Mage: The Ascension CYOA JumpChain

by (a) Poor Dick

v2.0

Introduction

> 'And trust me that you can do something. You are not as helpless, as much a pawn, as they would have you believe. Each of us can effect change... You can move the world.'
> -*An Edge in My Voice*, Installment #10

Welcome to the World of Darkness, your home for the next ten years.

It is a world very much like your home world, but viewed through smoke-tinted glass. On the surface, everything seems much the same; but bleaker and more cynical. Gothic style building loom ominously over rain slick streets. Gruesome and violent crimes seem to happen on a daily basis in every poorly lit alley, and people seem to turn a blind eye to it.

However, if you dive under the surface of this world, you will find true darkness. Vampires, werewolves, and far worse lurk in every shadow. They wage ancient wars and weave elaborate conspiracies to the woe of humankind. If this world is left to its own devices, it will inevitably spiral down into Oblivion; torn apart by petty, secret power struggles and long forgotten antediluvian horrors reawakened.

I offer you power to change the fate of worlds.

Unlike the humans of your home reality, the humans of the World of Darkness are special. Almost each and every one of them contains within themselves the potential to bend and shape reality. In fact, to one degree or another, they are constantly, subtly, and unconsciously shaping the world around them.

But some of them... some of them can consciously change the world by will alone.

And I offer you a chance to be one of them.

Choice. The problem is choice.

> 'This is your last chance. After this, there is no turning back. You take the blue pill - the story ends, you wake up in your bed and believe whatever you want to believe. You take the red pill - you stay in Wonderland and I show you how deep the rabbit-hole goes.'
> -Morpheus, *The Matrix*

You have two options for your stay here: sleep or awaken.

If you so choose, you may turn away from the the path of Enlightenment and live an "ordinary" life. Like most humans here, you will spend your entire stay here as a **Sleeper**, ignorant of the nature of reality and the potent power you chose to forsake. To make your time here comfortable, you gain 21 FP/1050 CP you can spend on anything below and an additional 7 FP/350 CP you can spend on **Gear**.

Alternately, you make choose to embrace and explore the potential I'm offering you. You can join the ranks of the **Awakened**, seek a deeper understanding of both yourself and reality, and perhaps work towards making this (and future) realities a better place - however you define that. To help you on your path, you gain an Arete/Enlightenment rating of one, five ranks to distribute among spheres, 15 FP/750 CP you can spend on anything below and an additional 5 FP/250 CP you can spend on **Gear**.

The choice is yours.

Temporal Location

Roll 1d8, or pay 1 FP / 50 CP to select the time period within which you will start your stay.

1. Any year of your choice before 1980
2. Any year in the 1980s
3. Any year in the 1990s
4. Any year in the 1990s
5. Any year in the 2000s
6. Any year in the 2010s
7. Any year of your choice after 2019
8. Free Choice

Spacial Location

Roll 1d8, or pay 1 FP / 50 CP to select the location within which you will start your stay.

1. Anywhere in North America
2. Anywhere in South America
3. Anywhere in Europe
4. Anywhere in Africa
5. Anywhere in Asia
6. Anywhere in Australia
7. Anywhere in any Off-World Location of your choice
8. Free Choice

Biological Sex

You may keep your current biological sex, or pay 1 FP/50 CP to change it.

You may feel free to choose any combination of male or female primary and secondary sexual traits; or the lack thereof. Being a true hermaphrodite (with both fully functional male and female reproductive systems) is certainly possible, as is having no sex organs (or secondary sexual characteristics) at all.

Alternatively, if you know of a different biological sex and/or sexual trait combination not mentioned here that strikes your fancy, you may select that sex and/or sexual trait combination.

Chronological Age

Drop In: Your age as of completing your last jump.

Faction Agent or **Orphan**: Roll 6d8+12 to determine your age in years.

Constructs: Less than a minute old.

Alternately, you may pay 1 FP/50 CP to choose set your own age to any age you desire. Choose extremely young or old ages at your own peril.

Origin

Drop In (Free)
You enter with no memories of this world, no identification or government records, no social network, and no other in-world assets.

If you are **Awakened**, the paradigm framing your will working should reflect the the set of beliefs (or worldview) in which you most deeply believe (or adhere). This could be magic, science, your religion, esoteric philosophy, etc. The important part is that you, jumper, truly believe in it.

Faction Agent (Free)
There is a war for reality going on, and, whether you like it or not, you're a soldier for one of the sides.

If you are a **Sleeper**, you (intentionally or not) work for the Awakened faction of your choice. Perhaps you were approached as an adult for the useful skills you possessed, or were abducted as a child and brainwashed. Your treatment and the resources available to you will vary wildly depending for whom you choose to work.

If you are **Awakened**, someone(s) belonging to a faction of your choice raised you, triggered your Awakening, or approached your shortly after you Awakened on your own. This person (or persons) took you on as an apprentice, inducted you into their social order, and provided you with a thorough education on the nature of Enlightened will working as seen through the lense of their paradigm.

As an **Awakened Faction Agent**, you may select one (Affinity) Sphere with which will working comes to you more easily than the others. This will typically be associated with your mentor's faction and paradigm.

Orphan (Free)
The details of your life are yours to craft, save one: somehow, you've managed to completely avoid the entirety of Awakened society and influence,

If you are a **Sleeper**, you are likely no one of importance or consequence. Were you to have any significant skills, unique abilities, or meaningful influence; someone working for an Awakened faction would have taken notice of you and would have (openly or covertly) put you to work as an asset.

If you are **Awakened**, you Awoke alone. No one noticed your potential ahead of time, and you had to figure out your abilities mostly through trial and error with only the aid of your **Avatar**, and possibly other **Orphan**s like yourself.

As an **Awakened Orphan**, you may cobble together any sort of patchwork paradigm that you want and would make sense based on your life's background. Pop-culture magic and/or deeply held religious believes are likely to be common components.

Construct (Free)
You start the jump as a newly created construct in some Awakened will-worker's sanctum. Your new form is literally brought into being (consciousness) at the start of the jump. If you are **Awakened**, you Awaken at the same time, and your paradigm will likely be the same or similar to that of your creator.

You may be any manner of construct you so desire; anything from a human clone or metal robot to a clay golem or wooden puppet. Normally, constructs that violate consensual reality suffer from Paradox, and have very short lifespans. As I don't think that would be very interesting, you don't need to worry about that right now. Further, for the remainder of this jump, you may change your body (or have it changed by others) without worrying about being subject to Paradox.

On the downside, the majority of Awakened humans of all factions (including your creator) likely view you as property. This doesn't mean they will be cruel to you, but it does mean that you likely have very limited (if any) rights and that Awakened humans may be allowed to make decisions for you without your consent.

