The Shadowhunter Chronicles JumpChain

By QafianSage

A world of angels, demons and stranger things, and a frankly impressive amount of people who fall into some combination of ‘handsome’, ‘hot’ and ‘troubled’.

These works are set in a universe where beings from beyond our own dimension, demons and angels, have intruded upon it and created lines of descent which exist today alongside ‘mundanes’ (normal humans) in secret. A race of humans who possess angel blood, the Nephilim - or ‘Shadowhunters’ - patrol the Shadow World and prevent demons as well as Downworlders - including warlocks, faeries, werewolves, and vampires - from attacking the mundanes. There is an uneasy peace, a treaty known as The Accords, between the governing body of the Nephilim, known as the Clave, and the Downworlders, not all of whom want peace or respect the Clave's authority.

Take 1000 CP.

Age and Gender

You may choose your age freely as appropriate to your species, but should generally be at least 15. You may choose your gender freely as well.

Time and Location

Choose one of the following eras, and one of the following locations. If you roll a d4 to choose your era, you may gain 100 CP.

1. **1878:** You begin in London in the Victorian era of the *Infernal Devices* series. This story is centred on the warlock Tessa Grey and the exploration of her peculiar, mixed heritage.
2. **1903:** You begin in Paris during the Edwardian era of the *Last Hours* series. This story is focused on the children of Tessa Grey.
3. **2007:** You begin in New York City during the era of the original *Mortal Instruments* series, in which Clary Fairchild discovers her Shadowhunter heritage, becomes embroiled in the Shadow World and confronts various dark forces, as well as navigating a complex web of relationships.
4. **2012:** You begin in Los Angeles during the era of the *Dark Artifices* series, during which Emma Carstairs discovers the true nature of the *parabatai* bond.

Origin

Choose one Origin. Any Origin may be taken as a Drop-in.

Mundane (+100 CP)
You're an ordinary person, without magic of your own beyond perhaps a minor gift or two, but not directly involved in the dangerous Shadow World either, and without its biases and allegiances.

> *You're a normal, bog-standard human without any special magical abilities.*

Vampire
You are a person infected with a demonic disease from drinking the blood of a vampire, then dying. You still have your soul, but are a form of undead being who requires blood to sustain yourself. You gain many benefits from your condition, including great strength, speed and other abilities, but also suffer several drawbacks as well.

> *If you are a vampire, you are an undead, immortal being without a heartbeat, gaining enhanced vision (particularly in darkness), increased resistance to cold and heat, and enhanced strength, stamina and speed, but must drink blood to sustain yourself, are vulnerable to holy objects, are vulnerable to silver and will burn in sunlight.*

Werewolf
You are a person infected with a demonic disease, either through being bitten or scratched, through a spell or through inheritance. You spend most of your time appearing like a normal human, though you have various benefits and brighter eyes, but on the nights of the full moon you undergo a painful and involuntary transformation into a wolf-like creature.

> *If you are a werewolf, you have enhanced senses, brighter eyes (usually green, blue or yellow-gold), accelerated healing and increased strength, speed and stamina, are vulnerable to silver and suffer increased emotions which can lead to violence.*

Shadowhunter (100 CP)
You're a Shadowhunter, a demon-hunter enhanced by drinking from the angelically-blessed Mortal Cup or descent from someone who did. Your people have a homeland hidden in the Alps between Germany and Switzerland, and consider themselves to have a holy mission to protect the world from demonic incursions.

> *You're one of the Nephilim, capable of both drawing and safely bearing angelic Marks. You have a normal human lifespan, but are resistant to demonic influence.*

Warlock (100 CP)
You are the child of a demon and a mortal being, infertile but immortal save to violence, possessing some inhuman mutation, and capable of versatile magic whose power depends on that of your demonic parent, but which can have negative side-effects due to its demonic origin.

Your lifespan is indefinite unless you are killed by some outside means, but you can 'petrify' if you find yourself consumed by ennui - not literally, but becoming steadily more listless and detached from life until you finally become comatose. You are vulnerable to angelic power, but can cast magic which draws upon the power of the Void.

Faerie (100 CP)
You are one of the Fair Folk, a faerie whose origins lie in strange and mysterious Undying Lands. You are immortal, one of many different kinds - anything from unicorns to yokai - and possess strange magic and powers based on bargains, deals and contracts. Your kind are said to descend from the matings of angels and demons, but the truth is difficult to tell. You are not necessarily part of either the Seelie or Unseelie courts, but neither like leaving fae outside of their allegiances.

You are immortal unless you are killed by violence or choose to die, have inhuman grace, strength and dexterity and much of your magic is only poorly resisted by either demonic or angelic powers. However, iron harms you with its touch, holy water can poison you and make you sick, and knowing your true name gives a person power over you.

Perks

General Perks

The Sight (Free)
The single most common magical ability, the Sight is the ability to see through Glamours - concealing illusions of many kinds - to a thing's true nature. A Sighted being might be able to see the true shape of a faerie, look past the illusionary dilapidation of a Shadowhunter Institute or even see ghosts and spirits, should they choose to reveal themselves. The Sight is not simply a binary, however. Even Sighted individuals can still be fooled by especially strong glamours, or by seeing what they expect to see rather than what is really there. In future jumps, this will allow you to see through simple or casual illusions and magical concealments, as well as to perceive spirits that don't have some special means of becoming even more difficult to perceive.

For an additional 100 CP, free to Faeries, your Sight is significantly strengthened, such that you can clearly see through all but the most powerful glamours, perceive ghosts and spirits even when they do not wish to be seen and even gain a form of extrasensory perception which allows you to weakly sense the presence of magic in general. This applies in future jumps as a similar ability to pierce illusions, glamours and magical concealment, as well as the ability to see spirits for what they truly are. This effect can also be achieved by Shadowhunters through the use of a Voyance mark, and by other types of being via magical tools or spells.

The Look (100 CP)

Your appearance is remarkably attractive to those who like your kind of look. If you've got that hunky bad-boy look going, you could rock a biker jacket like no other, while if you look more like the cute, nerdy type, people will judge your looks as the sweetest cinnamon roll. Scars, tattoos, mutations and other oddities tend to make you look exotic and interesting rather than interfering with this impression, and in general you're physically fit to be the object of a YA romance novel.

Practical Skills (100 CP)
Even while vampires and werewolves and demon-hunters fight in the shadows, life goes on and not everyone can make a living from magic. Whether it's your actual job or just a hobby of your immortal life, you've picked up a mundane skill at a professional level, from car mechanics to fine art to the legal expertise of a lawyer. If you so choose, you may also have a steady career which makes use of this skill, giving you an appropriate income so long as you actually do the work. You may still get fired (or, if you're self-employed, lose reputation) if you break off the work for an extended period, but other than that you can count on stability.

Whether or not you choose to take this background option, you will always be able to prove your expertise in this skill (even in future jumps, where your diplomas or other qualifications will update to an appropriate equivalent), and will have good luck in finding employment with it.

This perk may be purchased multiple times, each time granting an additional skill. You can take additional careers as well, but it might be tricky to balance them all.

Cross-Breed (300 CP)
Although the separations between the different categories of supernatural beings hold true in most cases, they're not ironclad. You're one such exception. Pick an additional Origin; you gain all discounts and freebies from that Origin, and belong to both 'species'. If the Origin has a CP cost or gain, ignore it. Perhaps you're a Shadowhunter with faerie ancestry, or a warlock who became infected with lycanthropy. You have the weaknesses and the strengths of both - a werewolf Shadowhunter would be vulnerable to silver, for instance, but could bear Marks. However, your basic natures have found some kind of harmony. To continue the werewolf Shadowhunter example, your angelic blood wouldn't burn out the demonic disease. How this came about is anyone's guess, but magic is often a mysterious force.

If one of the chosen options is Mundane, you remain your supernatural species, but have a particularly strong connection to the mundane world.

Mundane Perks

First Impressions (100 CP; Free Mundane)
You're very good at making a positive first impression, whatever form that may take. You tend to come off well to people you meet, and even if you're found in a compromising position - like sneaking around a magically-concealed hideout - you've got at least a chance to talk your way out of trouble. Whether that means convincing people you're basically harmless, on their side, or at the very least someone they should imprison for questioning rather than just kill, you've got a chance to do it.

This perk makes you particularly good at covering up any problems with a normal person knowing about secretive supernatural dealings. Groups who would normally be inclined to kill you to keep their secrets would tend towards lesser means by default, like memory-wiping or trying to trick you into thinking you saw nothing, while those who would go for more mild means in the first place can usually be talked into making an exception.

Quick Thinking (200 CP; Discount Mundane)
When you're just some guy stumbling into a hidden world of supernatural danger, it's good to be able to think on your feet. Fortunately, you are. You can keep your head and think fast in stressful situations, and pick up new information very quickly; for instance, quickly working out what a magical rune does or the way a demon tends to attack. Furthermore, you're great at improvising solutions to problems on the fly, often via unconventional means. Faced with a vampire? The cigarette lighter and deodorant in your bag will give you some fire to use. Need to use your angelic Marks for something none of them directly do? Given a few moments you can probably think of some combination which will at least get close.

