but the growing number of souls within the weapon would also seek to drive the wielder mad out of vengeance for their deaths. You hold a replica of the cursed weapon within you, holding a great deal of souls, enough to equal the average Soul Weapon. Dark Spear can grow without limit, so long as souls are supplied, but wielding the blade will be a struggle to not be consumed by its power and hatred.

Aristocrat

Fur Care- 100
With how rough and dirty the fights here get, one can wonder how everyone always has such perfectly clean, ruffled and lovely hair. The Wolves especially, what with how hairy their transformations get, yet they never have a single knot or split end. It might not answer that mystery but this brush will at least let you have the same effects. The hair brush will always feel amazing and calming against your hair and daily combing will ensure that any dirt or dust will be prevented from sticking to your hair, even if you've been punched into the ground a dozen times. It'll also make sure your hair style miraculously stays in position and it'll bring even the most coarse, rough and mangy hair or fur into silky smooth, pristine condition. Even the thick fur of a Werewolf's bestial state can be treated with this, incidentally meaning that this brush can easily untangle ropes, wires or strings, given how tough and thick Werewolf hair gets. Now if only the brush didn't have a doggie paw print on the back.

Lesser Soul Weapon- 200
The Soul Weapons of the Nobles are legendary for sure, but there are facts the Nobles do not want known. A Soul Weapon can be split, even granted to a being not related to the family, with the right knowledge. This lesser part is far weaker than a normal Soul Weapon but remains a mighty artefact. Styled after one of the various existing Soul Weapons, you receive a weaker version of that chosen weapon, akin to the lesser blade Rael Kertia wields as his elder brother holds the main portion of their family Soul Weapon. In all respects save its power, it is a normal Soul Weapon, but that power is still enough to bring a basic combatant, someone on the level that you initially are, to the level of being able to hurt the youngest of the Union Elders.

Aegis- 400
Originally crafted by the Mergas Clan to hide the Noble's homeland of Lukedonia from the growing technology of mankind, the Aegis is a generator that projects a field of energy around the entire island that hides it from all forms of detection saved physical senses. The size of a small car, this artefact is capable of projecting it's obfuscating field over an area the size of a large city or island, shielding it from all forms of technological and supernatural detection or viewing and even interfering with the technology of approaching vehicles, such as ships or planes, forcing them to veer off course or malfunction as they approach. The artefact does not require any power source and can easily be folded into a smaller size for easier transportation, though only you or those you authorise may make use of its effects. You may also specify certain individuals or groups who are immune to the effects of the Aegis. It wouldn't do for the shield of the Nobles to shield against loyal Nobles.

Heart of Civilisation- 600
The inhuman races of this world each possess ancestral lands, island fortresses that act as both the heart of their civilisation and their last line of defence. Defended by legions of Nobles or Werewolves, Lukedonia and the Wolflands are the most heavily guarded locations on the planet with even the Union full military force unable to enter either without a great deal of preparation and risk. Perhaps not yet the equal of these island-fortresses, you have nevertheless found yourself in the possession of a similar landmass. Covering an area equal to a good sized city and surrounding area, this island appears in a location of your choosing in each jump, though it remains difficult to find for any mundane human beings. The biomes and environment of the island is entirely under your control at creation, though the island has an enormous, heavily fortified and stocked palace at the centre of its area. Dotted throughout the island are smaller fortresses and guard stations, along

with secret passageways, cave systems and more. A full complement of trained, skilled guards dwells on the island, totally loyal to you and numbering in the several hundreds. They match the same species you chose earlier in this setting for yourself and are significantly powerful, though no match for Family Leaders or Werewolf Warriors yet. Your companions may also stay on this island, beyond the normal limits of how many you may have, though only the normal eight can leave the island shores.

Companions

My Friends- 50 per

It's much too sad to spend all your time on your own. Isn't life more fun when you have your friends with you? For every purchase of this option, you may import or create a single companion. All such imports gain a free origin and 600cp to spend on race and perks, along with all associated freebies and discounts that they would normally gain. If you are creating a new companion, you may decide their appearance, personality, history and relationship to you, so long as they do not gain any significant advantage that is not reflected by their CP builds.

Canon Companion- 200

With so many colourful, attractive people in the world, no one can blame you for wanting to bring some of them along right? This option will give you the chance to bring along a person found within this world. You'll need to convince them to come with you of course, but this option will ensure that you meet in favourable conditions at least a few times to help you out. You can buy this multiple times.

Drawbacks

Up to 1000CP may be gained from these drawbacks. More may be taken but they give no CP.

Beginning of Destruction- +0

You do not begin in this world on the day that the Noblesse finally awakens in South Korea. Instead, your beginning is around 830 years prior to the modern day. The world is a very different place, beyond the fact that the human world is that of the 12th century. The Union is in its infancy and Doctor Frankenstein still labours in his hidden labs. The Noble Clan is still led by the Former Lord and all 12 Family Leaders remain steadfastly loyal to the Clan. The Werewolves are ruled by the great Lord Muzaka, who does not yet despise the human race for the murder of his daughter. Without action on your behalf, the world will proceed as it did before, with Muzaka and the Noblesse fighting to the death ten years from your beginning date. Whether you change the world for the better or not, you will stay in this world for the next 840 years, until the day you would normally end your time here.

Out of Touch- +100

The human world moves so very fast to the minds of the long lived inhuman races, sometimes it can become difficult to even comprehend the new inventions mankind has created in their constant race for new innovations. You are one of these beings that was left behind, several centuries behind in fact. The modern world and its technologies constantly dazzle and confuse you, you find it very difficult to adjust and learn how to deal with modern technology. A simple keypad unlocked door, even if you know the password, will give you pause for several minutes before you can work it out and it'll take a week or two of practice each morning before you can operate it unaided. Given this is the sort of learning difficulties you'll experience with any sort of tech, it may be wise to find an aide more experienced to do it for you.