If you are a **Sleeper**, you are likely considered soulless by mystically inclined factions, and/or not truly intelligent (VI vs AI) among the philosophically and/or scientifically inclined factions.

Companions

You may create and/or import up to a total of 8 individual companions at the cost of 1 FP/50 CP each. If you have any existing companions, you may choose to import them. Alternately, you may create a new companion who already exists in the World of Darkness.

All created or imported companions may choose to Awaken or be Sleepers, and gain all benefits from said choice, less the total number of FP/CP you spent on your time period, location, and Companions. Additionally, companions can take disadvantages. If you have taken a disadvantage that will impact them anyway (such as Time of Judgement), your Companions should probably take it as well.

True Love/Twin Soul (Free)
You may select another individual. You are now considered two halves of the same person. You both gain a deep, empathic bond with each other, and always know how the other feels. If either of you possess the first rank in a sphere, you always have access to any information the relevant sensory effect could provide about your other half. Should one of you die, the other will follow shortly after; whether from psychic shock, self harm, or simply losing the will to live. As you are one metaphysical being, you will need to have the same level of Arete/Enlightenment.

Familiars

For 1 FP/50 CP, you may take a familiar - an intelligent being that shares a two-way emotional bond with an Awakened will worker. You will both always know how the other feels, and you will be unable to lie to one another. However, you need not tell each other the truth.

Familiars may be a natural animal, a machine (for example, a robot), a clone, a homunculus, undead being (zombie), an unawakened construct (golem), a high mythic being (fairy dragon), an alien (Roswell grey), an imp, a spirit (small god), a virtual entity (AI), etc. You may pretty much pick anything smaller than a winged unicorn, so long as it fits your origin or paradigm (if any).

Regardless of form, familiars typically have human levels of intelligence, are slightly more physically adept than normal animals or humans for their size, and are immune to the passage of time. Additionally, familiars have oracular abilities of perception and a deep, innate understanding of every reality they visit. Perhaps most importantly, familiars can absorb the energies and effects of Paradox around them. However, this is not something that they enjoy. A familiar that is constantly abused as a Paradox sponge will likely act out against you, or break your bond completely.

If you so choose, you may import an existing companion, pet, or similar being into the role, or create a new familiar from scratch. However, you may only have one familiar (each).

Enlightened Will Working

Arete/Enlightenment (4 FP/200 CP per rank, Discount: Drop In, Prohibited: Sleeper)
Arete measures how close an Awakened individual is to Enlightenment, and is a major factor in how powerful an Awakened individual is at will working. All **Awakened** will workers start with an Arete score of one. You may purchase your Arete up to a rating of three with your starting FP/CP. Using FP/CP gained from Flaws, you may purchase a rating up to six.

As your Enlightenment increases, your reliance on your paradigm and foci decrease. Upon reaching full Enlightenment (Arete/Enlightenment of ten), you can completely discard the trappings of your beliefs (paradigm and foci) and shape reality through will and Enlightened understanding alone.

Spheres (8 FP/400 CP per rank, Discount: Faction Agent and Orphan, Stacking Discount: Affinity Sphere, Prohibited: Sleeper)
Spheres represent aspects of reality, and your ratings in them represent your understanding of and capabilities with those aspects of reality. Traditionally, there are nine spheres: Connection/Correspondence, Dimensional Science/Spirit, Entropy, Life, Matter, Mind, Prime, and Time. A rating of one in a sphere represents a basic understanding of the sphere while a rating of five represents mastery.

As an **Awakened** will worker, you start with five ranks of spheres that can be distributed as you see fit. If you are an **Awakened Faction Agent**, you gain an additional free rank in each of your affinity spheres. You may not have more ranks in any individual sphere than you have ranks in Arete/Enlightenment.

Avatar/Genius (Free)
Congratulations! Like basically every other Enlightened will worker in the setting, part of you exists as a more eidolon-esque conduit that will try to guide you to greater Enlightenment and help you shape reality. Without an this perk, you can never increase your Enlightenment (Arete) outside of purchasing it with FP/CP. Additionally, if your Avatar/Genius is destroyed, separated from your being, or otherwise neutralized or suppressed; you lose the ability to use Enlightened will working.

You may pick an Essence for your Avatar/Genius, and customize its personality and aesthetics to your taste. Avatars/Geniuses can be as subtle as a feeling or whisper at the back of your mind, as overt as full-fledged beings (like spirit animals or daemons), or somewhere in between (such as creeping shadows or psychedelic visions). More powerful Enlightened will workers tend to have more pronounced Avatars/Geniuses.

The true nature of what the Avatar is up to you - but your choice (if any) sets what Avatars really are for every will worker. It may be an aspect of your mind, your soul, a Sidereal Exalted shard, a sliver of the One, fragment of Pure Ones sent to you from the future, or any other in-setting theory your prefer.

Echoes (Free, Required: Arete 1+ or Avatar/Genius)
Both actively and passively, every will worker shapes reality in a way unique unto themselves, and the ripples of this activity pervade into the surrounding environment. For some, they leave no more of a the trace than the equivalent of fingerprint left at a crime scene. Others leave huge, unmistakable wakes in their passing.

At will, you may dial up or down the intensity of this effect. On the low end, you leave no more of a signature of yourself when warping reality than aforementioned metaphysical fingerprint. On the high end, you and your will working are constantly surrounded and infused with uniquely identifiable marks and effects based on your personality and tendencies.

As an example of the higher end of this perk, imagine your paradigm is that of magic, that you have a penchant for fire spells, and that you love horses. Even when you are not 'actively' using magic, you may find smoke trails you, sparks fall from your hair, and you may even (accidently and unintentionally) start fires merely by touching flammable objects. Further, spells you cast may tend to take the shape of horses. If you hurl a fireball, it may take the form of charging nightmare in flight. Should you live or work in a place long enough, you may discover that your house constantly smells of smoke, the wood that makes your home is largely charred, and that horses have a habit of finding their way into your yard.

Scenario: Wild Talent

I've got a challenge for you, if you're up for it.

If you accept, any powers and abilities you (and your companions) gained from other jumps will be unavailable during this jump. Any gear from previous jumps will be stored in your warehouse, and you will be unable to open your warehouse normally using your key or portal.

In exchange for your sealing your powers away, I'm going to super charge you (and any companions). I'm going to permanently enhance you with Wild Talent.

Sometimes, Awakened will workers experience a period where they are capable of powerful, spontaneous abilities far greater than their regular capabilities. Unfortunately, these Wild Talents also tend to be very unpredictable and largely uncontrollable. It mostly happens when an Awakened will worker Awakens for the first time, and sometimes when she experiences extreme pain, stress, or trauma.