Unbound (400 CP; Discount Mundane)
You may not have magical powers or the backing of ancient organisations of supernatural beings - but on the other hand, you don't really have their problems either. With this perk, you are very good at slipping beneath the notice of major powers, especially those who deal with concerns 'above' yours. In this world, presuming you're a Mundane, that mostly means the Shadow World and its denizens; unless you intrude into their doings and machinations, they'll leave you alone. In future worlds, this might let you stay under the radar of powerful sects, or just keep a quiet little farm out in the countryside while empires go to war. This won't protect you from things which affect a whole region you just happen to be caught in, but it will keep you from specific attention.

If you do insert yourself into such greater matters, you can generally count on them considering you a neutral party not aligned to one side or the other, unless you declare such allegiance yourself - you won't be boxed into an alliance by others' expectations. On the one hand this means you usually won't have much protection unless you seek it out yourself. On the other, it can give you a useful position to work from to bring groups together or to act as a go-between.

Witchcraft (600 CP; Discount Mundane)
Maybe you don't have magic of your own, running in your blood - but that doesn't mean you *can't* use magic. It just takes a little creativity. You have an extensive grasp of witchcraft, the art of borrowing power for your own ends. Whether or not you have any inherent magical abilities, you know all kinds of means of making use of the power of others. The blood and other body parts of magical beings are especially useful, and can often be made into items of power (e.g. using a Shadowhunter's blood in the ink for tarot cards or winding a werewolf's hair into a bracelet which causes your wounds to heal faster), but you might also tap a convergence of ley lines to empower a spell, bargain with a faerie or demon for power, smash a witchlight to create a burst of anti-demonic light, and perform other such tricks. This kind of magic often has side-effects, is rather unpredictable and requires a great deal of work, but its potency isn't dependent on your own power, but only on whatever source you can find to draw upon, and you're not restricted to only one variety of power. You've a similar level of expertise in combining disparate magic systems to make use of their interactions -

this won't prevent mutually-exclusive magics from reacting badly, but you're good at working out a way to make them work together regardless.

In future jumps, you have a similar talent for finding ways to access magic through unconventional means. Given long enough, you can find back-door means to access even the most restricted kinds of magic - though there's no guarantee those means will be easy, ethical, safe or efficient.

Vampire Perks

A Bite to Drink (100 CP; Free Vampire)
What would a vampire be without their fangs? Yours are sharp and extremely hard, able to easily pierce the skin to allow you to feed. Feeding in this way gives you a rush of energy and vitality, accelerating your healing and temporarily increasing your strength. Your saliva acts as a potent muscle-relaxant and euphoric, allowing you to easily subdue mundanes to feed upon, though this is much less effective against other supernatural beings, and particularly Shadowhunters and similarly-blessed individuals. Most vampires would have to practice to resist the rush of feeding to spare their victims, and to master the retraction of their fangs, but you've mastered these skills from the beginning.

Beyond this, the blood in your veins also has mystical properties. Fed in small quantities to a mundane, this blood will create a 'subjugate' - a person near-irresistibly drawn to vampiric blood, especially that of the one who fed them. Subjugates are docile and loyal to the one who fed them the blood, making them excellent sources of blood in turn, but suffer some discomfort in sunlight. If a person is killed with sufficient vampiric blood in their veins, they will rise again as a hungry proto-vampire; a 'fledgeling'. The fledgeling must feed on significant amounts of blood within a day or die for good, but if they drink enough human blood they will complete their transformation and become a vampire - though their obedience from being a subjugate will no longer hold true.

If you're not a vampire, you instead gain a set of ten vials, five containing vampire saliva and five containing vampiric blood. These replenish every week.

Shapeshifter (200 CP; Discount Vampire)
Like Dracula in the novel, you've learned to harness the demonic power in your blood to transform your body. To begin with, you can transform yourself into a bat or a rat; not very useful for fighting, but excellent for hiding, spying and escaping. With time, you'll learn to go further, transforming into swarms of bats or rats, or even into scintillating mist or dust to slip through keyholes and escape cages. While in this intangible state you can't be harmed by mundane sources, but magic like a warlock's spells or a seraph blade can still hurt you. Eventually, you might even learn to mingle your forms, giving yourself great bat-wings in your human form, or momentarily shift a part of yourself to mist to evade a blow.

If you're not a vampire, you've learned to imitate these transformations by some other magical means, like an enchanted amulet.

Encanto (400 CP; Discount Vampire)

You've learned to make use of the *encanto*, or the 'fascination' of a vampire. With this magical skill, you can use soothing words and prolonged eye contact to put others into a hypnotic state. This can even work on Shadowhunters, though their Marks and training can help them resist, while subjugates are especially vulnerable. Sufficient willpower can help to resist, while breaking off the process midway causes the victim to 'snap out of it', though any previous compulsions remain in place.

Once hypnotised, victims can be convinced to do, believe or remember almost anything. Memories can be altered, loyalty created or eroded, instructions given and then forgotten until they're needed, and more. This can also be used to counter the effects of other hypnotic or mind-controlling abilities. With time, care and a little creativity, you could spread your webs of control wide. At present, your abilities with this compulsion aren't strong enough to create permanent alterations; your hypnotic effects will only last a month or two unless you renew them. With time, though, you'll learn to bend minds to your will, and become able to hypnotise the weak-willed with merely a glance, though you'll always need to convey your instructions in words by some means.

If you're not a vampire, you've learned how to replicate these hypnotic effects through some magical means, such as a warlock-enchanted tool.

Daylighter (600 CP; Discount Vampire)
Not a mere Child of the Night, you've become a daylighter by drinking angelic blood. The first effect of this is that you are released from all the curses of your condition, save for the hunger for blood. Sunlight and other forms of blessed light will not hurt you and fire, silver and holy items will not harm you any more than they would a mundane. Destroying your heart, decapitating you or exsanguinating you will still kill you, but anything short of this will simply result in your slow regeneration.

The second effect is more spectacular. By feeding your blood to the recently-dead (within the last day or so) they will return to life, their wounds healing for a short time as if they were a vampire. You can also heal wounds by pouring your blood over them, causing them to knit together at great speed.

Finally, your blood contains great amounts of power, which can be harnessed by those with appropriate means. This would be easiest for one skilled in the magic used by warlocks and demons, but in theory it may be possible to develop angelic Marks which can draw on this power to supplement their own.

Werewolf Perks

Nose for Trouble (100 CP; Free Werewolf)
When you spend all your time around people with an emotional hair-trigger, it pays to pay attention. Fortunately for you, a combination of keen senses and keener empathy mean you have an excellent ability to read the emotions of those around you, and suss out the dynamics within groups. This won't particularly help you in picking up formal rules, but all you'll need is a glance around a room and maybe a sniff of the air and you'll have a good idea how people feel about each other, unless they're doing a damn good job of hiding their

feelings. As a side effect, this also makes you very good at working out when someone's lying to you.

Controlled Shifting (200 CP; Discount Werewolf)
All werewolves change under the light of the full moon, but one of the most essential skills a lycanthrope can learn is how to control that change. You can change into the form of a wolf at will, either a normal-sized wolf or one closer to the size of a full-grown man. More than this, though, you've learnt to create partial transformations in yourself. You could turn your nails to claws, transform your eyes to better see in the dark, or gain a wolf's sense of smell even in your human form. This control of your shapeshifting can, with time, be extended to other forms of shapeshifting as well.

If you're not a werewolf, you don't gain any particular shapeshifting ability, but any shapeshifting abilities you already have are enhanced, such that you can perform partial transformations as described above.

Praetor (400 CP; Discount Werewolf)
Beasts. Monsters. Savages. That's how downworlders, and particularly werewolves, are looked upon by the Shadowhunters. And yet it was werewolves who created the Praetor Lupus; the largest organisation of downworlders, dedicated to helping other downworlders find a place in the world. You have all the skills necessary to help in this grand mission. You're an expert at coaching others through controlling and managing any urges and addictions they may have, whether supernatural or mundane, and have just as much control yourself. Furthermore, you're excellent at establishing and running groups and organisations, both persuading people to join, and all the little details and problems of keeping them going, from finances to managing interpersonal conflicts, though you work better with smaller and more informal groups, like werewolf packs or cohorts within a legion, as opposed to grand corporations. Given these skills, you could quickly rise to prominence within the Praetor Lupus.

Great Beast (600 CP; Discount Werewolf)
The demonic disease which runs in your veins is far more powerful than that of the average werewolf. Perhaps this is just some freak of circumstance, or perhaps you were involved in a ritual to summon up the same ancient demon who gave rise to werewolves originally, but whatever the case you are to other werewolves as they are to mortals. Your strength, speed and resilience are greatly magnified, making you an even match in human form for three experienced Shadowhunters, or in your wolf-form for twice that. Your regenerative abilities are likewise enhanced; an inch-deep cut will seal in under a minute, and if you were to lose a limb it would grow back within a week. Even wounds dealt by seraph blades or silver will heal, albeit only at the 'normal' rate for a werewolf. Finally, your resilience is such that unless you are decapitated or your body totally destroyed, you will eventually regenerate to full health. Even if you were cast into the sea and weighted down with concrete boots, your regeneration would simply keep you alive until you could break free - though it certainly wouldn't be a fun experience.

