Old World of Darkness Mortals

Turn away from the New World Order controlled news on the TV, spit that demon possessed fast food out of your mouth, and open your eyes man! Look past that crumbling factory your corporate boss wants you to keep pumping pollution out of. Stop listening to your priest when he tries to warn you about the "dangers" of mind expanding drugs. Tell your mom to go fuck herself the next time she demands you stop making her look bad in front of the neighbors by talking about that time you saw a fairy. Beneath the boring gray lies the Man tries to shove down your throat, there's a whole World of Darkness out there hiding in the shadows.

What you need to do is get a nice concealing black trench coat, a sturdy katana, and as many guns as you can carry. You'll be thankful you have a weapon come the day the rat men who live in the sewers finally rise up to destroy humanity. Then find a group who knows The Truth you can hang with. They'll probably be idiots who wind up being drained to death to feed a local mafia's vampire master, because any group your mundane ass can join is going to be a bunch of posers who don't know the real Truth. But at least you won't be alone against the dark from now until the turn of the millennium when the world ends. If it makes you feel any better, those monsters who keep The Truth from you don't know shit either, and they're all going to die too when the demon lords finally conquer the world.

Take these 1000 CP and you didn't hear any of this from me, got it?

Starting Location

Spend 50CP to choose from any location or roll 1d8 for one of the locations below.
1) **Tokyo-** Tokyo houses the headquarters to Strike Force Zero, a secret law enforcement bureau of the Japanese government, as well as the secret lab where agents are transformed into cyborgs.
2) **London-** Outside of England's capital is the Foundation House of the Arcanum, the headquarters of a century old survival from the Hermetic societies of the Victorian age devoted to studying the occult. They have another Chapter House in London proper, where the leaders meet important guests.
3) **Singapore-** The territory of the Golden Lion Court, these vampires work hard to recruit as many Dhampyrs as they can, treating them well in hopes of forming a half-mortal army that can protect them from their rivals in the Golden Courts that control the surrounding Southeas Asian countries.
4) **Rome-** The center of Catholicism is also the home of the secret Society of Leopold which continues the Inquisition into the modern age. There is also a highly secretive Chapter House of the Arcanum in the city right under the noses of the witch hunters.
5) **Phoenix-** The Seven Sisters are a medium group who work with politicians and manipulate international politics. A small collective have broken away and formed a rival group, the Serpentines, who make their headquarters here.
6) **Amsterdam-** A cult that studies sorcery, the Ancient Order of the Aeon Rite, is headquartered here. They work tirelessly to ensure that sorcery is only used for good, yet members who question the leaders have a disturbing tendency to disappear.
7) **Washington D.C.-** The U.S's capital is home to a variety of government agencies with interest in the supernatural, such as the NSA, CDC, and the FBI's Special Affairs Division. The Seven Sisters medium organization manipulates the government as well. The Arcanum too has a Chapter House in

the city.
8) **Free Choice-** You can start anywhere you want in the World of Darkness.

Backgrounds

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

Corporate Suit (Free)- To Hell with all this hippy nonsense. You've got a real job. Sure, the technology your firm works with may be extremely advanced. Or maybe there's a few weird expenses or facilities you don't understand the purposes of. Just don't go poking around in those when you should be worrying about the earnings on the next business quarter. Or maybe you're the kind of real go-getter who can be trusted with the important corporate secrets? Some employers to consider: the Pentex conglomerate's corporations such as Endron Oil or Magadon Pharmaceuticals, the Paranormal Research Wing, Developmental Neogenetics Amalgamated, Shinzui Industries, Dynamic Technology International, or JDG Cryogenics, though there are surely many others with supernatural or super technological hidden sides.

Government Agent (Free)- The government isn't completely blind to the supernatural, no matter how many conspiracies are trying to cover it up. You're a member of one of these law enforcement or intelligence organizations. In the USA you'd perhaps be an employee of the National Security Agency or the FBI's Special Affairs Division. Or in Japan the highly classified Strike Force Zero has agreements that let it deploy agents to a variety of Asian countries to hunt demons. Dealing with the supernatural isn't a prestigious position, since anyone who learns to much tends to die or mysteriously disappear, leaving many of your compatriots as fresh rookies or total kooks. But still, you know the truth is out there, and you're not going to let these demonic bastards keep getting away with it.

Inquisitor (Free)- The Society of Saint Leopold started as part of the Inquisition. That's no longer politically correct to publicly support, but the leaders of the Society ensure the Pope at least still knows about their fight with the Adversary's demons and continues to secretly fund the organization. Meanwhile the Inquisitors continue to fight the good fight, devoted to eradicating every vampire, werewolf, witch, and ghost they can in accordance with the revelations of the secret saint Leopold von Murnau.