In drier 'mechanical' terms, from now on, whenever you experience extreme pain, stress, trauma, or similar event/situation; you will be capable of reflexively generating effects using any combination of the spheres, up to rank three, with an effective Arete of six. Such effects are not necessarily conscious, nor are they necessarily controllable. In fact, they may even harm you. However, no effect will kill you, and, on the whole, you will never be left worse off, or in a worse situation, than before the effect was generated. This applies to your companions as well.

If you so desire, you may use Correspondence effects to move things in or out of your warehouse (including yourself). Time remains frozen (for the warehouse and everything in it) unless you use Time effects. However, once you've accessed your warehouse via will working, anyone else in the setting may potentially do so as well.

At the end of this jump, all your powers and abilities will be returned to you/made available, and you will be able to freely access your warehouse through the usual means again.

Merits

Soundtrack of Darkness (Free)
To accompany your time here, you have access to a library of 80's and 90's music that was dark and edgy for the time: Punk, Hardcore, Industrial, Gothic Metal, etc. You get the idea.

If you will it, you may have any song you choose play anywhere at anytime - no speakers required. Alternately, you may choose to have a dynamically cut and arranged score automatically generated for you. In either case, you may choose to make this music audible to everyone, just you, or just specific people you so choose.

For the cost of 1 FP/50 CP, you may choose to receive a complete digital copy of your entire Soundtrack of Darkness music library! Unfortunately, the physical copies exist as a case of CDs resting in your Warehouse.

Should any of the CDs be damaged, they will be returned to pristine condition the following morning. Should any of the CDs be lost, new copies will appear in your Warehouse or Sanctum the following morning. Should any of the CDs be willingly sold or given away, they are gone for good.

It Can't Rain All the Time (Free)
But it can rain most of the time. It is almost always overcast during the day, and frequently pouring down rain. You'll be lucky to be able to see the sun one day out of seven.

Save blood red, most colors will seem faded and washed out. Black, white, and grey dominate the world's color palette. Conventional electric lighting will be replaced with harsh fluorescent and Neon alternatives. Buildings' architecture will take on a more Gothic feel. Black leather (and often trench coats) will become more common aspect of individual attire; as will other trappings of the 1980-90's Goth and Punk cultures.

The atmosphere generated by this perk is bleak and oppressive, and it fosters despair, melancholy, rage, and violence. Barring your interference while this perk is active, hope and happiness slowly drain out of the world around you.

This perk can be toggled on and off at will.

Strangeness (Free)
While the World of Darkness is a dark reflection of our own world, it can also be a mad one. All manners of strangeness suffuse the world.

Some is innocuous, like 'clap if you believe in' faeries (Pooka). Others are dangerous, such as consumer products that slowly convert their users into all sorts of horrors (Pentex products). Yet more are a mix of both, such as Marauders who release mythic, talking animals on the freeway during rush hour.

As a gift, in this reality and all others, you adjust the level of strangeness in your life. At the low end, life is as close to banal as your local reality allows. At the middle of the spectrum, expect animals to talk to you, radio stations to comment on your current situation, buildings to have impossible interiors, your local cobbler to be an actual gnome, etc. At the high end, expect to put Alice Liddell's adventures to shame. Good luck.

Common Sense (2 FP/100 CP, Discount: Sleeper)
You possess an abundance of practical wisdom, display good judgement, and are exceeding prudent. If you act rashly or foolishly, you do so because you choose or are forced to do so.

Alternate Identity (2 FP/100 CP, Discount: Drop In)
Create a shell identity. In this jump, and every subsequent jump, this (false) identity exists 'on paper'. This artificial identity isn't a real person in the history of any jump, but all the necessary records and documentation will exist to support that you are said person. Even genetic and magical records will match your created identity.

Every time you enter a new world/universe/reality, you will receive any additional, necessary documentation (Social Security number, photo ID, birth certificate, etc.) you would need to prove that you are the identity you created.

You may take this perk as many times as you like. However, if you have too many identities, you may find yourself running into problems if someone investigates you by something general, such as facial recognition records. Unless you are a shapeshifter, such a search would pull up all your identities.

Officially Dead (2 FP/100 CP, Discount: Drop In)
Once a decade, you may choose to die - on paper. You may fabricate any story you like. It doesn't matter if you just left home one night, or if you invent an elaborate 'assassination' plot.

Legally, you will be declared dead. Everyone who knew you, or knew of you, will believe the news of your 'death' when they find out about it, and act and respond as they would if you had actually died in the manner you selected.

However, this perk provide no protection from being discovered by mundane means, and does not erase records of your existence. If you bump into someone you knew in your 'old' life, or later leave

genetic material at a crime scene; individuals may find out that you are alive, and you'll need to deal with any fallout from such events.

Unobtrusive (4 FP/200 CP, Discount: Drop In)
Unless you are doing something disruptive or intentionally trying to attract attention, people tend not to notice or acknowledge your presence or actions at all. You can easily walk through doors or crowds, pick up and take objects, read over other people's shoulders, speak quietly, or sit in a chair without anyone being aware of your existence and/or actions.

You are not invisible. Cameras and other recording devices do record your presence. You are just utterly uninteresting. If you engage in violent and/or disruptive actions, or otherwise try to make yourself know, you will draw attention to yourself.

Arcane / Cloaking (4 FP/200 CP, Discount: Drop In)
The exact nature of this perk varies from individual to individual, but the essence is the same: you are hard to track.

When you travel through an area, the video surveillance feeds of it tend to get lost or corrupted. People you pass tend to have trouble recalling your appearance once you are gone. Records and notes people try to make when searching for you tend get ruined or disappear. Tracking devices tend to malfunction or fall off. Etc.

This perk doesn't hide your actions: if you open fire in a crowded mall, everyone will react to what you did. However, if you manage to get away from the situation, eyewitnesses may disagree about the direction you fled and any cameras in the area may have been angled such that you didn't appear on them. Physical evidence of the crime that could help someone locate you may be contaminated or misplaced. Only physical evidence that could allow someone to locate you would be influenced by this perk.

You may toggle this ability on and off at will.

Contacts (2 FP/100 CP, Discount: Faction Agent and Orphan)
You are connected! Pick a sphere of influence or area of expertise of your choice.

In the World of Darkness, and every world you subsequently visit, you have will knowledge of up to five significant contacts relevant to your chosen sphere of influence or area of expertise. These individuals aren't necessarily your friends, and may not even like you. However, unless you give them cause to do otherwise, they will interact with you on a professional/business level and won't be hostile to you.

You may purchase this perk multiple times. Each time you purchase it, you may select a different sphere of influence or area of expertise, and gain up to five relevant contacts. Should a contact be lost to you for reasons beyond your purview, you will receive a new contact within a month.

Educated (2 FP/100 CP, Discount: Faction Agent and Orphan)
Pick any area of knowledge that can be learned by study in the World of Darkness. You gain a Doctorate degree, or equivalent understanding, in that area.