Shadowhunter Perks

Marks of Raziel (100 CP; Free Shadowhunter)

You bear all the common permanent Marks of a Shadowhunter, and have knowledge of common and frequently-used Marks, such as general combat Marks and the *parabatai* Mark, as well as how to draw them quickly and efficiently with a stele. The primary Marks you bear are:

- The Voyance Mark, which enhances your Sight (or gives you the Sight if you don't have it already).
- The Enkeli Mark, which grants you resistance to demonic powers and corruption, and helps you to channel angelic energy into weapons to prevent demonic healing.
- The Fortitude Mark, which increases your resistance to pain and bolsters your will to resist both suffering and mental or spiritual assaults.
- The Mnemosyne Mark, which enhances your memory and recall, though not to the point of full eidetic status.
- The Strength Mark, which increases your physical strength and helps you maintain fitness. More versions of this Mark may be applied later to temporarily boost your strength to greater heights.
- The Equilibrium Mark, which gives you perfect balance and bolsters your coordination.
- The Agility Mark, which increases your reflexes and your ability to quickly process information.
- The Compass Mark, which gives you a constant sense of the four cardinal directions.

If you're not a Shadowhunter yourself, and therefore cannot draw or bear the Marks, this Perk has a different effect. Instead of giving you Marks to bear or draw, you instead gain knowledge of all of the common Shadowhunter marks, their effects and weaknesses, and know how to exploit those effects.

In either case, you also gain a steady hand, such that you can precisely draw (or copy) Marks or similar runes even in stressful situations like combat, and as a side-bonus become excellent at sketching and drawing.

Well-Trained (200 CP; Discount Shadowhunter)
You've been extensively trained in acrobatics, gymnastics and, above all, hand-to-hand combat. You're an expert martial artist unarmed, and with most melee weapons you're a terror to behold - even without the help of the Marks of Raziel to elevate your physical abilities even higher. More than that, you know the names, powers and weaknesses of different types of Downworlders and the majority of the myriad species of demon. Only truly rare breeds will catch you off guard, so long as you can work out what they are.

In addition to this, you know how to effectively make use of the holy seraph blades, weapons made from adamas, and which can be activated by calling an angel's name to deal permanent damage to demons. The heavenly fire which empowers the blades burns them out soon after, but you know how to make the best use of this brief moment, and even some other tricks, like how to use four blades in a simple ritual to create a Malachi Configuration (a dangerous forcefield to imprison a target). If you're not a Shadowhunter you can't activate them yourself, but you know all their advantages and weaknesses.

Esoterica (400 CP; Discount Shadowhunter)

You know and can draw all of the Marks known to the Clave and recorded in the Grey Book. This includes the Marks which allow the Iron Sisters and the Silent Brothers to do their work (the Marks which create the holy fires necessary to forge adamas, to survive those same fires, and which allow one to use more powerful and esoteric runes to achieve more complex and nuanced effects), as well as various strange and complex Marks used in magic such as powerful, large-scale wards and glamours, the Marks used to create entrances to the Silent City across the world, and the Portals (though in that case in collaboration with Warlock magic). Note that this doesn't allow you to replicate the Demon Towers which protect Alicante from demonic incursion; those were created directly by the angel Raziel. It might be possible to eventually learn to do so with both this perk and **Blood of Angels,** however.

In addition to the knowledge of the relevant Marks, you also gain an understanding equal to an experienced Silent Brother in how to combine and manipulate Marks to produce complex effects and rituals to the extent that the Clave has knowledge of - for instance, making Sensors - and the skill to forge and re-forge *adamas* and seraph blades, as well as various other artefacts of Shadowhunter artifice.

Uniquely, you also possess knowledge of Marks which allow one to perform those same duties without permanent transformation. These Marks can be taught to and used by others, however while they are in effect you temporarily transform in a similar manner to the mysterious orders of the Clave. Attaining the extreme longevity of the Brothers and Sisters requires a permanent transformation.

If you're not one of the Nephilim, you know these Marks and skills and can teach them to others, but can't use them yourself. Still, there are advantages to knowing the esoterica of angelic magic.

Blood of Angels (600 CP; Discount Shadowhunter)
Like Jace Herondale and Clary Fairchild, you have through some means found the angelic blood of your Shadowhunter heritage or ascension boosted. Perhaps experiments were performed upon you or a parent, or perhaps the Mortal Cup for some reason apportioned you greater blessings than others. Whatever the case, this has granted you a number of benefits.

Firstly, your physical abilities are enhanced. Even without the use of the common Shadowhunter Marks, your strength, speed, stamina and grace are greatly increased, approaching the peak of human capability without particular specialised training. With those Marks you could imitate the feats of Jace Herondale, such as leaping thirty feet in the air from a standing start.

Secondly, and perhaps more profoundly, the angelic blood in your system has granted you a subtle but powerful link to the angel from which it came. This link can grant you occasional, often-unclear glimpses of the future or present in your dreams, but also opens the full angelic language of Marks to you. At a basic level, this grants you an almost-instinctive ability to draw Marks you learn of, as if reminding yourself of them rather than drawing them anew. However, in your dreams you occasionally see new Marks, ones not included in the Grey Book or given to Shadowhunters as a whole, and with practice can learn to intuit the shapes of new Marks based on concepts or ideas. This takes time and effort to become

proficient with, and even with such practice it'll take a little trial and error to hit upon truly-new Marks, but this still gives you the potential to greatly innovate upon the magic open to the Shadowhunters and the Clave.

If you're not a Shadowhunter, this perk will do nothing for you in this jump, until and unless you can become one of the Nephilim. If you take this perk you are assured to survive Ascension through the Mortal Cup, and will gain its benefits upon doing so. If you have this perk and have not attained Ascension by the end of the jump, you will become a Shadowhunter then.

Warlock Perks

Void-Touched (100 CP; Free Warlock)
There is a power in your blood from outside our world - and that has its perks. Your body is a channel for the energies of the Void, allowing you to use simple gestures and incantations to cast similarly-simple spells. Though these magics will impress mundanes, they're relatively commonplace by the standards of the Shadow World. That doesn't mean they're not useful, however. You're capable of all manner of basic spells - you can cast bolts of fire, electricity or poison to attack, create simple glamours, heal relatively light wounds, and other such things. With more time, effort and preparation, like incantations, demonic runes and similar, you can create minor enchantments such as animating objects to serve a purpose, or infusing magical power into liquids to create magical potions.

If you're not a warlock, you can't easily cast this magic yourself, but you have knowledge of how it works and how to counter it. You might know that adding an extra rune to an alarm-spell carved into a door will cause it to deactivate without sending a warning, or the best way to deal with a flame-slinging warlock. If you can find a source of demonic power - a demon's blood is an option - you might even be able to perform some forms of ritual magic yourself.

Ritualist (200 CP; Discount Warlock)
You've advanced further in your studies of demonic magic, and know a wide variety of spells of greater power, able to accomplish more impressive effects - up to and including summoning many lesser types of demon. However, most of these spells require rituals, carefully-written runes and lengthy incantations to cast. Fortunately, you've a real talent for ritual magic. You can keep dozens of complex steps in your head, perform them accurately every time, and pronounce even the eldritch words of demonic languages correctly with only a little practice. You can maintain this kind of discipline even in stressful situations, or when under fire, and as a bonus your pronunciation is on point - even in the middle of a combat situation you can get eldritch incantations right.

Additionally, this perk gives you a little more leeway in ritual magic than others would enjoy. If a ritual demands uninterrupted chanting, you'd be able to get away with breaking off for a couple of moments to blast someone running at you or similar. If a slightly mis-drawn rune would normally cause disaster, for you it'll only cause a bit of a negative effect on the spell. This leeway is limited, but even small things can make a big difference in magic.

Synergist (400 CP; Discount Warlock)

Like how Magnus Bane worked with a Shadowhunter to create the portals, you have an impressive instinct for synergising even mutually-exclusive forms of magic, bringing different elements, spells and workings together to create something greater than the sum of their parts. This can apply in the moment, for instance combining a spell of atmospheric transmutation with a fireball to create an explosion, or in longer-term workings, rituals and crafting projects. This doesn't let you merge completely opposing forms of magic into a single spell - Shadowhunter Marks and warlocks' demonic spells will still reject one another - but you can combine them into parts of a whole and greater working.

High Warlock (600 CP; Discount Warlock)
Like Magnus Bane, your demonic parent was a Greater Demon or a being of similar power, and some of that power has been passed to you. Your personal pool of energy for casting demonic spells is significant, allowing you to easily perform more powerful magic without requiring complex rituals, runes or lengthy incantations to draw further power from the Void, though you do have limits. Furthermore, you gain a great talent for both learning and inventing demonic magic; you grasp its concepts quickly and almost-instinctively, allowing you to advance in such studies at about twice the speed of others. Given the indefinite lifespan of a warlock, who knows how much magical lore you could accumulate - and how much power you could wield?

Faerie Perks

Wordplay (100 CP; Free Faerie)
Given that most of the faerie folk can't lie, a faerie who didn't know how to use their words carefully would quickly find themselves in dire straits. Fortunately for you, you're an expert with the kind of clever wording the fae delight in. You always say exactly what you intend to and nothing more, and are an expert at getting others to think you're implying things you haven't actually said. It's easy to keep yourself afloat in the day-to-day politics of Faerie, and you can hold your own even when dealing with the high nobility of the Courts.