Occultist (Free)- There are a variety of organizations in the world that promise to share arcane secrets. Perhaps the largest is the Arcanum, though they are more devoted to pure scholarship for its own sake rather than the practice of magic. There are many others, generally devoted to some culture's traditional magical style or to some fad in human thought such as Hermetic occultism or ufology. Then there are the cults, the ones devoted to dark spirits who actually answer supplicants' prayers. There are even societies that employ experts in what they call Enlightened Science to combat the supernatural. You are likely an initiate of one of these organizations (maybe even a spy in multiple), though at heart as long as you are devoted to the uncovering of magic you might be a lone scholar instead.

Old Money (Free)- Possibly old enough that you don't even have any of it any more. Still your family has an illustrious history. And maybe a few strange habits that outsiders don't know about. Perhaps a creepy "uncle" or very pale "boss" who occasionally shows up to at night to drag a few relatives armed with guns out for some secret errand. About time someone let you in on the family secret really, assuming they haven't already.

Paranormal Investigator (Free)- You know there are secrets that the average Joe doesn't want to contemplate. But you won't let those mysteries stay unsolved. Whether you're a thrillseeking hobbyist

who wonders around haunted houses on the weekend or a professional who has tried to make a real academic career out of studying ghosts and psychic powers, you want to encounter the supernatural. And if you managed to succeed, it only fueled your desire for more.

Rom (Free)- The Rom are a people apart, blessed with an understanding of the supernatural world but cursed by the way that outsiders envy their special power. Their history goes back to Daenna, a woman who married a shimulo (a vampire). Her husband attempted to grow a magic fruit which could free a shimulo from its thirst for blood. When his enemies attempted attempted to steal it, Daenna took it and ate it herself. All true Rom are descended from Daenna and contain a fraction of the power and wisdom she gained from it. Today the Rom live as nomads, free from the strictures of modern static capitalistic society. Things aren't as bad as back in the 40s during the Holocaust, but still today hundreds of thousands of gypsies are held in camps across the world awaiting deportation, at least when the cops care enough to not just murder them. Still there is hope that soon the Confluence will happen and the world will be transformed, and some young rebels say its time for the Rom to finally start fighting back.

Shih (Free)- In the days of the Shang Dynasty, Yi the Excellent Archer abandoned his noble family to live a life of poverty, devoting himself to fighting the evil Shen, the Chinese term for supernatural creatures. His students, who learned his supernatural skills of combat, carried on his legacy of striking back against any of the Shen who try to overstep their boundaries. The tradition has continued down through the ages to the modern nights, where the Shih live as drifters, living off the kindness of those they protect and the money they steal from criminals and Shen. You may only be an apprentice, but you have somehow (normally through having your family killed by Shen) been accepted into their ranks.

Tree Hugger (Free)- They call you "eco terrorists", but they're the ones murdering the Earth Mother and you're not just going to stand by and take it! Maybe your involvement in the movement is a family affair, with everyone having always supported natural living. Or maybe a very insistent stranger met up with you and talked you into the seeing things his way. Or you could have just decided that this was an important issue wholly on your own. But even if you haven't heard the whole truth yet, you're beginning to suspect that the Earth has its own guardians more potent than college kids with signs.

Artist (100CP)- You are a true free thinker and individualist. To hell with your mom and dad tell you to get a real job. They'd never understand what it's like up on stage singing with your gothic band or presenting your paintings at a gallery or whatever you do. You've felt the chill as spirits from beyond basked in the radiance of your art. You've had too-real dreams of being invited to fae revels you can only half remember in the morning. You've seen the strangely pale but beautiful woman who sometimes sits enraptured by your work. Indeed, there's an unusually large crossover between artists and the supernatural world, one that can give you an in with certain conspiracies that mortals would otherwise be barred from ever experiencing.

Freak (200CP)- You were always an odd one. Maybe you're a druggie, a sadistic bully, or hyper obsessed with order and control. You could have always been ranting about how you have a connection to the spirit world. There could have been a dark voice whispering in your head since childhood, constantly demanding you give in to depravity. Or maybe you just played too many of those goth loser RPG games all the time. Still, maybe your extreme emotions are opening you up to attention from the spirit world… or are the symptoms of a hidden inhuman bloodline.

Perks

Templates

Any or all of the Perks in this section can optionally be combined into an alt-form at the end of the jump instead of staying Perks.

Kami (200CP, discount Freak)- You barely understand what happened. You've always wanted to help the world, and one day you developed the power to do it. The werewolves would say that you had been touched by the energies of Gaia, the spirit of the Earth, if any of them could recognize you. You just know that you have developed an array of powers, mostly revolving around peace, healing, or control over the natural world. (In game terms, you have 30 points worth of Kami powers). The cost of this is a Geas, a specific prohibition you labor under. You might be required to always go barefoot, to never wear any blue clothing, or to never speak directly to a woman. Violating this Geas will draw down the curse of Gaia on you, possibly rendering you very weak or stupid or removing your Kami powers. Only a truly great quest of atonement and the acceptance of another Geas can undo this curse, though these Geasa will only afflict you in this alt form.