You may purchase this perk multiple times. Each time, you may select a different area of knowledge.

While this perk can be used to get a greater understanding of various paradigms (like various scientific and mystical fields), this perk cannot be used to improve your Arete/Enlightenment or your understanding of any spheres.

Destiny (4 FP/200 CP, Discount: Faction Agent and Orphan)
You are destined for great things, Chosen One. Once per jump, or decade; you may choose a task, event, etc. that has significant importance in the greater drama of the world you inhabit as your destiny. When faced with obstacles (including death) that would prevent you from achieving your destiny, the forces of fate will conspire to prevent the obstacle from occurring, provide opportunities to escape or bypass the obstacle, or possibly even shift the obstacle into something that helps propel you towards your destiny.

However, once chosen, your destiny is equally inescapable. For the purposes of fate, any desire or attempt to avoid or escape your destiny is an obstacle to your destiny. Further, prophecies will speak of your future, and the world will become aware of your destiny. Expect heavy judgement, and possible intercession, by interested parties if you appear to be failing to live up to their ideal of who and what you should be.

Past Lives (4 FP/200 CP, Discount: Faction Agent and Orphan)
You not only have memories of this life, but of all the past lives the World of Darkness you lived. While you may determine if these memories will be fragmented or whole, they are just as real to you as your current incarnation's memories.

Moving forward, anytime you jump into a reality and life that would have experienced reincarnation, you gain the memories of any past lives you would have had. At the end of every jump where you accumulate past-life memories, you may switch them off and view them just as you would any other jump-life memories.

Additional Faction (7 FP/350 CP Awakened, Free Sleeper, Restricted: Faction Agent)
You have been recruited by another faction in the Ascension War. If your factions get along, great! If not...

If you are Awakened Faction Agent, you are provided with a thorough education on the nature of Enlightened will working as seen through the lense of your additional faction's paradigm, and you may select another (affinity) sphere. You may not select the same (affinity) sphere multiple times.

You may purchase this perk multiple times.

Unaging (2 FP/100 CP, Discount: Construct)
There are wide variety of beliefs and practices in this world. Via one of them, you managed to trump of the march of time. Regardless of whether you ate an apple of immortality or injected yourself with nanobots, the end result is the same: you no longer age naturally.

This Perk only protects against the natural progression of time. You may still grow older or younger due through artificial means, such as a magical effect.

Peak Physical Attributes (4 FP/200 CP, Discount: Construct)
No matter what form you take, barring illness or injury, your body is always tuned to the peak of its potential physical ability. You are as strong, fast, agile, dexterous, durable, and resilient as the theoretical maximum for your form will allow. However, this perk does not provide sensory, cognitive, reaction, or aesthetic improvements.

You may buy this perk a second time to represent **Preternatural Physical Attributes**. If you do, your body's capability is now of twice what its peak physical potential should be for your form.

Peak Mental Attributes (4 FP/200 CP, Discount: Construct)
No matter what form you take, barring illness or injury, your mind is always tuned to the peak of its potential mental ability. Your perception, problem solving ability, memory capacity and recall, and reaction speed are the theoretical maximums your form will allow. However, this perk does not provide any improvement to your ethical character, or necessarily make you likable.

You may buy this perk a second time to represent **Preternatural Mental Attributes**. If you do, your mind's capability is now twice what its peak mental potential should be for your form. Further, the breadth of perception for all senses is doubled as well. For for humans, this includes a doubling of the total frequencies that can be seen and heard, equally expanded in both directions.

Peak Social Attributes (4 FP/200 CP, Discount: Construct)
No matter what form you take, barring illness or injury, your appearance is always tuned to the peak of its potential physical ability. Further, your ability to charm and manipulate others is elevated to the peak of its potential for your form. However, this perk does not provide any enhancements that would be provided by either the Peak Physical Attributes or Peak Mental Attributes perks.

You may buy this perk a second time to represent **Preternatural Social Attributes**. If you do, attributes enhanced by this perk are now of twice what their peak potential should be for your form.

Jack of All Trades (5 FP/250 CP)
You are a natural born *Wunderkinde*, are a consummate know-it-all, or have been jumping so long you've seen and done everything. Whenever presented with a task, challenge, question, etc. you have some bit of knowledge, skill, or talent that will apply and let you deal with or understand it in at least a rudimentary fashion.

Gear

Reference Collection (2 FP/100 CP, Discount: Drop In)
You now have a bookshelf and flash drive containing every Mage: the Ascension book that has ever been published in your Warehouse or Sanctum (your choice). The physical books are all premium, deluxe hardback leather editions; and the electronic copies are bookmarked, indexed, text searchable PDFs.

For an additional 2 FP/100 CP, your collection includes every original World of Darkness book that was ever published.

If you would like, you may spend yet another 2 FP/100 CP to purchase a second set of books. From now on, whenever you finish an original World of Darkness jump, this second set of books will update itself to reflect the changes, if any, you made to the world(s).

Should the USB drive or any of the physical books be damaged, they will be returned to pristine condition the following morning. Should the USB drive or any of the physical books are lost, stolen, or unintentionally destroyed; new copies will appear in your Warehouse or Sanctum the following morning. Should the USB drive or physical books be willingly sold, destroyed, or given away; they are gone for good.

Foci (2 FP/100 CP, Discount: Faction Agent)
Your Warehouse or Sanctum now contains any of the necessary tools and trappings of any paradigm of your choosing that you can fit in up to 2000 square feet. You may purchase this perk multiple times. Each time, it provides up to 2000 square feet of supplies for a different paradigm.

If you select magick, you may now have now have a small library of books and scrolls describing various spells and thaumaturgy, a computer to assist arithmancy, and a hefty supply of chalk and/or salt. If you select religion, you may now have an altar dedicated to one or more deities, an array of holy symbols and icons, and a collection of sacred texts. If you select science, you may have a powerful server cluster to house AIs, vats for cloning, and an assortment of hand tools for building robots.

Should any of the foci be damaged, they will be returned to pristine condition the following morning. Should the any of the foci be lost, stolen, or consumed; replacements will appear in your Warehouse or Sanctum the following morning. Should any of the foci be willingly sold or given away, they are gone for good.

Sanctum/Laboratory (2 FP/100 CP per 2000 square feet, Discount: Orphan)
You gain a private sanctum, which you may choose to have located in the real world, contained in its own pocket dimension, or attached to your warehouse. If you locate it in the real world, it will appear in every world you travel to in the future. If you have it contained in its own pocket dimension or attached to your warehouse, you may access it in the same fashion you would access your warehouse.

Your sanctum may be structured into any layout you desire and comes fully furnished and decorated in any mundane fashion you desire. However, these furnishings will not regenerate themselves, and will need to be replace if damaged or destroyed. Any changes you make to your sanctum will persist post jump.