As a side effect, you'd make a really great contract lawyer.

Enchantment (200 CP; Discount Faerie)
There's no more enchanting folk in the world than the folk of faerie. You're skilled in the lesser magics of Faerie, able to perform all manner of minor tricks and miracles. First and foremost you have a great deal of skill with glamours, and are adept at making things appear other than they are, or causing even supernatural beings to overlook them. Secondly, you're able to back bargains and deals - even implicit ones, like accepting hospitality - with magic, such that curses will fall on those who break faith with the deal. Thirdly, you're able to work all manner of minor enchantments by making or working with things, whether baking emotions into cookies, forging a sword that loves you, returns to your hand and can't be used against you, or blessing a house by helping to clean it.

Finally, you're able to make bargains and pacts with all manner of things in order to command their services. This is simplest with thinking beings, where this is essentially a magically-enforced contract as described above - for instance, you might make a bargain with a troll that you can call upon them in battle in exchange for them being able to eat the dead in any such battle - but you can make such deals with inanimate things as well. At the

most simple level, a faerie might deal with an element, promising some of her power to it in exchange for being able to use it - spending her magical energy to conjure fireballs or call up walls of water. If the faerie doesn't want to bargain with her magical power, though, she could make other deals. Perhaps protecting a river from pollution allows her to command that river. All this magic is open to you - so long as you can hold up your end of the deal.

Beauty and Grace (400 CP; Discount Faerie)
The fair folk aren't idly named. Though some among their number are hideous, many are radiant beyond mortal imagination. You are such a one. Whether your appearance is hideous or wondrous, its very presence is a kind of enchantment. To look upon you is to feel the emotions your appearance evokes, whether those be adoration or terror. The strong-willed can resist acting upon these impulses, but they exist nonetheless, and you are very good at exploiting them. Like any other enchantment, you can control this one, weakening it at your will, or altering its effect with your appearance. Even if you're beautiful, by taking on a fearsome appearance (e.g. by wearing terrifying armour, coming from a battlefield covered in blood) you could evoke terror.

And speaking of battlefields, even amongst the hosts of faerie your prowess in battle is prodigious. You have the skill of a century or more with your chosen arms and armour, able to perform feats worthy of the legendary Fianna. Your coordination is inhuman, your balance is sufficient to fight on a tightrope, your awareness would let you sprint across a field of thrown spears unharmed, and your speed would let you do so at a pace equalling an Olympic sprinter as if you were merely running normally. It would take a master Shadowhunter enhanced with the best Marks of his kind to face you one on one, and even then you would have the upper hand.

Old Magics (600 CP; Discount Faerie)
Not for you the bargains and deals of lesser fae. Yours is the inheritance of old, the power that fills the skies of Faerie and runs in the veins of the Earth. It's not easy to use this power, often requiring a great deal of work, but its effects are tremendous. With this magic you could open up new ways between Faerie and the mundane world, transform and control the landscape and time-stream of Faerie or similar half-real worlds or overlap sections of the real world with Faerie. With more time, you could create feats of great enchantment, forging magical blades comparable to Excalibur, or blessing a kingdom with prosperity and bounty so long as they keep their pacts with you. You could use your blood to impart a small degree of your faerie power to others, similar to Gwyn ap Nudd with the Wild Hunt, and so make dying mortals into changeling-like beings for whom age does not pass, or give substance to ghosts that they might join the hunt.

With an appropriate source of power, and enough lesser fae willing to swear to you, you might even be able to create an alternative to the Seelie or Unseelie courts - though you'd need to fight for any status you might take from them.

Items

General Items

Ichor (100 CP or 300 CP)
It may be poisonous to most, but demon blood has a myriad of uses - especially if you happen to be a witch. For 100 CP, you have a case full of vials of blood from all manner of lesser demons; very useful for mundane witchcraft, for providing a little extra 'oomph' to a warlock's magic, to key a tracking Mark off of, or to help summon demons. These vials will refill every three days.

For 300 CP, you additionally have a vial of the blood of a greater demon. This might be the blood of Lilith, Asmodeus, Shinyun Jung or Hecate. Such blood could allow you to perform mighty witchcraft, serve as a potent focus for the magic of a warlock, or even let you perform experiments similar to those which created Sebastian Morgenstern. This via refills only every week.

Pyxis (100, 200 or 300 CP)
Though considered somewhat archaic, a Pyxis is a magical device; a box of golden-coloured wood marked with alchemical symbols, able to capture and contain demons, souls and other spiritual entities. While trapped inside, these beings are stripped of any physical form, and may be kept conscious or put into a subdued state, but either way they will have no ability to affect the outside world save via speaking (if awake). You have such a Pyxis, which may be anywhere in size from a cube with about six inches on a side, up to a wardrobe.

For 100 CP, you have a single minor Pyxis, able to contain up to three lesser demons, such as kappa, du'sien or raveners, or other beings or spirits of comparable power.

For 200 CP, you have five minor pyxides of this power.

For 300 CP, you may have twenty such minor pyxides, *or* a single pyxis able to contain even a greater demon, though only one such mighty being may be trapped inside.

This item may be purchased as many times as desired.

Mundane Items

Income (100 CP; Free Mundane)
Money makes the world go round, and the lack of it makes everything harder. Fortunately for you, you're in possession of an income - perhaps from a bequest, perhaps generous relatives, or perhaps just your benefactor - which will let you sustain a comfortable lower-middle-class life in your era. You need not work for a living. This comes with an appropriate living space and accoutrements (e.g. a suburban house and a car), and this money will never be seen as suspicious or criminal.

For an additional 200 CP, discounted to Mundanes, your income can sustain the lifestyle of a prosperous member of the upper class. In the Victorian era you'd be rubbing shoulders with

the middle aristocracy, while in the modern day you'd have a penthouse apartment and be able to dine at five-star restaurants daily.

Bag of Surprises (200 CP; Discount Mundane)
This is a world of supernatural danger, and it wouldn't do to be unprepared. Fortunately for you, you have plenty of surprises for any demon, vampire, faerie or overzealous demon-hunter who might come knocking on your door. This heavy duffle bag is full of all manner of items that exploit supernatural weaknesses, from silver bullets (and a gun or two to fire them) to cold iron knives to holy water to stakes. You won't find anything very fancy in here - no frag grenades loaded with silver shrapnel - but as long as you've got the bag with you, you'll always have something to hand if you need to defend yourself against the supernatural.

Inside the bag will be enough to outfit up to ten people with what they'll need to face the supernatural, tailored to fight a chosen current threat, as if you'd thought ahead and gotten hold of the items in question. The bag refills daily, and if you lose it or it gets destroyed, you'll find a similar one in a week. Post-jump, the bag will begin to supply relatively common items that exploit supernatural weaknesses for entities in your current setting - in the DC universe, it might supply powerful defoliants to use against the Swamp Thing, but it wouldn't give you Kryptonite.

Home Sweet Home (400 CP; Discount Mundane)
You have a comfortable apartment, owned in your name and with all utilities paid for and managed without your interference. If you bought **Income**, you may have a middle-class house instead or, with the upgraded version, an upper-class residence. Whatever the case, the place seems to have a bit of enchantment about it. Utilities, cleaning and the like seem to take care of themselves, and food is always stocked unless there's no way it could be - for instance, if the house was under siege.

The most impactful part of the house's enchantment, though, is its boundary. The house and those inside it cannot be found by magical means, and unless the house is destroyed, magical powers cannot enter it - portals or teleportation fail at the threshold, fireballs fizzle out, divination doesn't take into account what's inside and so on. Magical beings can still enter by normal means, but their powers are dampened while inside - they'll still work, but at a reduced effectiveness. You and those you explicitly invite, without coercion, are unaffected by this effect.

In future jumps, you may insert this house into the world as if it had always been there, or keep it as a warehouse attachment. If you insert it, you may change its form to fit with the setting.

Automata (600 CP; Discount Mundane)
The witch Axel Mortmain perfected the designs of these creatures from those created by his adoptive father: Automata animated and empowered by demonic magic, and you have a dozen of them at your service. They have superhuman strength and speed, are impervious to either angelic or demonic powers (you may choose for each automaton) and obey only your voice. Although uncreative, they can make simple decisions to carry out your

instructions, and may either be naked steelwork, or sheathed in human flesh so as to appear human themselves.

However you choose for them to look, you know how to make more. The process is not easy, requiring demonic blood, ritual and a great deal of fine mechanical work. You have all the tools and facilities required to create the metal shells of your automata in a workshop. If you have the **Witchcraft** perk, you will be able to innovate on them to make still-more advanced versions. If not, you still have the skill and knowledge to build and animate them, given the raw materials (steel, brass and, if you want them to look human, some more fleshy parts you'll have to source). If you have a residence, you may choose to insert this workshop into its basement, or keep it in your warehouse.

Vampire Items

Sunscreen (100 CP; Free Vampire)
Sadly, the bane of the sun can't be overcome with SPF 50. Fortunately, though, you have the next best thing: All-encompassing clothes, sunglasses and other accoutrements needed to protect your skin from deadly sunlight. While wearing these, you are entirely protected from the sun, and mere coincidence or misfortune will never expose you - though hostile action might.