Kinfolk (200CP, discount Tree Hugger)- You are kin to one of the Changing Breeds. Most likely the werewolves, but perhaps an even rarer group like the werecats as you prefer. This means you will be able to overcome the fear that comes from seeing their true monstrous forms and that any of your children have the potential to be the kind of shapechanger you are related to. More importantly, you are one of the rare kinfolk who have unlocked their Gnosis, the life energy that Asian cultures know as chi. This will allow you to to make use of Fetishes, magic items with spirits bound to them. It also allows you to use the very weakest of the Gifts that spirits teach the Changing Breeds. You have been blessed beyond the dreams of most Kinfolk, as you have already learned one Gift of your choice.

Revenant (200CP, discount Old Money)- Vampires can share a portion of their curse with any mortal who drinks their blood. A very few studied the process until they learned to make it breed true, forming bloodlines of living quasi-vampires. You are the product of such a family. Within your veins will naturally form Vitae, the supernatural blood refined by a vampire's feeding. Each day you will create enough to activate one of your powers once and you can store two days worth at once. What powers? All Reverent can spend Vitae to heal some wounds, even regenerate part of a limb if they're hardy and lucky. They may also learn Disciplines, the supernatural powers of vampires, though only at the most basic level. Each family may learn three of these Disciplines, though hypothetically by regularly drinking the (highly addictive and mind controlling) blood of a vampire who knows another you could learn others. Revenats all inherently know one Discipline that grants noticeably enhanced strength, at no cost in Vitae.

Yet the vampiric taint in your bloodline has awakened a Beast in your soul. When you are provoked, you will have to keep a handle on with your own mental strength lest you fly into a temporary Frenzy of mindless violence.

Choose one of the below families to belong to.

- **Bratovich:** The Bratovich were once wealthy and powerful, but have degenerated into petty criminals living in crumbing rural mansions. Their fortunes have dried up, and some have even sold off their once famous hunting hounds. Their natural powers are command over animals, passive enhanced stamina, and permanent shaping of their own flesh within human norms. They have a tougher time resisting Frenzy than other Revenants do.
- **D'Habi:** The first Revenant family was bred by the demon worshiping vampire Nergal in the ancient middle east. They have since spread throughout the world, many still the abused

servants of the demonic vampire bloodline that engineered them. Their natural powers are to know a person's greatest weakness, clouding minds to miss them as long as they stay still and silent in shadow, and over-awing those around them into agreeing with their words. They were bred as slaves, and their wills are correspondingly weak.

- **Dhampir:** Oh my, it seems you're no Revenant after all. You were born from the union between a mortal and a "thin-blooded" vampire, one many generations of embrace away from the first vampire in the world. You have five times the capacity for Vitae that a Revenant does. In place of any natural talent for Disciplines, you have the unique power to spend your Vitae to temporarily increase your strength, dexterity, or stamina to superhuman levels. You are more prone to Frenzy than a Revenant, though still not as much as a full vampire.
- **Ducheski:** Bred as crafters and engineers, the Ducheski betrayed their original master to serve the vampire warlocks of Clan Tremere. They have dwindled with age, with only two families in Poland and one in the US remaining. Their natural powers grant enhanced senses, allow them to mind control someone into obeying a one word command, or learn the rudiments of blood magic. Their minds and bodies are warped, and their social skills and beauty heavily suffer for it.
- **Enrathi:** An Etruscan family of slavers, the Enrathi continue to ply their trade as mercenaries who help vampires acquire special mortals for feeding. Their natural powers allow them to mind control someone into obeying a one word command or cloud minds to miss them as long as they stay still and silent in shadow. Their natures take a heavy toll on their sense of morality.
- **Grimaldi:** This family serves the vampiric Sabbat as financial managers, giving them a much stronger connection to mortal society than most Revenant families. They are secretly planning to abandon their masters to jump ship to the Sabbat's rivals, though the plan has existed for centuries and at the rate they're going the world is likely to end before they make their move. Their natural powers are enhanced speed, the ability to mind control someone into obeying a one word command, and enhanced stamina. They have a hard time avoiding bragging about the superiority of their family.
- **Kairouan Brotherhood:** The only family bred by the Assassamite Clan, this family has no well defined place within the vampires' schemes and are beginning to dwindle. Their natural powers are enhanced senses, enhanced speed, and clouding minds to miss them as long as they stay still and silent in shadow. Their ability to heal themselves with blood is only half as effective as other Revenants'.
- **Marijava:** An Indian family bred for service to the Tal'Mahe'Ra cult. They descend from a former leader of the Thuggee sect and serve primarily as spies. Their natural powers are enhanced speed, clouding minds to miss them as long as they stay still and silent in shadow, and over-awing those around them into agreeing with their words. They are susceptible to addiction to vampire blood, becoming fully subservient with only a single drink.
- **Obertus:** A family of scholars, the Obertus believe they are the next step in human evolution and desire to create a superior race of Revenants without ties to vampires. Their natural powers are enhanced senses, clouding minds to miss them as long as they stay still and silent in shadow, and permanent shaping of their own flesh within human norms. They suffer from obsessive-compulsive disorder. A small number of the family are throwbacks to the ancient Narov Revenant family they once interbred with. So you may swap the ability to hide in shadow for the ability to mind control others into obeying one word commands and suffer from megalomania instead of obsessive-compulsive disorder.
- **Oprichiniki:** The Oprichiniki were once a Russian military company. Used as scapegoats by the Tzar and forced to fight each other to the death, the survivors were picked up by Russian vampires and bred into a Revenant family. They now serve their masters as vampire slayers, often with covers inside the Russian mafia. Their natural powers are command over animals