In and of itself, your sanctum does not have any utilities. If your sanctum is attached to your warehouse, it will tap into its utilities. If your sanctum is in the world, and utilities are available, you will find that it is tapped into them. If your sanctum is in its own pocket dimension, you'll need to figure your utility situation out on your own.

If you are an Awakened will worker, your personal paradigm(s), if any, hold sway within your sanctum. Here, you can freely engage in will working without having to worry about Paradox. Further, paradigms (including foreign realities) you don't believe in don't function properly in your sanctum and are subject to Paradox.

Resources (2 FP/100 CP, Discount: Sleeper)
Every year, the equivalent of $15,000.00 USD adjusted for inflation in your current local currency appears in your Warehouse or Sanctum. The base year for calculating inflation is 1990 AD.

You may take this perk multiple times. Every time you take it, your yearly income doubles.

Tass (2 FP/100 CP, Discount: Awakened)
In your warehouse or sanctum, you have a container containing a significant amount of Tass - solidified Quintessence. It can take any form you like, though the form Tass takes tends to flavor its effects. Once a week, any used Tass is replaced. You may purchase this perk multiple times.

Each time you purchase it, you may receive more of the same form of Tass, or select a different form for it.

Wonder (1 FP/50 CP)
You have a talisman, device, fetish, trinket, or invention. For a single point, you can create an item that performs a single effect based off the first level of a single sphere with an effective Arete of 10.

You may spend additional FP to increase the potency of your wonder:

- 1 FP/50 CP - Add another effect to the wonder.
- 1 FP/50 CP - Make an additional sphere available when you create effects for your wonder.
- 2 FP/50 CP - Increase the maximum rank of all spheres available by one when you create effects for your wonder.

Your wonder may be used by anyone who believes it should work. It never attracts Paradox and may be used as often as you want. You never need to charge it with Quintessence, but you may not draw Quintessence out of it either.

Should your wonder be damaged, it will be returned to pristine condition the following morning. Should your wonder be lost, stolen, or unintentionally destroyed; replacements will appear in your Warehouse or Sanctum the following morning. Should your wonder be willingly sold, destroyed, or given away, it is gone for good.

You may purchase this perk multiple times.

Wonder - Smartest Phone (30 FP/1500 CP, Discount: All)
Arete 10, Correspondence 2, Entropy 1, Forces 3, Life 1, Matter 5, Mind 5, Prime 2, Spirit/Dimensional Science 5, Time 5

In addition to being an amazing computational device (Entropy 1), the Smartest Phone can be used to perform any combination of rank one sphere effects in your local area.

Further, it can be used as a communication device across any space (Correspondence 2), time (Time 5), and dimensions (Spirit/Dimensional Science 2) of any realities (Spirit/Dimensional Science 5) you have visited. If the person or persons being contacted doesn't have a phone, you can still talk to them (Mind 3) - though such a call may or may not go over well. And, yes, you can surf the Internet (or equivilent) of any time and place you have visited (using the prior mentioned effects).

The Smartest Phone never needs charging (Forces 3, Prime 2) and can reform itself to meet your technical needs and specifications (Matter 4-5, Prime 2) - so long as it can continue to be considered a handheld phone. Encounter a new port type? No problem! Need/want a larger/smaller screen? No problem! You can even change the color, texture, and material composition of the case, including fictional colors and materials, such as Octarine and Adamantium.

Additionally, you never need worry about losing the Smartest Phone. It can be recalled to you (or dismissed to your warehouse) over any space (Correspondence 2), time (Time 5), and dimensions (Spirit/Dimensional Science 2) of any realities (Spirit/Dimensional Science 5).

If you desire, the Smartest Phone may have a full, super intelligent (unAwakened) AI assistant (Mind 5) capable of amazing multitasking (Mind 1) with a name, voice, and personality that you may change whenever you desire.

Like all wonders, it may be used by anyone who believes it should work. It never attracts Paradox and may be used as often as you want. You never need to charge it with Quintessence, but you may not draw Quintessence out of it either.

Should your phone be damaged, it will be returned to pristine condition the following morning. Should your phone be lost, stolen, or unintentionally destroyed; a replacement will appear in your Warehouse or Sanctum the following morning. Should your phone be willingly sold, destroyed or given away, it is gone for good.

You may purchase this perk multiple times.

Flaws

To make things interesting, you may take some voluntary complications, which should make your time in the World of Darkness harder - I mean more interesting.

You may either:

- Pick any one Flaw (for any value)

or

- Pick any number of Flaws (totalling no more than 7 FP/350 CP)

0 FP/0 CP Flaws do not count against either of these limits and you may choose to take any Flaw for less than the listed value.

Continuous Timeline (0 FP)
If you have taken any prior Original World of Darkness jumps, you may select this option to import that history and its effects on the world into this jump, even if those effects are concurrent. However, I strongly advise against directly interacting with yourself in such a way as to change your personal timeline. There is an old man named Wrinkle who isn't exactly thrilled by the idea of overlapping timelines in the first place...

Avatar Storm (0 FP)
For the duration of your jump, passage through the Gauntlet and Shroud are virtually impossible. If you start off-world (off Earth, in the Umbra), you are stranded there. If you start on Earth, you'll be staying on Earth. Most powerful Awakened are trapped off world, which may be a blessing or a curse for you.

Dead Like Me (0 FP)
If you should die, your jump doesn't end. Instead, you awaken in the lands of the dead as a new, naked Wraith trapped in her caul. You lose access to all your existing powers, your warehouse, and any of your other equipment for the remainder of the jump. While you do gain a Shadow, you may learn Arcanoi and nothing gained in the land of the dead may be transferred out of this jump.

If you transcend, you move on to whatever exists beyond the omniverse (as per Personal Ascension). If you are soulforged (in whole or in part), or are moliated into a drastically different form (such as furniture); you will be trapped in the World of Darkness for as long as you and/or it continues to exist. If you succumb to Oblivion, you will cease to be.

Any attempts to resurrect you will fail, though you may be able to figure out how to become Risen through other means.

Dreams of the Second Age (0 FP)
Before there was a World of Darkness...
There was something else...
Exalted.

In this jump, the Age of Sorrows (of Exalted) is the ancient history of the World of Darkness. Will Worker's Avatars are Sidereal shards, Hunters are the modern incarnation Solars, the Shifting Breeds are Lunars, Vampires are Abyssals, etc. You get the idea.

The exact details of how this plays out, and how much it impacts this jump, is up to you. You can go with the World of Darkness as normally seen in the Third Age, with this option just minorly informing the history of the world. Alternately, you could feel free to play out what the World of Darkness would look like if, when Hunters arrived, they came as Solars, and every other once-Exalt reawoke to their power upon the Solars arrival. Or maybe Exalts persisted into the modern era whole, yet were still somehow unable to alter the course of the world from its downward spiral into darkness.