Noblesse Oblige- +100

The Noble Clan, long ago, took up a duty that they believed was required of them. Having been born with far greater innate power then mankind, they believed it was their duty to use that power to protect and guide their fellow race. This was, in this world, the origin of the phrase Noblesse Oblige, the responsibility of the privileged to protect the less lucky. You certainly have advantages over the common man yourself, perhaps it is only natural that you have come to share the generous, noble nature that those who came before you did? For your time here, you will act to protect those weaker than you from dangers beyond their means. You do not have to interfere in conflicts between two equal parties nor are you required to teach those weaker than you. You are compelled by your honour to interfere in any conflict between unequal parties that you are aware of, such as Nobles or Werewolves threatening normal humans out of a desire for power or sheer cruelty.

Time to Evacuate Again?- +100

I can understand the desire to show off your great powers, especially if they're new to you, but you really should be more careful about how you use them. Every time you fight, you cause unreasonable amounts of damage to the area around you, even when totally unnecessary and even illogical for it to happen. It might be something we could deal with but everyone always seems to know you're at fault for the damage caused during your fights. If you don't want a slew of pursuers from angry former home-owners to police officers, you'll want to find uninhabited areas to fight it out.

Bad Guys Have Friends Too- +200
Simple, one on one fights will soon be a distant memory for you. All your foes always seem to be just minutes away from an ally willing to come help them, an ally who always seems to be at least as strong as the current enemy. You'll find that taking people out quietly is no longer an option, as this nearby friend is always able to respond just in time to fight you alongside the original enemy. Generally, you'll only need to battle one reinforcement but if the foes are sufficiently weak enough, you might find that more are on their way to take you down with numbers.

Rael Smart Guy Huh?- +200
That's quite the mouth you have on you there player, didn't your mother ever tell you that getting smart with people just ends in trouble? A fact much more true with you then with others. You've got an attitude that can bring all but the most patient of men to lethal blows with you and enough bad luck in regards to fights that these arguments always happen with guys a hell of a lot stronger then you initially think they are. And if they're still not enough to give you a good beating, that taunting you feel compelled to do will only drive their anger, and power, to even greater heights.

You Are My Masterpiece- +200
You didn't grow up here with a happy life and family. The first memories you have of this world in particular are of waking up on a table, with your body carved open and a masked man poring over your innards. A particularly powerful and deranged member of the Union either caught or created you and it was just before this jump began that you managed to escape from his clutches. The horrific few years serve to constantly hound your memories and constant nightmares, with paranoia being a constant companion. Your maker hunts you, desiring his 'favourite subject' back in his clutches and willing to do anything in his significant power as an Elder to get you. If by some miracle, you managed to get this mad scientist to ease up on his desire to split you open and become more co-operative with you, you'll be able to take him along as a companion at the end of the jump.

What My Life is Worth- +300
Your powers take a heavy toll on your life. Not measured in just the great cost to use them or any strain they might place on your physical body, the unnatural and superhuman powers you have now eat away at your very life force to use. Whenever you use a power or ability beyond what an ordinary human can do, even something as basic as superhuman strength or speed, it will eat away at your lifespan. The greater the power, the more life it will eat away from you and there is no way for you to restore what you lose in this manner. Even if you possess a lifespan without limit or are some form of font of life energy, the damage will be every bit as severe. To last, you must decide carefully where your power is truly needed and where you must let go.

Agony of Ashleen- +300
In your eyes, humanity is little more than a particularly noxious species of vermin. They sneak their way into your protection and then tear away everything you cared for. They need to be exterminated and you happen to think you're the right man for the job. You have the irresistible urge to wipe out all of humanity, though you don't necessarily need to be a rampaging berserker to accomplish it. With the sort of power a Modified Human or inhuman being can possess, it's not exactly an impossible task either. The problem is that there are many factions possessing enough power to resist you that have a vested interest in the wellbeing of mankind and now a knowledge of your goals, along with the idea that you are someone who must be taken seriously. The Noble Clan

will seek to kill you to stop you from harming the race they placed under their protection and the Union will attempt to annihilate you for a number of reasons, ranging from altruism to a desire to protect their stock of experiment subjects. Even some members of the Werewolf clan may hunt you down, though the organisation as a whole will not pursue you without further reason.

Destruction- +300

There used to be someone, a man or woman you could call your closest friend. Everything about them seemed perfectly fitted to become your best friend, to become family in all but blood. But something awful happened to them and the two of you were forced to split ways, not knowing the fate of your other half. But now that friend is back and not for the better. They have a goal, they desire something that you absolutely cannot abide by. Perhaps they wish to slaughter humanity or kill a person you just happen to love. Regardless of what the goal is, you will find yourselves inevitably placed on opposing sides of a battlefield. Your best friend was an equal to you in power and abilities, how could they not be and truly call themselves your equal, and one way or another they will try to cross that one line you can't allow to be crossed. You could indeed allow them to carry out their plan and such a choice could see the two of you become friends once more, but that same choice would mean betraying whatever you find most important to your very being.

If you make that choice and tear up part of what makes you who you are, you'll find that they may come with you on your journey to future worlds.

Ending

Your time in this world has come to a close. Are you satisfied with how things turned out player? If you are or you aren't, it's time to make your choice as to your future.

Do you want to *Stay* here and spend the rest of your life in this world?

Do you want to *Go Home* to your original world, spending the rest of your life in the place where you first came into being?

Do you want to *Move On* to new worlds, continuing your adventure into the great unknown?

Notes

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