and clouding minds to miss them as long as they stay still and silent in shadow. Their bloodly history calls to ghosts and all are haunted by at least one such spirit constantly.

- **Rafastio:** A family of witches who were made into Revevants by the Tal'Mahe'Ra cult, the Rafastio are independent, working for various vampires as mercenaries in exchange for magical knowledge. Their natural powers give them command over animals, enhanced senses, and the rudiments of blood magic. Their Disciplines are weaker at night, especially during the new moon, but actually stronger under the full moon.
- **Rossellini:** A family of Revenants created by vampire Clan Giovanni's necromancy, the Rossellini are secretive occult scholars and servants of the Giovanni. Their natural powers are the power to mind control someone into obeying a one word command, enhanced stamina, and the rudiments of necromancy. They constantly view the world around them as a decaying nightmare.
- **Servants of Anushin-Rawan:** An ancient vampire lives on the tiny Greek island of Yiaros alongside the family of Revenants she has bred. Members of this loyal family are occasionally loaned out to her allies around the globe, especially to train other ghouls or to help maintain the secret of vampires' existence. Their natural powers are enhanced senses, clouding minds to miss them as long as they stay still and silent in shadow, and over-awing those around them into agreeing with their words. They are naturally filled with loving servitude to Anushin-Rawan or any of her vampiric brood they meet, decreasing in proportion to willpower to the extent that it has no effect on those with peak human willpower.
- **Zantosa:** A failure of a family barely tolerated for providing entertainment, the Zantosa are hedonists and layabouts. Their natural powers are enhanced senses, over-awing those around them into agreeing with their words, and permanent shaping of their own flesh within human norms. They have extremely addictive personalities and can become obsessed with any pleasant experience they encounter.

Drone (400CP, discount Freak)- You heard it. The OneSong. The soundless rhythm that offers unity. You followed it beyond the walls of the world and the spiders helped you undergo Clarification. Your essence was mixed with that of a spirit of stasis. You were sent back with a new mission, a purpose you can pursue tirelessly with your new powers: perhaps to cover up evidence of the supernatural, to pace out a pattern that strengthens the webs between the worlds, or to hunt down and kill beings of corruption, chaos, or nature. Your body is now perfect. Free from disease and immortal, you produce no waste and, being sterile, have no useless sex drive. Your body will continuously try to revert to this original, perfect state. Wounds will knit themselves back together quickly, cutoff limbs will regrow, even magical transformations will be undone in a few minutes. Even your hair will be unable to grow past the length you start with, and you will be unable to train your body or even learn new skills. You can telepathically communicate with other nearby drones or Weaver spirits.

Unlike normal Drones, you are fully the human and the spirit that were combined to make you and so you suffer no loss of Autonomy. You may also disobey the orders of your spiritual superiors or shut them out from reading your mind, though doing so will immediately alert them that something has gone very wrong.

You have a number of powers related to your purpose, commonly ones that spread order, control technology, or enhance your body. The Weaver spirits will not deign to reweave you into a stronger form, leaving you with only what you have. (In game terms, you have 30 points of Drone powers.)

Fomor (400CP, discount Freak)- You were just living your life when you suddenly started to change. Maybe you noticed you were getting angrier all the time, or you started getting even more addicted to

beer or video games. In truth, you were possessed by an evil spirit which has mutated your flesh. The specifics will vary considerably. Enticers are beautiful and unleash addictive hallucinogenic pheromones. Freakfeet are frog like humanoids with long arms, tiny legs, and gigantic feet who can project sticky mucous. Gorehounds are hulking humans who dress like, and have the supernatural strength and durability of, slasher movie killers. And most Fomori are entirely unique mutants, not even belonging to a recognizable "breed" like the above. Unlike normal Fomori, you are fully the human and Bane that were combined to make you and so you suffer no loss of Autonomy. Nor may the great spirit of corruption called the Wyrm instantly destroy you for betraying it, though it certainly may send its other minions to punish you. But by the same token, you may not trade Autonomy for further powers, and instead must twist your body and mind in negative ways to pay for any positive mutations you wish to inflict on yourself. Should your body be killed, you will survive as a Bane, a spirit of some type of negative emotion, pollution, or similar corrupt concept.