However, unless you've already got Sidereal powers from a prior jump, your shard (and those of your companions) are worse (or at least very different) for wear - even if every other will worker gets esoteric mystic martial arts powers. This Drawback grants you no additional powers, other than possibly memories (if you have the Past Life perk).

Close Enough (0 FP)
They both say Mage and take place in the World of Darkness. What's the difference?

For the next ten years here, you will be experiencing a unique mashup of both Mage: the Ascension and Mage: the Awakening. You may pick and choose the specific details from each that are true, but you need to deal with whatever fallout may occur because of that.

One possibility is that Atlantean mages in their entirety exist in the original World of Darkness as a new set of factions with a specific paradigm. Another possibility is that consensual reality is a symptom of the Fallen World, and the Watchtowers are shining beacons toward true enlightenment.

Or perhaps a curious mage in one reality poked a hole in the barriers separating both worlds. Now said barriers are collapsing, and both worlds' realities crash into one another on their way to Oblivion. Or maybe you have something entirely different in mind. Whatever you choose, I'm eager to see it unfold.

Should you take Crossover, you'll need to integrate all the other miscellaneous supernatural critters from the both Worlds of Darkness in a similar fashion.

Homebrew (0 FP/0 CP)
Did you play any of the original World of Darkness games back before you started jumping? If so, I can drop you directly into the world of one of your Chronicles. I can even drop you into the shoes of one of your sleeper or Awakened player characters - you can afford it. Where applicable, you'll need to pay for any alterations to your starting time or place, sex, Arete/Enlightenment, spheres, etc. that are necessary to accurately reflect your player character.

J-Day (0 FP/0 CP, Restricted: Drop In)
As World of Darkness is a dark reflection of your home reality, you may enter this jump with your own identity, or rather a World of Darkness reflection of it. Your jump will start at the approximate place and time you departed on your first jump. You have access to all your original life resources: social network, financial assets, cars, housing, etc.

Save minor details, such as the brands of consumer products, and changes you've made to your body (Body Mod and gender alteration); your memories of your original life matchup nearly identically with how things are and have unfolded for your World of Darkness life. If you played and remember playing a lot of Vampire: the Masquerade in your home reality, you probably played a lot of Zombie: the Coil in the World of Darkness.

If you have made any changes to your body via Body Mod and gender alteration purchases, your World of Darkness identity reflects your new body and gender. Events in the World of Darkness do change based on your new form, but your past is sticky. Events in your World of Darkness history unfold as close as possible to the way events in your home reality history unfolded. When there is divergence from your home reality's history, events in your World of Darkness past will have conspired to occur in such a way as to push your history back in line with your home reality history.

Child (+2 FP/+100 CP)
Your starting biological age is now eight years old. If you take a non-human form, your base starting biological age is the equivalent of an eight year old human.

While you may age at a normal, human rate; you may not otherwise change your age. Similarly, you may not use any abilities that would make you appear to be a person, thing, or another being of an age older than eight + the total number of years you've been in the jump. Further, every being native to the setting will treat you as though you are the age you physically appear.

Crossover (+2 FP/+100 CP)
By default, the denizens of the World of Darkness mostly keep to their own devices. If you don't actively go poking your nose into vampire or werewolf business, they'll leave you alone. Even if you are a Technocrat, you will find that your assignments almost always involve other Awakened willworkers.

By taking this disadvantage, every type of being is actively engaging in the interests of all the others. I don't have the ability to acquaint you with all the various denizens of the World of Darkness, but you'll have to worry about vampires, ghouls, were-creatures, hedge mages, ghosts, zombies, fae, demons, mummies, a whole host of supernatural hunters of various stripes, and more.

If you are in a city, you will need to make arrangements with the local vampire Prince, or worry about her actively interfering with your work, or worse. If you are in any rural area, you'll need to avoid or appease local werewolves for violating their territory (just by existing there), or risk them hunting you down and eviscerating you. If you are ever seen warping reality in public, Hunters will actively stalk you and try to bring you down. If you are a Technocrat, you will frequently be sent to deal with supernatural beings of all varieties.

(In)Famous (+2 FP/+100 CP)
Choose whatever reason you want: everyone knows who you are. Save the most remote locations of the world, there is no place you can go where you will be unrecognized for the next 10 years. This drawback does not innately include any of positives aspects of fame/infamy, though it doesn't block any fame/infamy related advantages that you may have from, or be able to generate using, other sources.

Bard's Tongue (+3 FP/+150 CP)
For the duration of the jump, you cannot knowingly lie (through any medium) and, at the worst times, you will inadvertently reveal damaging information about others in public. Further, sometimes your communications are prophetic and become true. Unfortunately, such truths are never a net positive for you.

Curiosity (+3 FP/+150 CP)
Curiosity killed the cat, and it may end up killing you. Secrets draw you like a moth to a flame, without regard for your personal safety. If your jump into the World of Darkness was a horror movie, you'd be the person who argues for going to the place the wise old strange warned you about, who splits from the group to investigate the strange noise, and who would read the tome made out of human skin and inked in blood.

Hard Reality (+3 FP/+150 CP)
By default, the boundaries of what is considered coincidental in the World of Darkness is looser than your home reality. Consensual reality accepts any sort of effect that you would see on modern, mundane TV and movies. Superhero, science fiction, and fantasy genres are way out of bounds, but people buy effects mimicking what they have seen in most current day action movies, and procedural crime, legal, and medical dramas.

Unfortunately for you, consensual reality is now less forgiving than normal. In this iteration of the World of Darkness, sleepers believe hard in a mundane reality. Any effect that wouldn't be possible in your home reality is rejected by consensual reality and considered vulgar.

World of Darkness (+3 FP/+150 CP)
Welcome to the World of Darkness! Your life sucks, and there is nothing you can do during this jump to can change that. Absolutely nothing.

Regardless of your capability, you are an underachiever in all areas. Your performance at anything is mediocre at best, and you never get/got better than C's in school.

If you have a job, it is a lower middle/working class profession at best, you earn below the median wage for such work in your area, and you frequently work (unpaid) overtime. If you are in school, it is run down and lacks basic educational necessities. If you have your own or rent a dwelling, it is likely a cramped, run-down efficiency. If you share a dwelling, it is small and poorly maintained, and the room you share with at least one other person else is tiny.

Further, you have no close friends or family, and no meaningful social or professional network, beyond your companions, if any. For clarity, you may have friends, family, and professional contacts; but they aren't close to you. You may choose any reason for your isolation: it doesn't matter if they live far away from you, they don't like you, they are in prison, they died, or they never existed in the first place. The important part is that no one, save your companions if you have any, will be there for you when you need them.