Demon Machine (200 CP; Discount Vampire)
Warlocks and witches can put together some clever machinery when they put their minds to it. This is a motorcycle enchanted with demonic magic and bound to you. It needs no fuel and can't be harmed save by sunlight (which will cause its magic to become inactive until the next dusk) or holy water poured into the engine (which will necessitate some repairs). Its most noticeable quality, however, is the fact that it can fly through the air if you so choose, and handles like a dream for you, responding as much to your will as your hands.

Lair (400 CP; Discount Vampire)
What's a vampire without a lair? This is a large, old building - perhaps an abandoned theatre hall, a country manor or an old apartment block - perfectly suited for vampiric habitation. There are plenty of dark corners, spaces for you and others to rest during the day and to socialise, and facilities to sustain subjugates or other mortals who you might keep around. It also has extensive secret spaces - hidden passageways, a basement with a concealed entrance - that can only be found with magic, or if you or someone else reveals them. Finally, a warlock has inscribed a powerful spell within the walls which dims sunlight within the building to a wan radiance, making it merely uncomfortable, rather than deadly, to any vulnerable being or thing within - a nasty surprise for any shadowhunters who might be counting on the sun to save them.

If you have the **Practical Skills** perk, your lair may include facilities needed to pursue your career. If you have the upgraded version of the **Income** item, you may make your lair larger, stretching it up to the size of a small castle or a skyscraper. Whatever your lair's form, it has fully-functional utilities, and mundane authorities will never investigate or be concerned by its presence, unless chasing up on some other concern (e.g. a spate of disappearances).

In future jumps, you may either insert your lair into the setting in an appropriate location, its appearance and nature being modified to fit the setting, or keep it as an attachment to your Warehouse.

Clan (600 CP; Discount Vampire)
What's better than one vampire? A whole clan of vampires! You are the leader of a clan of vampires, some fifty-strong. They feel a strong sense of loyalty towards you, and will do as you ask - but they're a bit rowdy, and they do need blood to sustain themselves. Thankfully, through a combination of subjugates and careful feeding, they can keep themselves going without causing disappearances, deaths or too much suspicion, so long as they're in a major metropolitan hub. Your followers are vampires with the basic effects of that Origin and **A Bite to Drink**. About half also have the **Shapeshifter** perk, while about five are skilled in the **Encanto**. You may pay an additional 100 CP, undiscounted, to give ten of them the **Practical Skills** perk, choosing the skills in question separately for each vampire. This may be bought multiple times.

If you have the **Sunscreen** item, you get another twenty sets of that item - enough to outfit just under half of your clan for the daylight.

Werewolf Items

Medallion (100 CP; Free Werewolf)
The mark of a full member of the Praetor Lupus, you have a small gold medallion with the emblem of a pawprint, as well as the Latin words 'Beati Bellicosi' - 'Blessed are the Warriors'. Though it has no true magical power of its own, the fact that you have earned such a thing will help others to trust your use of violent or dangerous powers, such as a werewolf transformation, as well as give you a little more strength of will to resist corruptive or emotional influences.

Wilderness (200 CP; Discount Werewolf)
What's a wolf without a forest? With this item, you gain ownership of a ten-kilometre radius region of wilderness, untouched by man. Somewhere in this region is enough habitation for dozens of werewolves, whether that be in the form of log cabins or one large house, and although the utilities can be a bit rustic, they do exist - you've got power, running water and internet. Whether by coincidence or subtle enchantment, mundanes don't come here unless brought by a supernatural being - and definitely by enchantment, if a werewolf within this region loses themselves, such as a werewolf to the full moon or a vampire to their hunger, they won't range beyond it or enter or damage the habitation - though there's no guarantees for whatever unfortunates might have been set loose here.

In future jumps, you may either insert this wilderness into the setting in an appropriate location, its appearance and nature being modified to fit the setting, or keep it as an attachment to your Warehouse.

Beast in a Bottle (400 CP; Discount Werewolf)
The curse of the werewolf is a disease - and it follows that if it's a disease, there should be a way to treat it. This item doesn't go that far, but in some ways it comes close. This item is a briefcase containing ten vials each of three precious substances. First is a serum which,

administered to a person infected with lycanthropy but who hasn't yet transformed fully, will prevent the disease from taking full hold - though due to the trace amounts of wolfsbane in the serum, it will also cause an unpleasant sickness. Second is a medicine which, if taken by a werewolf, will render their curse non-contagious for a week - bites and claw attacks will not risk spreading the disease. And finally, a set of ten vials containing a serum with the opposite effect: If injected into a person's veins, they will become a werewolf upon the next full moon, while if a werewolf takes the serum, for the next day, all of their bites will transmit lycanthropy - though it can still be fought off via ingestion of wolfsbane or magic.

Alpha (600 CP; Discount Werewolf)
The Praetor Lupus is the single largest organisation of Downworlders, dedicated both to protecting Downworlders, and protecting others from them by helping vampires, werewolves and more control their more inhuman qualities. You've gained no small amount of status in this organisation, giving you influence over Downworlders on a scale up to that of a large city, and potentially a very large area if you're in a more rural, less densely-populated region. You're not a king or an absolute ruler, but within your area you're the closest thing to a single leader the Downworlder population has, and you can often get large groups to do as you want.

On a smaller scale, you have the personal loyalty of a pack of a dozen werewolves with the **Controlled Shifting** and **Practical Skills** perks (you can choose what those skills are), as well as the **Medallion** item. You may bring them with you as followers on your jumpchain.

In future settings, this perk will give you similar 'soft' influence in a hidden supernatural community if there is one or, failing that, in some other kind of hidden or non-mainstream group - perhaps the criminal underground, or a counter-cultural movement.

Shadowhunter Items

Tools of the Trade (100 CP; Free Shadowhunter)
Shadowhunters are born demon-hunters - but that doesn't mean they fight with their bare hands. Though most are trained in martial arts, it's a hell of a lot easier to deal with monsters with a weapon in hand - so here they are. With this item you gain a veritable armoury of melee weaponry, from knives to swords to spears, with variants designed with supernatural weaknesses in mind - silver-edged weapons for werewolves, swords with pointed wooden hafts for if you need a stake and so on.

Most importantly, however, this item also includes a stele; a long, slender stylus used to channel the power of a shadowhunter into angelic Marks. You can choose its precise appearance, but it is composed of the heavenly metal adamas and, if it is somehow destroyed, you will gain a replacement one within a week.

Seraph Blades (200 CP; Discount Shadowhunter)
Amongst the most potent weapons of the Shadowhunters, seraph blades are vital to their work. You have five of these adamas blades, in forms of your choice from swords to knives to spearheads, along with an array of handles into which they can quickly and easily slot. On their own, these weapons are blades composed of a material harder than diamond (and rather less brittle), extremely sharp and with a heavenly nature repellent to demonic beings.

By calling out the name of an angel (except for Raziel), however, their power can be awakened. For a minute or so, the blade will burn with heavenly fire and glow from within. While it does so, the fire will cause terrible damage to whatever it strikes, burning out demonic and evil powers, and countering the regenerative abilities of demons. Only beings of great power or strong angelic alignment can survive wounds from a seraph blade, and even then it will cause damage that cannot be easily or quickly healed. Against mundane beings, the fire will quickly consume them.

After this short period is over, however, the blades' power is exhausted, and they become dull. This is why their hilts are designed to be quickly swapped out. Usually, the blades would need to be given back to the Iron Sisters to be re-energised after such a use, but yours are unique: A day after use, your seraph blades will restore themselves. If you have the **Esoterica** perk or learn the secrets of the Iron Sisters by other means, it may be possible - with great study and experimentation, and no small cost in adamas - to discover how to create such regenerating seraph blades yourself.

If you lose one of your blades, or they're broken, you will receive a replacement in a week. This may be purchased multiple times, each time giving you an additional five seraph blades.

Institute (400 CP; Discount Shadowhunter)
Often built in churches or on holy ground, the Institutes are home bases and sanctuaries for Shadowhunters and those under their protection. They are found in every major city across the world, and generally run by a Shadowhunter or a pair of Shadowhunters - and you're one such person. You have a fully-warded Institute at your disposal, protected against dimensional incursions, demonic taint and other such problems - and also thoroughly glamoured so as not to attract attention from mundanes. In terms of size, your Institute is about the size of a large church, and may actually be a church, but also has subterranean areas where you can keep things like an armoury of magical weapons.

It may also, if you so choose, contain a portal which can be used to travel to any other such portal in the world, so long as that portal hasn't been blocked (like the one in Alicante). In future jumps, this portal can connect to other means of teleportation native to that setting. Creating more portals of this type would require either the **Blood of Angels** perk to use Clary's portal Mark, or some means to use both angelic Marks and warlock runes.

Finally, as head of an Institute, you have some authority within the Clave. If you're not a Shadowhunter, you're not a member of the Clave, but you have sufficient respect from them that you've been put in charge of an Institute, and they'll lend you aid if you ask for it. You can't just order people around without repercussions, but you can generally expect to have a handful of experienced Shadowhunters (that is, with the **Marks of Raziel** and **Well-Trained** perks) under your loose command. If they so choose, they may come along on your jumpchain with you as followers. If you're under attack or dealing with something that aligns with their mission and the Clave can spare the help, they might send you extra Shadowhunters temporarily.