You have a number of powers, which are likely to be disgusting and destructive, determined by the exact kind of Bane that went into your creation. (In game terms, you have 30 points of Fomori powers.)

Dhampyr (600CP, discount Freak)- In the Third Age the Wan Xian, the Ten Thousand Heroes, produced half-immortal children through dalliances with mortals. These Jin Hai, the Golden Children, tried to talk their parents back from the brink of damnation and were massacred for their trouble. The Scarlet Phoenix, embodiment of Yang, was incensed by this and gathered the Jin Hai's ghosts, forcing them to reincarnate into any child born to the Wan Kuei, the new Ten Thousand Demons the Wan Xian were cursed to become so that they would always remember their kind's great sin. Tonight that is all long forgotten, but the children of the Hungry Dead continue to inherit a fraction of their parents' power. You are one such Dhampyr, a child of a mortal and a damned soul that clawed its way back from the Ten Thousand Hells to possess its own corpse.

You are mildly hardier than a normal human, able to shrug off blades and bullets or poisons the way a regular person would a hammer or crowbar. Diseases are likewise unable to gain purchase in your body. Upon reaching adulthood, you will age at one-fifth the normal rate, giving you a lifespan of centuries.

You possess a notable aura of luck. At its base level, you can expect to regularly win at gambling and find yourself in fewer traffic jams, but also run into "interesting times" in which you find hidden caches of gang cash or accidentally receive communications between terrorists planning an attack. On top of this, you possess a literal store of good luck, your Joss. This will passively expend itself trying to arrange coincidences to protect you from potentially lethal dangers. A moment's concentration can turn this Joss to another end, allowing you to pull off incredibly lucky shots or other unlikely feats. Long hours of meditation can bind Joss to one of your skills or undo a previous binding. Bound Joss constantly applies to all uses of that one skill, such as driving or shooting. You regain a bit of Joss at each sunrise, and can regain more by performing actions that resonate with your greatest inner wishes or by triumphing in conflict against a challenge that tested your strengths.

You have access to your Chi, which is an even mix of Yin and Yang, though only a part of it. The greater your self control, the more of your Yin Chi is available for use, while your courage grants more access to your Yang Chi, requiring the human peak of these two qualities to fully access your Chi. You can draw on more Chi than this, but doing so runs the risk of greatly harming your body. You have a small amount of a third type of Chi: Demon Chi. Dhampyrs can only use a bit of Chi at a time, requiring several seconds to fully summon the power that the Kuei-jin can call instantly. Using more than the bare minimum of Chi within a single half hour will damage your body from the strain. You can

regain Yin and Yang Chi through rest, taking 10 hours to refill your whole pool or half that time through meditation. Each night at sundown you have a 50% chance to regain some Demon Chi. Eating sentient flesh allows you to regain Chi more quickly. Living creatures yield Yang Chi, while corpses older than four hours yield Yin Chi. Recent corpses can produce either type at your option. A full body would totally refill your Chi. Having only a small amount of Chi (30% of a normal human's) makes human flesh smell savory and pushes you towards cannibalism.

The simplest use of Chi is to heal your own wounds, though grievous damage like fire is much more expensive to heal. A small amount of Chi can also be used to replace a day's worth of food and sleep. Demon Chi can also be used to speed up your actions or increase your strength. You can convert Yin to Yang or vise-versa, or either into Demon Chi, at a two-for-one ratio. It is also used to power many Disciplines.

Disciplines are the vampiric spiritual powers of your Kuei-jin parent. Dhampyrs are only capable of learning two kinds of Discipline. Demon Arts refer to Disciplines that draw on the Po. The strength of your Po soul limits how high you can develop your knowledge of a Demon Art, and each activation of one of these powers runs the risk of eroding your humanity and empowering your Po further. A safer option are the Shintai Disciplines, which warp your body according to an element such as blood or bone. It takes a long time for your half-damned body to acclimate to channeling these powers. At first you will only be able to develop the lowest levels of a Shintai, requiring many centuries of life before you can fully master them.

The measure of your human morality has supernatural effects on you. Sunlight is a bane that distracts and weakens you whenever you stand directly in it, severely limiting how well you can do anything and getting worse the more inhumane your morality is. As your morality lowers, so too does the amount of your Joss. Your Po soul, the dark side of your spiritual makeup, is sentient and awake. It can generally do nothing but whisper evil suggestions into your ear, but it weakens your conscience, courage, and self-control and limits your ability to maintain human morality. You may draw on your Po to resist mind control and the stronger your Po the more Demon Chi you can hold. Immoral behavior can empower your Po, increasing the amount of supernatural aid it can grant you but simultaneously increasing its hold on your mind.