You may choose if this flaw is due to your innate character issues, the general malaise of the world, or the specific actions of mundane or supernatural entities.

Hot War (+4 FP/+200 CP)
By and large, the Ascension War is a cold war. There are skirmishes here and there, but very little front line fighting. Then you selected this Drawback.

The Ascension War is hot. The Traditions, Technocracy, and Nephandi are engaged in open warfare. Vulgar will working is frequently being hurled in the streets in broad daylight, chantries and constructs are under siege, and entire realms burn on the Horizon.

The war pushes reality to its breaking point and consensual reality world wide becomes accepting of the sorts of feats you could find in low-level science fiction, urban fantasy, and horror genre works.

If you've taken the Hard Reality drawback, the exact opposite happens, and you can expect all sides, and possibly the entire world (and beyond), to be torn apart by rampant Paradox backlashes.

Jinxed (+4 FP/+200 CP)
You are unlucky. Everything you do goes wrong. Everything. Getting out of bed, you step on something pointy. Walking to the bathroom, you stub your toe. When you go to brush your teeth, the toothpaste squirts all over the place. The bigger and more important the thing you do, the worse it will go wrong.

Further, your bad luck isn't just limited to you. It impacts everyone in your immediate area, and everyone who is important to you. People who spend long periods of time with you may actually find that their luck has permanently changed for the worse.

Lone Wolf (+4 FP/+200 CP)
You are in this jump alone. You may not import companions, pets, robots, or similar entities into this jump using the Companion or Familiar options, Cosmic Warehouse Pods, or any other means. Further, you may not take any such entities from this jump when you leave. While you are in the jump, you will push away anyone who tries to get close to you and you live alone. You can make plenty of professional contacts and social acquaintances, but you cannot make any friends or build any meaningful relationships.

Nightmares (+4 FP/+200 CP)
You have horrific nightmares on a regular basis. At best, you fail to get a good night's sleep, or wake up screaming in a pool of your own sweat. At worse, you might actually start to lose your sanity, or end up dead.

In the World of Darkness, there are a number of beings which can enter or manipulate other's dreams. While your nightmares may just be your mind trying to deal with some horrible event in the past, they may very well be the purposeful the machinations of an intelligent being or beings.

If you do not sleep, you will find that the nightmares creep into your waking hours.

Ward (+4 FP/+200 CP)
Someone relies on you for support and has been entrusted to your protection - protection they will need. Forces conspire to do your ward harm - forces you will need to protect your ward from.

While your ward may be any (non-companion) being you choose, your ward is comparatively helpless, useless, or powerless in relation to your own abilities.

Should your ward be killed, destroyed, taken, brainwashed, or otherwise permanently damaged beyond repair or lost from you; you fail this jump.

The exact nature of the forces seeking to harm your ward are up to you, but they must be able to provide a meaningful challenge to you on a consistent basis for the entire duration of this jump. Depending on your abilities, your challenge could be as simple as making sure a child isn't taken from you by the Department of Child Services. Alternately, if you have great power, your ward may face the overt assaults and covert machinations of Descended Oracles on a daily basis.

Absentminded (+5 FP/+250 CP)
You are easily distracted, and tend to forget even extremely important information in sort order. Shiny objects and even your own daydreams can completely interrupt your train of thought and disrupt any activity you are working on. If you need to remember anything for any meaningful length of time, you will likely forget the information, even if it is written down. In fact, you'll likely forget that you've written it down in the first place.

Amnesia (+5 FP/+250 CP)
You will start this jump with no memory of who you are, and no knowledge of this or any past worlds. You still have access to all your abilities and equipment, but you will not know that you have said abilities or equipment. If you have any companions with you, they forget their memories of you, though they still retain any emotional connection they may have for you.

Pacifist (+2 FP/+100 CP or +5 FP/+250 CP)
For +2 FP, you cannot initiate any violent confrontation, and may only use violence proportional to the need to end a violent confrontation once it has started.

For +5 FP, you cannot engage in any violent confrontation of any kind, even if it would cost you or others their lives.

Physically Impaired (+1 FP/+50 CP per disadvantage, up to +10 FP/+500 CP)
Pick any major physical disadvantage you prefer: missing limb, missing/blind eye, deaf ear, missing nose, or missing tongue. For the remainder of the jump, you cannot replace the lost body part; whether it be due to mystical prohibition, rare physiological incompatibility, your stubborn refusal, or any other number of reasons.

You can take as many such impairments as you like for +1 FP/+50 CP each. Feel free to be Joe Bonham for +10 FP/+500 CP. I wouldn't.

Time of Judgement (+15 FP/+750 CP)
In an iteration of the World of Darkness, the world ended in 2004 during a year known as the Time of Judgment. Over the course of that year, pretty much every ancient prophecy regarding the end of the world came true.

While you don't have to have every ancient prophecy ever made about the end of the world come true (though you certainly may), you do have to pick at least one of the following from Ascension: The Earth Will Shake and/or Hell on Earth. The Earth Will Shake involves a planet-killer sized asteroid hitting Earth. Hell on Earth involves the Nephandi winning the (De)scension War and ruling over the burnt and charred remains of reality.

There is no limit to the number of world ending prophecies that you may choose to come true (so long as they don't contradict one another), and you are not limited to the prophecies from the World of Darkness.

The end of the world will occur within one year of the start of your jump. You cannot stop or avert the end of the world by any means. If you don't want to be immediately returned home when the world ends, you need to figure out some way to survive the end, and the following nine years.

Scenario: End Game

Are you sure you want to do this? Ascension is hard. Really hard. Like "I don't know how anyone would actually accomplish this." hard. Seriously. Trying to figure out how even I could accomplish these tasks stumps me. Good luck.

Congratulations! You have a chance to win yourself a Spark. All you have to do is get humanity to Ascend.

If, and only if, you choose to pursue Ascension; you are trapped in this world until your Ascension goal is achieved, you die, or you fail. Be careful purchasing drawbacks: purchasing certain drawbacks, or certain combination of drawbacks, may cause you to automatically fail.

You have three options for your Ascension goal:

1. *Oracle*: Rise to the cusp of personal Ascension yourself and then guide individuals one at a time to Enlightenment. You earn your Spark when every sleeper who exists or will ever exist has Ascended.
2. *Tradition*: Ensure that all (existing and future) sleepers Awaken and willingly choose to believe in, and actively abide by, the idea that each person should be allowed to experience and alter reality in their own way. Further, you must manage to achieve this task in such a way that reality doesn't, and never will, dissolve into nothingness, collapse into chaos, or crystalize into one solid consensual belief structure.
3. *Technocracy*: Without destroying individual choice, creativity, or the ability to Awaken; establish a perpetual system of belief to which every human being willingly subscribes and that maintains a singular consensus on the nature of reality. This system must be one that will never suffer a failure.