In future jumps, you may either insert your Institute into the setting in an appropriate location, its appearance and nature being modified to fit the setting, or keep it as an attachment to your Warehouse.

Mortal Instruments (600 CP; Discount Shadowhunter)
There are certain artefacts the Nephilim prize above all: the Mortal Instruments, given to them by the angel Raziel. You have come into possession of one of these items, or a copy. This perk may be purchased up to three times, each time gaining a different one of the Instruments; the first purchase costs 600 CP, the second 400 and the third 200.

- *The Mortal Sword*: Also known as also known as the Soul-Sword, Maellartach and the Angel Blade, despite its shape this Instrument's magic is less directed towards combat than one might think. Although it is a superlative weapon, being made entirely of adamas, its real purpose is to hold the Clave accountable. When a Shadowhunter holds the Mortal Sword, their hands tingle with a cold pain, and they are incapable of speaking lies - though you may turn this function on or off. This cannot be used on downworlders or mundanes, but in future jumps it will function to compel truth from any magical beings.

  Alternatively, you may choose to have this sword be demonically-tainted, removing its normal abilities (besides being an excellent sword) and allowing its holder to summon and command demons of all kinds - though greater demons may be able to break free.
- *The Mortal Mirror:* Thought lost for centuries, but in actuality Lake Lyn in Idris, the Mortal Glass shimmers with faint light. Its waters are mildly poisonous to Nephilim, but can be used to purge the Blight and other demonic corruptions of the physical world. You have access to a pond or other similarly-sized body of water with the same traits, able to purge evil or malign corruption. In future jumps, this might help cleanse places of the taint of Chaos, or the blight of the Fade.

  Alternatively, you may instead have a pool of demonically-tainted water which spreads the Blight, weakening all holy or angelic powers where it's been sprinkled.

  You may choose either to keep this water in your warehouse, or to transform a body of water up to the size of a small lake to have these properties when you enter the jump.
- *The Mortal Cup:* Perhaps the Instrument with the most profound powers, the Mortal Cup allows mundanes or even former downworlders (see Simon Lovelace, ex-vampire) who drink from it to become Nephilim themselves, with all the attendant benefits. However, doing so is a dangerous process; it requires special strength and resilience of mind, spirit and to a lesser extent body to survive the transformation. If these are not present, the unfortunate person will die horribly as angelic power burns them from the inside out. The older the person drinking, the more resilience is required as more of their body must be transformed. There is something of a balancing line here - younger people require less resilience to be cultivated, but also have had less time to do so.

  Drinking from the Cup is the closest thing so far discovered to a cure for the

Forsaken; either they will perish (an agonising process, but at least faster than their death from the Marks already drawn on them) or become Shadowhunters themselves.

You may choose to instead have a demonic copy of the Mortal Cup, the Infernal Cup. Drinking from this transforms shadowhunters or mundanes who drink it into the Endarkened. All undergo this transformation, rather than some being destroyed, but instead of angelic Marks they are only capable of using and bearing demonic runes. However, in exchange for the uncertain nature of their new power, the Endarkened have a greater base level of physical ability than normal Shadowhunters.

If you have all three Mortal Instruments, you may use them in a ritual to summon the angel Raziel. Raziel will not be under your control (unless you have some other means of making him so), and if you summon him more than once per jump or ten years (whichever is sooner), or attempt to ask a service of him which offends him, he will either depart, express his wrath upon the general surroundings or - if you haven't done the protections on the ritual right - simply attempt to destroy you for your temerity. He is an angel of tremendous power, with the ability to wield the Marks simply by speaking, and to fire arrows of heavenly fire. Good luck.

Warlock Items

Magic Materials (100 CP; Free Warlock)
Although many spells can be performed with nothing more than a few gestures and words, heavy-duty magic requires more. With this item - available as a stylish briefcase, doctor's bag, duffel bag or the classic crate - you have a replenishing supply of all manner of mundane tools and items used to help perform magic. Chalks, incenses, pins and string for drawing precise circles, a few bottles of ethically-obtained human blood; all manner of useful things for an occult practitioner. In future jumps, the contents will update with similar mundane supplies, though nothing that would cost a significant amount of money - consider it like a component pouch in D&D.

These materials replenish each week, and as an added bonus anything else you put into the container will be preserved by a minor enchantment on it which prevents decay or ageing, keeping them fresh, and the container itself seems to be able to store about three times as much as it should.

Focus (200 CP; Discount Warlock)
Though a warlock can perform magic on their own, it can be straining. This magical focus will help; an object imbued with your power, and which helps you to channel the demonic energies which power your spells. The focus can take the form of any trinket or item, from a staff (a little gaudy) to a ring, an amulet, or even a tongue piercing if you want to have a little fun. When you use your focus in a spell, it is less draining to perform and easier to control; the focus acts as a 'regulator' to help guide and shape the powers of magic. Perhaps most importantly, if a spell goes wrong regardless, the focus will take the brunt of the harm for at least a few moments, giving you a few seconds to manage the situation. Your focus helps this way with all types of magic you perform, and while it won't be a perfect tool and has limits on how much power it can channel, it will always work.

You may import another item and give it these properties, if you wish.

Library (400 CP; Discount Warlock)
Unlike the static magic of Shadowhunters, vampires or werewolves, the magic of warlocks is an ever-expanding thing, advanced through experimentation, curiosity and not a little danger. And, lucky you, you have an extensive library of magical texts detailing all manner of spells and demonic magic, along with information on demons themselves - their orders, powers, types and desires. With this, and a lot of study, even a novice could become a master warlock in time. In future settings, the library doesn't update, but you will find luck guiding all manner of magical books and works into your hands, allowing you to expand your knowledge of new kinds of sorcery, and the magical beings and planes which exist in such worlds, though only up to the knowledge possessed by others in that setting.

This library may be imported into future worlds as part of a dwelling-place, or become a warehouse attachment.

Plane (600 CP; Discount Warlock)
One of the first things a warlock learns upon embarking into the study of magic is that the mundane world is not the only one. There are many dimensions and parallel worlds - and now you have one of your own.

To begin with, this plane is either a blank void - a wasteland beneath a dark sky - or an empty, uninhabited copy of the mundane world; in either case it's a rough circle of about three miles across, and going off one side leads you around to the other. It's accessed through a ritual spell you're capable of performing in about ten minutes. Leaving the dimension through this same spell will put you back in the same place. You might be able to develop portals or other means of reaching your plane as well, however. If you have the **Library** item, you can have a building to house it that exists within the plane.

This may not sound like much, but the key is that this dimension is *yours*. Any of your magic which transforms or alters it does so much more effectively, to the point that things which would be extremely difficult or near-impossible in the normal world become much easier. Furthermore, by ritually sacrificing beings or objects with inherent magical powers of their own, you can expand the size of your plane. The time the ritual takes and the expansion created both correspond to the power of the being or object sacrificed; a mere vampire might only add a foot or two, and only take a minute to sacrifice appropriately, but a greater demon might add many miles, and take up to ten hours to use in this way. Sacrificing a god might expand your plane to the size of an earth-like planet in itself.

Alternatively, when making such sacrifices, you can use the nature of the sacrificed thing to add elements to your plane. For instance, sacrificing a sacred artefact of Helios or Apollo (if you came across such a thing in future worlds) might add a small, weak sun to your world, while sacrificing a powerful elemental of plants might make the soil fertile.

One final issue is that your dimension doesn't have a native source of souls. Unless you obtain such a thing, or find a way to connect it to a world that does, it will be impossible for sapient beings to be born inside.

Faerie Items

Faerie Glade (100 CP; Free Faerie)
The fair folk are well-known for their revels and celebrations, and you're well-equipped to host one. You have a faerie glade, a place hidden by powerful glamours and enchanted with a magic of revelry and enjoyment. Magical food and drink appears mysteriously, suited to the tastes of anyone who enters, and exhaustion seems to fade away (at least until one leaves, unless they've gotten some actual rest). This glade can be found somewhere in the normal world of your choice, as well as in your warehouse, and (if you so choose) within faerieland or other similar realms - though only you or those you give permission to can lead others there.

For an additional 200 CP, discounted to Faeries, this glade can be made a place of power, containing a gateway to faerieland and being a place that faerie magic can use to draw power from. In future jumps, this gateway instead leads to a similar parallel world, if such a thing exists (e.g. in Faerun it probably leads to the Feywild).

Magical Gift (200 CP; Discount Faerie)
Many are the treasures of faerie, and you're lucky enough to have just such a gift. With this item, you gain a magical artefact or familiar with a set of specific magical powers, limited to a roughly personal scale. If the gift is an animal, it will have intelligence close or equal to that of a human, and will be loyal to you, counting as a follower. Some examples follow:

- A hound with white fur and red ears, able to speak human language, with a supernaturally-terrifying bark, and the ability to scent the trails of ghosts and the dead.
- A horse which does not tire, runs as fast as a car, and can run over mist and water.
- A hawk with eyesight which can pierce any darkness or non-solid obscurement (e.g. the leaves of a forest, smog, illusions), which can fly as fast as the wind and speak of what it sees.
- A sword imbued with the power of fire, able to ignite and become red-hot, as well as protect its wielder from heat, smoke and flame.
- A cloak spun from the wind, looking like a pale blue-white fabric, but which protects its user with warding winds, and which enhances their agility and speed.
- A broom which can animate to clean a house on its own, and blesses a house so cleaned to give good rest and protect those who sleep inside it.