The default nature of a Dhampyr is called wind soul, in which you are in full control of your actions. Provocations will instead drive your Po into fire nature, in which you will mindlessly attack whatever has aroused your anger or hunger. Failure, humiliation, hunger, insults, intense passion, or threats to close friends can all bring about fire soul. Fire, powerful demons, or the spending of the last of your unbound Joss can trigger wave soul, your Po will force you into wave soul, in which you will be forced to flee mindlessly from these threats. Unless you feed your Po soul with depravity, neither of these are terribly likely. If you are at death's door, your Po will offer to save your life, healing you in exchange for taking control of you for about half an hour. This is shadow soul, in which your Po will first try to take revenge on whoever almost killed you before spending the rest of the time pursuing its own evil agenda.

Kinain (600CP, discount Artist)- Though born with a mortal soul, you have faerie blood in your veins. At least one of your parents was a Changeling, granting you amazing power for a mere human. You posses a Birthright based on your fae parent: a boggan's ability to craft three times as fast while unobserved, a clurichan's power to teleport when unobserved as long as you are not bound by iron, or the great and potentially superhuman beauty of the sidhe. You might also learn the magic of the fae, though this is so difficult that you would require a fae mentor. These consist of Realms, which

determine what you can target, and Arts, which consist of the effects you have learned to apply. Arts include such themes as trickery, control over time, or the forging of magical contracts. You may instead Unleash an Art, giving your powers only a vague goal and allowing the Dreaming to decide how your desire will be fulfilled. Due to your direct descent from a Changeling, you can learn six Arts.

You may hold Glamour, the stuff of the Dreaming made from creativity, which is used to power Cantrips or some Birthrights. You have only one way to gain Glamour: to produce it yourself through great works of creativity and art.

Regular Perks

But At Least You're Hot, Right? (100CP, free Corporate Suit, Government Agent, Inquisitor, Occultist, Paranormal Investigator, Rom)- White Wolf pioneered the idea of a having a stat on your character sheet to represent how attractive you were. Sure, it was useless in 99% of all situations, but at least you could point to it and confirm you were indeed super hot. Now you too can get in on the fun, as you are extremely attractive.

Or if you want to be boring, you can choose another of the Storyteller System stats to be exceptional at: strength, dexterity, stamina, charisma, manipulation, intelligence, perception, or wits.

Swimming With The Sharks (100CP, free Corporate Suit)- You've got some real moxy, the kind needed to make it in the cutthroat corporate world. Sometimes literally cutthroat, especially with all the inhuman creatures hiding in the average corporate org chart in these parts. But even so, you've got the skills to quickly climb the ladder, even to ingratiate yourself enough to the higher ups that they consider you trustworthy to learn about the secret projects and what goes on in those off limits facilities the company runs.

Recruiter (200CP, discount Corporate Suit)- Head hunting is vital for any effective business, whether it be finding private security (ie disposable grunts to feed to whatever monsters attack your company at night) or more normal employees. And you're not only an expert at that, but you're even quite good at explaining the benefits of working with you to supernatural beings… presuming you can find one willing to talk, that is.

Fringe Scientist (400CP, discount Corporate Suit)- Pentex's labs have cooked up several generic abominations. Whether it be procedures to forcibly open someone up to possession to turn them into a fomori or the creation of psychics. You not only know these techniques, but you're a deranged visionary, a genius who could move up the creation of super powerful fomori ("formarchs") or the artificial shapechangers who will be known as the "mockery breeds" by decades if you had the resources for proper experimentation.

Smartest Cultist Ever (600CP, discount Corporate Suit)- Endron Oil doesn't intentionally spill its own oil. What it does is run its oil liners with ridiculously low safety standards. If the ship makes it to port, they saved tons of money. If it crashes, the executives go running to their dark masters, talking about the great blow they have caused to Gaia and begging for evil blessings so they can achieve even greater victories for the Wyrm. Like them, you're not only a genius at figuring out ways to placate evil spirits while pursuing your own profits, but supernatural patrons of yours are curiously lenient in how they evaluate your performance, focusing on the gains you've made for their agendas instead of stopping to think about how much more you could be doing if you were more diligently obedient.

G-Man (100CP, free Government Agent)- You're not just some meddling kid with a camera. You're a

fully trained agent of the government, rendering you an expert investigator and interrogator and giving you professional proficiency with firearms.

Wheels Within Wheels (200CP, discount Government Agent)- There are supernatural conspiracies riddling the government itself. So, so many conspiracies. Conspiracies that exist only as cats-paws for other conspiracies. A perfect environment for you, as you thrive in this kind of cloak and dagger environment. You could stay below the radar of all the various factions in the NSA while working to expose and root them out. Or you could equally as well start and run your own conspiracy. An alliance of uncompromised employees across various agencies who can pool information to really start exposing the supernatural, perhaps?