If the collective unconscious of humanity chooses (or is forced) to stay asleep permanently, you fail.

If you intentionally and knowingly directly or indirectly through action or inaction cause or allow a majority of sleepers who have been alive since the start of your jump to die when you could have prevented their deaths, you fail.

If reality is destroyed, unmade, or loses meaningful coherence; you fail.

Future

Go Home
Done with jumping? I'll return you home at the moment you left with everything you've gained so far. Your companions may come with you, or return to their own worlds at the moment they left, at your discretion.

Stay Here
Like it in the World of Darkness? You can keep everything you've gained so far and stay here if you want.

Move On
Ready to take everything you've gained so far and jump into a new world? I certainly hope so - I'm excited to see how you plan on entertaining me with your new powers!

Quiet Time
Giving up on reality? You can disappear into a reality of your own making. I hope you're sure about this, because there's no coming back from this...

Personal Ascension
You're ready to see what exists beyond the omniverse? No one has ever returned from what's beyond everything that is - if there is anything beyond this. Good luck.

Enlightened Willworking Post-Jump

Reality/Paradox/Scourge
Paradox only exists where consensual (contested) reality exists. If reality is not consensual, Paradox does not apply. While Paradox doesn't exist in settings without consensual reality, most higher level will working does require a basic or better understanding of your current universe's mechanics.

If you encounter a reality where there are one or more omnipotent entities that govern, rule, or protect said reality; they may be able to fairly freely play with your will working as they see fit. Whenever you use Enlightened will working gained here, said beings may choose to intercede and take any action (positive or negative) they feel are appropriate in response.

Matter
If you want to create persistent objects (objects that continue to work without you constantly willing them to), you need to understand how those objects work. For example, creating a persistent computer or scrying device a high tech or magical setting requires that you understand how to build

such a device that would work in that universe. Otherwise, you may just end up with a fancy paperweight.

Prime
Just as there are many different ways of viewing Quintessence in the World of Darkness, there may be many different forms Quintessence takes in other realities. There is no guarantee that Quintessence will exist in a form your paradigm understands, and, in some cases, it may not naturally exist at all in that reality.

Spirit / Dimensional Science
If other worlds/dimensions exist, how such worlds/dimensions are arranged, how thick the barriers between the worlds/dimensions are, what (if any) consequences may result from traversing or breaching said barriers, and whether or not there are spirits and/or extra dimensional entities in those other worlds/dimensions will vary from reality to reality.

Time
Depending on how time works in a reality, you may find it easier or harder to move forward or backward in time. One of the big reasons Awakened will workers may not be able to go back in time very well is due to the collective belief of 7 billion people in history as-it-is. Without this restriction, traveling into the past may be easier. However, if you travel to a reality where the Many-Worlds Interpretation of quantum mechanics is true, travelling into the future may be harder (and require the assistance of Entropy to navigate effectively).

Additionally, the time of different realities may have different levels of 'firmness'. Some realities have 'sticky' time, where future events will try to self correct if past events are changed. Others will suffer dramatic butterfly effects if even the tiniest historical detail is changed. Yet others may have hard determination, where everything you are going to do is what you will always have done. Additionally, some realities may support time-paradoxes (such as traveling back in time and killing your past self). Meanwhile, creating a time-paradox in other realities may cause time to break, or cause reality cease to exist altogether.

Magic
Magic in other realities may present issues of its own. While scientific understanding mostly holds true across realities, many realities that have magic actually use that term to talk about wildly different (super)natural systems. Is mana a form of Quintessence? Or is it (or magic itself) a force? Is a potion of liquid mana a type of Tass, or is it just matter? Is Enlightened Will Working the same as magic in that reality, or is it something different?

I can't answer these questions for you jumper. You will need to figure answers to these questions, and more, on your own. Good luck!

Notes

The Golden Rule

> 'Remember that in the end there is only one real rule in Mage: there are no rules. The story is the thing. Fashion this...into whatever you need it to be - if the rules get in your way, then ignore or change them. In the end, the complexity of the...world cannot be captured by rules; it takes storytelling and imagination to do that. Indeed, these rules are not so much rules as they are guidelines, and you are free to use, abuse, ignore, or change them as you wish.'
> -*Mage: The Ascension*, 2nd Edition, pg 83

At the end of the day, Jump Chains are a single player experience, and you should be having fun. If you don't like something that I've written, please feel free to ignore or alter it to meet your needs. You do you.

Shout out to Zediekiel and Mage: The Awakening

If you haven't seen Zediekiel's Mage: The Awakening jump, I highly suggest giving it a read. I really enjoyed his take on Mage: The Awakening, and felt he did a great job capturing the themes and feel of the setting material. I can only hope I have done half as good a job with this jump as he did with his.

Regarding Other Mage: The Ascension Jumps

I believe there is an unwritten rule that people should not make another jump for a setting that already has a jump. I don't really care if anyone makes another Mage: The Ascension jump, so long as that later author also doesn't care if anyone else makes another Mage: The Ascension jump. I don't see how having more options in this case is a bad thing, and, if you can make a better jump than I, I certainly want to see it.

Further, I suspect that, at some point, I'll move on and I won't be actively maintaining this jump. At such a time, it would certainly be better for someone (else) to pick up the reigns and maintain this jump, or create a new one to replace it.

Having said that, if your issue is a minor one with my jump, I'd be appreciative if you tried to reach out to me first before cloning my jump and making the change yourself. Of course, if you can't reach me, or I'm being an exceptionally Poor Dick about whatever the issue is; you should do what you feel you have to do to make a good jump.

Choice. The Problem is choice.
I lied. There is a third choice.

Arete/Enlightenment reflects a jumper's actual Enlightened understanding. It is possible that a jumper could arrive at this jump with a complete understanding of how the reality of World of Darkness works, and has the capability to fully internalize and actualize that understanding. In such a case, the jumper would be fully Enlightened (Arete/Enlightenment of 10).

If such a jumper wants to maintain their Enlightened state, she may choose to remain **Enlightened** instead of becoming a **Sleeper** or newly **Awakened**. Her Arete/Enlightenment is 10 and she may start with 1 rank in any number of spheres. She gains no FP/CP unless she takes Flaws and must choose the Drop In Origin. This is the only way the jumper may maintain her pre-existing Enlightened state. Choosing any other option (**Sleeper** or **Awakened**) will result in the jumper's Enlightened state being forcefully lessened to the level she purchases at the start of the jump (via Arete/Enlightenment).

Why is this choice all the way here at the back of the jump? Because it really only applies to a small edge case of jumpers - those who already understand how the reality of the world of darkness works and can actually internalize and actualize that understanding. If you think it's easy, or not a big deal, you are likely either exceedingly special or mistaken.