This item may be purchased multiple times.

Courtiers (400 CP; Discount Faerie)
You're a leader of some renown in the courts of faerie, and as such have obtained a following of retainers. Choose a particular theme; you gain five greater faerie followers whose abilities are attuned to this theme, and thirty lesser ones. For instance, you might have five trolls and thirty lesser goblins, gremlins and other such creatures, or perhaps five lords and ladies with fiery power, and thirty lesser spark-sprites, coal-children and other such beings.

Your followers are loyal to you, though sometimes unruly, and represent a significant force. Each of your greater retainers has the first three perks of the Faerie perkline, while the lesser ones have the first two.

Kingdom (800 CP; Discount Faerie)
The land of Faerie is a shifting, impermanent landscape, ruled by many petty lords, ladies and potentates - and you, as with this item you have become part of the landed gentry of Faerie. Hidden within the mysterious paths and ways of that strange realm, you have a small kingdom of your own.

This region of faerieland is about five miles across, and takes its form from a set of themes you decide, which must have a folkloric sense to them. Perhaps a mountainside city of oreads and dwarves, a forest-kingdom of dryads and stag-men, or a strange, illusionary palace of shapeshifting foxes. The kingdom has many minor inhabitants, but these are more figments and 'props' than full beings in their own right. They are obedient to you, but cannot leave your domain. If you also have the **Courtiers** item, you have five times the normal number of lesser followers, who populate this region.

All of your faerie magic - whether from this jump or others - works more strongly in your kingdom, allowing you to shape its environs more easily. If you have **Old Magics**, you could even alter the flow of time within its bounds, causing it to run faster or slower compared to the normal world - though you can't produce actual time travel this way, or go beyond certain limits of speed or slowness. At first, this will only be twice as fast or slow, but with a great deal of practice and power - a century worth, at least - you might be able to bend time up to one hundred times faster or slower.

Finally, your kingdom can expand through the time-honoured means of territorial expansion: Conquest. By taking over more of Faerieland, you can bring it within your domain, causing it to change over time to fit the themes of your kingdom. Your core kingdom cannot be conquered by others.

Your kingdom will form at least one gateway into the physical world, and can always be reached through the gate in your **Faerie Glade**, if you have such a thing. In future jumps, your kingdom may be kept as an attachment to your warehouse, left as an isolated pocket dimension, or imported into dimensions like the Feywild or similar otherworlds as if it had always been there.

Companions

Companion Import (100 *or* 400 CP)
You may create a companion, or import an existing companion, into this jump with 700 CP to spend, along with an Origin. They may not take Drawbacks, and Origins with CP costs or benefits apply those costs or benefits from them as normal. You may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 600 CP each instead.

Canon Companion (Free *or* 100 *or* 200 CP)
You may recruit a canon character from this world to join you on your journeys. Mundane characters are free to take this way. Supernatural beings of ordinary power, such as Alec Lightwood or Simon after becoming a vampire, cost 100 CP each, while those with truly exceptional abilities - for instance Magnus Bane, Clary Fray or Sebastian Morgenstern - cost 200 CP each.

This perk may be purchased multiple times.

Drawbacks

You may take any number of Complications, but may gain no more than +1000 CP from any combination. CP gain from the **Be Afraid** Drawback does not count towards this total.

Can't Outrun the Shadows (+100 CP)
For the duration of this jump, you'll never be able to hide away from the Shadow World. You can hide from individuals just fine, but events will always conspire to draw you back into the perilous realms of the supernatural.

Old Injury (+100 CP)
For 100 CP, you have a serious injury which causes you ongoing difficulty and trouble. Perhaps a missing limb or sense, or nerve damage which inhibits your motor control in both hands. Whatever form it takes, this old injury will regularly cause you difficulty during this jump. This Drawback may be purchased up to twice.

Forbidden Fruit (+100 CP)
It's so very easy to fall in love, but not all loves are meant to be. With this Drawback, during your stay here you will fall in love with somebody, which will be reciprocated eventually, and that bond will be nothing but trouble for the both of you. Perhaps you're *parabatai,* to whom love is forbidden. Perhaps you love a person of your own sex in a time and place that abhors such things. Maybe you've even found love in a demon, and they with you. Whatever the case, your attachment will cause you significant problems, and no small amount of heartbreak, during your time here.

Vendetta (+100 *or* +200 CP)
You've pissed off some fraction of the supernatural world. They won't dedicate massive efforts to hunting you down, but they'll regard you as an enemy, won't do business with you unless you have a *damn* good reason for it (on the order of 'we need to work together or all of you in this city will die'), and won't fully trust you under any circumstances. In short, they'll be hostile towards you, and borderline eager to resort to violence against you.

This Drawback may be purchased up to five times; once each for Shadowhunters, faeries, warlocks, vampires and werewolves. For an additional 100 CP, the chosen group is actively hostile to you, and if they're aware you're present in an area will work to hunt you down, though they won't pursue you outside of the 'local area' so to speak.

Blinded (+100 *or* +200 CP)
A quirk of circumstances has led to you lacking the Sight which allows most residents of the Shadow World to see through simple Glamours. This can be remedied by various means, but may prove to be troublesome in the meantime.

For an additional 100 CP, you are incapable of developing or being given the Sight, even by magical means such as the Voyance mark. This version of the Drawback may be taken by Mundanes, though they only gain +100 CP overall.

Addiction (+100 *or* +200 CP)
For 100 CP, you have an addiction to a rare, expensive substance; this might be opium, vampire blood or a more 'normal' drug like MDMA. Alternatively, you might be a serious alcoholic. Whatever the case, when you indulge heavily (as you want to), it puts you out of sorts, and when you don't you become erratic and violent as you suffer from the physical and psychological symptoms of withdrawal. Withdrawal will not be fatal, but it will be *profoundly* unpleasant, and even if you get through it, for the remainder of this jump you will *want* what you've left behind.

For an additional 100 CP, the drug you're addicted to is magical in nature and, like the *yin fen* to which Jem Carstairs was addicted, weakens your magical abilities to half their normal potency so long as you keep taking it, and the difficulties of withdrawing from it will be even greater - to the point of there being a serious risk of fatality.

Far From Home (+200 CP)
When you arrive in this world, you won't be in the normal, mortal world. Instead, you will be lost in a parallel dimension, or in Faerieland - choose which. Navigating back to the normal world will be a difficult, dangerous task, and require that you escape, outwit, defeat or bargain with all manner of demons or faeries. If you are not in the mortal world at the end of this jump, you fail your chain.

Wards of the World (+200 *or* +400 CP)
The angelic host long ago erected wards around this world to protect it from demonic invasion - the demons which make their way through now are but a trickle to that ancient flood. Unfortunately, it seems those wards have caught you, too - at least partially. For an additional 200 CP, you will lose access to *either*:

- Your out-of-jump powers and supernatural abilities (not skills or knowledge, but perks which just impose things upon the world; e.g. superhuman luck or impossible crafting speed count as supernatural abilities), save for your body mod.
- Your warehouse and all out-of-jump items.

This Drawback may be taken twice to lock out both.

Enemy Demon(s)! (+100 *or* +300 *or* +500 CP)
For 100 CP, you seem to be something of a magnet for demons. Something about you - maybe the way you came from outside this world, like them - attracts them, and they want nothing more than to devour you. At least once a week during your time in this world, a minor demon will find its way into the physical world with the intent of hunting you down. This

doesn't mean they'll just come at you one at a time, though. The first few might, but as word gets around they'll start to get more cunning - banding together, working to find ways to bring in more allies and so on. And, unless you have some way to kill or contain them permanently, demons you defeat will eventually return, with more knowledge of your capabilities and more ideas on how to defeat you.

For an additional 200 CP, the demons interested in eating you will be more powerful; for every seven lesser demons, a more powerful entity like a Mandikhor will find its way into the world to come after you.

For a further 200 CP, you've come to the attention of a true Greater Demon, and it has turned its mind towards your undoing. Lesser demons will have much better coordination, come in greater numbers, and have much more backing when it comes to taking you down. Expect cults of witches and mortal devotees to make trouble for you, working to guide you into vulnerable positions. At least three years before the end of this jump - unless you kill them for good - your Greater Demon enemy will make it into the physical world and come to take you down themselves, and there's no guarantee they'll come alone.

Be Afraid (+200 or +400 *or* +600 CP; Requires 200 CP Vendetta (Shadowhunters))
The angel Raziel has seen your entrance into this world. He and His kind have warded against outside intrusion for so long, and He is not happy. He is *so* unhappy, in fact, that he has manifested to the Clave once again, and given them information on who you are and that you must die within ten years. Both he and they know your magical capabilities, and will not hesitate to exploit them. The majority of the Clave is absolutely convinced that you are an evil which must be eradicated from the world via all means short of their own self-destruction or the revealing of the supernatural world, and even the most reasonable Shadowhunters will require a *lot* of convincing just to let you go, let alone help you.