Cyborg (400CP, discount Government Agent)- Japan's Strike Force Zero makes use of beyond cutting edge cybernetic enhancements to give its agents an edge against the demons it hunts. These implants run off of "bio-electricity" ie Chi. Your Chi, which is a mix of Yin and Yang, is only partially accessible. The greater your self control, the more of your Yin Chi is available for use, while your courage grants more access to your Yang Chi, requiring the human peak of these two qualities to fully access your Chi. You can draw on more Chi than this, but doing so runs the risk of greatly harming your body. Using more than the bare minimum of Chi within a single half hour will damage your body from the strain. You can regain Yin and Yang Chi through rest, taking 10 hours to refill your whole pool or half that time through meditation. Great fulfillment of your innermost desires can also restore some Chi. Yang Chi is used to power bioenhancements, such as the emotional suppressors that prevent you from succumbing to panic or denial in the face of the supernatural, gills that let you breathe water and avoid gaseous attacks, or detachable eyes that can be used to spy. Yin Chi is used to power cybernetic enhancements such as pulse cannon arms, cyber-claws, or superhuman cybernetic limbs. You have five enhancements of your choice.

Strike Force Zero's cyborgs might or might not be powered by evil spirits that are slowly turning agents into Fomori, but either way you really do have Paradox-immune enhancements with no spiritual corruption.

You can repurchase this perk, discounted regardless of background, to gain five more per purchase.

The Truth Is Out There (600CP, discount Government Agent)- Bob Schnoblin is a lunatic of an NSA agent in a dead end career who believes everything in the world is part of a Satanic conspiracy that made his wife leave him. He is also possibly the most well informed individual in the entire World of Darkness. He has learned the names and rough agendas of far more supernatural groups active in America than even the best spies among the monsters, for all that he has misidentified how they relate to each other. You share his open minded ability to put together conspiracies and the incredible luck which allows evidence of secret societies to fall into your lap. You could put together the entire map of how this world's various monster species organize themselves.

Secret Heresy (100CP, free Inquisitor)- Operating among the fanatics of the Society of Leopold can be hazardous if you are not a completely faithful true believer. You may easily find yourself facing down an auto de fe by your former comrades should you be found to be espousing the heretical belief that vampires and witches can be saved from the devil, much less if anyone suspects you're some kind of inter-dimensional body thief. You are thankfully skilled at hiding such secrets, even while active within the Inquisition itself.

Blessed (200CP, discount Inquisitor)- Certain of the faithful, especially Inquisitors, have received

minor supernatural advantages that aid in God's work. You have been blessed above all others, having a smorgasbord of such effects. You always seem innocent to others unless concrete evidence suggests otherwise, have a soothing voice, occasionally receive prophetic visions, can detect the use of supernatural powers, heal more quickly, are resistant to supernatural stealth and illusions, and your unarmed attacks burn supernatural creatures like fire. That last one is normally limited to those with righteous morals, but your version will continue to function regardless.

Holy Art (400CP, discount Inquisitor)- Some among the Inquisition practice "holy magic" called Theurgy, invoking the name of God or the saints to perform miracles. Critics claim that this is no different than the hedge magic practiced by sorcerers, an opinion which is completely correct. You have fully mastered one Way of Theurgy and all its Rituals. Your options are the Via Medicamenti (healing), Via Ignis (fire creation), Via Geniorium (summoning, binding, banishing, and protecting against spirits and demons), Via Necromantiae (communicating with, protecting from, and banishing ghosts), or Via Oraculi (visions of the past and future).

You may repurchase this perk, discounted regardless of Background, to master another Way each.

Beatific (600CP, discount Inquisitor)- True Faith is rare in this secular age, and the kind of living saint you are is all but unheard of. You possess the supernatural powers brought on by faith at the highest levels imaginable. Your very presence wards off vampire and demons and miracles that can flow through you at critical times are mighty indeed. You might become immune to supernatural harm so long as your are peaceful, provide total curse of all ills, transform a vampire back into a mortal, or cause a terrible monster to commit suicide out of remorse. You will maintain this saintlike state despite your actual beliefs or morality.

Scholar (100CP, free Occultist)- You are a noteworthy expert in one field of knowledge of your choice, likely some kind of science or the history of some region, though you can choose to be some a little further afield like a medical doctor, a theologian, a master of several languages, or a scholar of the occult. You have a smattering of learning in a few other fields as well.

Faustian Pact (200CP, discount Occultist)- You knelt before a degraded alter and sold your soul to a demon. In exchange, you were granted many boons of your choice. You could have been given strength, intellect, beauty, great skill, supernatural boons (such as wide ranging awareness of any supernatural power used nearby, immunity to poison, or the ability to detect lies), or even parts of the Lores that the demons once used to make the world. (In game terms, you had Faith Potential 5 and your master spent all of it enhancing you.)

Normally these advantages would be tied to your keeping your pact with the demon, who would be able to harm you through your bond. You feature neither drawback, though the demon will be enraged if it tries to punish you and discovers that it cannot. Even if you are a Drop-In, you have such a bond to the closest demon to your starting location, who is sure to be intrigued by the sudden pact it has apparently made.