For an additional 200 CP, Raziel has given the Clave the knowledge of how to summon him; should they not have destroyed you (or you them) within the first seven years of your stay here, they will use the Mortal Instruments to conjure the Angel of Secrets. Raziel will teach them new and powerful Marks to use against you, including how to become True Nephilim for the purpose of fighting you.

For a further 200 CP, Raziel will instead give this tutelage from the beginning of your stay.

Choices

Once you've spent ten years here, you may choose:

Go Home: You've had enough of magical adventures and supernatural terror. You'll return to your home-world, with everything you've gathered and learned so far.

Stay Here: You've become fond of this place - or perhaps someone in it - and have decided to stay and make it your new home.

Continue Onwards: There are countless worlds out there to explore. You'll continue on your jumpchain, and see what awaits next.

Notes

On Terminology

For the purposes of this document, 'Marks' refer to the angelic sigils created by Shadowhunters, while 'Runes' refer to demonic sigils and writing used in the magic of demons and warlocks.

On Marks

Shadowhunter magic specifically works by using an object called a stele - basically a kind of stylus made of a magical material called adamas (a kind of stone, crystal or metal which channels heavenly power) to inscribe the Marks of the angelic language. To do this you need to have angelic blood yourself; both you and the stele serve as a kind of channel for the power that is infused into the rune.

The effect of the rune you draw depends on what rune it is, what you draw it on, what other runes you draw it in context of and how precisely you draw it. The runes are actually sigils in the language of angels, and all of them have a spoken version as well - but most of those aren't actually known. In terms of variety, the Shadowhunters were given a big book with lots of different runes in it, but they weren't really given any information on connections between them - they don't know angelic grammar, and the runes they were given are only a relatively small selection of the concepts and powers which can potentially be expressed. Some are permanent, or permanent until the drawn rune is damaged, while others have a limited 'charge' which is exhausted as they exert their power eventually fading to leave a slight mark, or a faint scar if drawn on a living thing.

That said, there are a few constants. Firstly, drawing runes on the bodies of anyone who isn't infused with angelic power is a bad idea. They react very badly with 'Downworlders' (other magical beings infused with demonic power, like werewolves, warlocks or vampires), burning out their demonic power and killing them in the process if drawn upon them directly (excluding Marks specifically designed to work with such power, such as Clary Fray's 'Alliance' Mark), and if more than maybe one or two are drawn on normal humans, the power in them causes intense pain and madness, creating a mutated 'forsaken'.

Secondly, runes tend to alter what already exists, strengthen or exalt it in some way, or infuse it with heavenly power, rather than creating something entirely new. There's no Rune of Fireball, for instance, though there are runes which allow telepathy (but require you to silence yourself permanently), runes which enhance your second sight, speed, strength, healing, create illusions and wards against demonic incursion and so on.

Thirdly, runes don't draw from your own energy exactly, but rather use you and the stele as a channel for angelic power from beyond you. If you try to do something too powerful, that

too-much-power will hurt you, and burn out the stele. It is possible, under very specific circumstances, for a Nephil to draw a rune with their own body, but this is very dangerous because A) it means it's only you channelling that dangerous power, with no 'fuse breaker' stele to burn up before you do and B) being in that state means being a 'True Nephil' (a giant semi-eldritch being of heavenly fire, limited memory of its mortal self and often a short half-life), which generally has a bad outcome.

It is hypothetically possible to learn unknown Marks without the **Blood of Angels** Perk, especially with perks that help in learning mystical languages or scripts from other settings. However, without Blood of Angels any attempt to discover new Marks will require an arduous process of trial and error, groping in the dark for new shapes. Each shape you make will require testing both to see if it has an effect, and what that effect is - testing which will be dangerous for whatever or whoever you're testing the Marks on. That said, with enough time and examples to draw upon, it might be possible to discover more of the angelic language - but keep in mind that the Silent Brothers have been trying to do this for a millennium and have made only very limited progress.

By default, in future settings the Marks will work the same, requiring that the person on which they are drawn have angelic blood (probably granted by the Mortal Cup) or suffer as per a Marked Downworlder (if they have some other form of magical power) or a mundane (if they have no magical power). However, it is possible to adapt Marks to work on beings other than Shadowhunters. This is by far the easiest when working with beings who already have a form of holy or divine power (for example, a Paladin's blessing from their god in D&D, a demigod's divine ichor in Percy Jackson or the light and spirit of a Maia or elf in Tolkien's Legendarium), but with more difficulty it is possible to adapt Marks to work on ordinary people. This process of adaptation is easier than creating entirely new Marks, and becomes easier still once you've done it for one Mark for a given type of power, but it requires study and experimentation, which are eased by the **Blood of Angels** Perk.

There are too many individual Marks to list here, but a basic overview of many can be found on the Shadowhunters Chronicles wiki here:
https://shadowhunters.fandom.com/wiki/Runes?so=search

On Adamas

Adamas is a metal which is infused with and acts as a channel for heavenly power, and is vital for making many works of Shadowhunter artifice - most notably, stele and seraph blades. In terms of its properties, adamas is of about the weight of steel, but is extremely hard and difficult to break or melt; even diamond will not damage it, and blades made from adamas are considered to remain sharp indefinitely. As a result of this, the Marks of the Iron Sisters and their holy fires are necessary to smelt and re-forge it.

The ore in which the metal is found has miraculous properties as well, as the presence of the heavenly power within the metal infuses the stone to a lesser extent. This stone glows with heavenly light (not very powerful, but causing slight discomfort to demonic beings and providing useful light), and can be easily Marked to allow this glow to be turned on and off. This 'witchlight stone' is often used in Shadowhunter architecture as an easy source of light. Crystals which form near adamas also have their uses; they have a notable 'fire' similar to

diamond, and can be used in a ritual employing certain esoteric Marks to serve as a repository of memories; the memories are copied into the crystal and can be faintly seen playing out, and can be projected later with the aid of more Marks.

In this jump, adamas ore is exclusively found beneath the valley of Idris, seemingly having been created there by the angel Raziel. If you have the **Esoterica** perk, at the end of this jump (or earlier, if you can discover them independently) you can gain knowledge of a set of Marks which can be used to infuse metal ore with heavenly energies over the course of a month in order to create adamas ore yourself.

On Magic

The demonic magic used by warlocks is significantly more versatile than the Marks of Shadowhunters, but also significantly less reliable. On a basic level, it makes use of demonic energy to warp the world to produce magical effects. For minor spells, a warlock can leverage the demonic power from their own heritage to do so, letting them perform relatively simple, generally temporary magics (bolts of energy, glamours, minor healing and so on) with little more than some words in Chthonic, some hand-gestures and similar. More powerful magic requires that a warlock draw demonic energies from the various dimensions of the Void, making use of ritual elements such as magical tools, lengthy chants, demonic runes, pentagrams and similar.

In either case, a properly-performed spell will do what it's intended to, but messing up can easily have consequences. Misfiring, twisting out of control, causing demonic taint or even the Blight, or maybe even summoning minor demons - all are possible. On the other hand, unlike the angelic Marks of the Shadowhunters, it's considerably easier - though not necessarily safe - to innovate on warlock magic. New spells can be created or discovered with relative ease, making the powers of warlocks amongst the most dynamic of this world's supernatural inhabitants.

The possibilities of magic are very broad, but a rough idea of what's possible can be found here: https://shadowhunters.fandom.com/wiki/Magic

On Ascension

You can explicitly develop Marks to non-fatally test whether a person has the resilience to survive the transformation, though doing so without **Blood of Angels** will be an arduous process. You cannot develop Marks to ensure a person will successfully ascend, though you might be able to create some that help ease the process.

It is possible to create an imitation of the Mortal Cup, but doing so would require the **Esoterica** perk (or equivalent knowledge) as well as access to angelic blood, or the blood of a greater demon if you want to make an Infernal Cup instead. If you have the **Daywalker** or **Blood of Angels** perk - or can find someone else who does - you can perform complex alchemies (which you will have to discover yourself) on that blood to gain the appropriate concentration, but otherwise you'll have to find a way to summon an angel or a greater demon to get the blood.

On True Nephilim

If you want to turn into a True Nephilim - i.e. a towering being of heavenly fire - you're going to have to do it the normal way (that is, by turning a *parabatai* bond with another person into a feedback loop of angelic power, or rediscovering the original method that Shadowhunters used to transform themselves in this way), or by some other out-of-jump means.

This doesn't negate the danger of becoming a True Nephilim; this state erodes your free will, and unless you have a strong anchor to your mortal self, or *supreme* will, this transformation will likely be fatal, as you are consumed by heavenly fire. That said, perks which enhance your willpower or make you resistant to transformation, may help you in dealing with these problems.

On Witchcraft

This perk doesn't just give you access to magic that would normally be impossible, but it will help you find any reasonable means of access. In the Cosmere it wouldn't just give you allomancy, but you might have a prodigal talent for hemalurgy and understanding the magical technology of the southern Scadrians, while in the world of *Avatar: the Last Airbender* you might find a way to learn earthbending from a badgermole with extended practice rather than being born into the power, as it's said the original earthbenders did.