Sorcery (400CP, discount Occultist)- Magic exists and is still practiced by hidden societies across the globe. Known as Hedge Magic or Linear Magic to the more enlightened, you have mastered one of these hidden skills. Choose both a Path and a style. The Path defines what you have learned to do with your supernatural or super-scientific knowledge. Teleporting objects to you, travel through flight (such as on the traditional broom), or laying curses on others are all possible, as are many more. You have fully mastered this path and all its rituals. The style you choose represents the actual method through

which you perform your art. Styles come in near infinity varieties: the Hermetic magic of the Ancient Order of the Aeon Rites, the traditional Mayan shamanism of the Balamo'ob, the alien tonal technology of the Star Council, even techniques you have been told by your teacher are merely the advanced scientific or engineering skills they appear to be.

Alternatively, you can practice one of the Disciplines of the Kuei-Jin that are also available to mortals: the traditional Chinese geomancy of Feng Shui or astronomy of Tzu Wei.

You may buy this perk again (discounted regardless of background), each time learning another Discipline or Path with an associated style, as not all styles teach all Paths.

Unveiled (600CP, discount Occultist)- If magic is real, why not tell the world? There are many conspiracies that would dearly love to make society accept magic is real. Unfortunately, hedge magic and psychic powers tend to fail when observed by skeptics. This is no problem for you though, as your powers are never hampered or twisted by the force of disbelief.

Decadent (100CP, free Old Money)- Keeping the bloodline going requires hard, but fun, work. It can require a few sacrifices in mate selection to ensure your special blood is passed down to you children correctly, of the kind that require the help of a "kissing cousin." Luckily your children seem to be immune to any genetic disorders that you might pass down to them, such as those caused by incest.

Addiction Management (200CP, discount Old Money)- There are plenty of fun party drugs that a (wo)man of wealth such as yourself could enjoy. There are rarer substances in the world too, ones that can provide greater benefits than a mere high. Vampire blood can transform its drinker into a ghoul, for example, something that can empower even a natural revenant if the blood is of sufficient strength. Regardless of what you're snorting, you're immune to addiction and able to rationally decide whether to partake rather than becoming a debased addict begging your domitor for one more sip.

Most Useful Pawn (400CP, discount Old Money)- Working for vampires is by no means a safe occupation, yet many Revenants and even Ghouls have managed long lives. Those you work for are guaranteed to recognize the worth in your continued existence, requiring extreme potential gain or loss in order to seriously consider sending you on a suicide mission or silencing you after you have served your purpose. Even in the throes of a supernatural rage such as a vampiric frenzy, your masters will prefer to vent their wrath on anyone else nearby before turning on you.

Generational Planner (600CP, discount Old Money)- The expanded lifespans of the Revenants and the immortal nature of their masters allows them a longer view on reality than mere mortals possess. Especially if you're planning to betray your immortal benefactors like the Grimaldi family, you will need a supreme mastery of subtle extreme long term planning. You can weave such plots as the Grimaldi plan to betray the Sabbat to join the Camarilla, even subtly enough that you can hide your efforts from your even longer lived masters.

Chill Down Your Spine (100CP, free Paranormal Investigator)- You have always been unusually attuned to the supernatural, with an extreme awareness of spirits or powers around you. You've also learned a bit about cold reading and lying. Perhaps you tried to make a career out of your ability to peer behind the veil and needed to improvise when sometimes the customer's dead grandma wasn't around.

Medium (200CP, discount Paranormal Investigator)- You are a natural medium, able to make contact with and speak to ghosts. You have developed some method (such as tarot reading or a crystal

ball) to focus your powers to make contact with the other side and screen out the mass of spirits likely to constantly begging for your attention. And beyond those powers, you have a level of safety that those who meddle with the Underworld can normally claim. You are always conscious when possessed and can effortless cast out any spirit possessing you. You can even choose to function as a kind of anti-medium, temporarily thickening the boundaries between the world of the living and the dead to make it harder for hostile spirits to attack you.

Psychic (400CP, discount Paranormal Investigator)- Psychic powers are real, and several paranormal research organizations exist to study their use and train those lucky individuals born with the gift. You are one of these mysterious individuals with an inborn psychic power. It may be the ability to communicate with animals, see an object's past, or start fires. You possess the strongest possible form of this power and peak human willpower with which to power it. Buying the anti-psi power will not suppress your own psychic powers as it normally does.

You may repurchase this perk, discounted regardless of background, to gain another psychic power each.

Skimmer (600CP, discount Paranormal Investigator)- You have developed a series of meditative techniques that allow you to project your spirit out of your body, where it essentially functions as a ghost. Perhaps you'll be the one to teach the forthcoming Orpheus Group these skills? It takes a few seconds to a minute to project your soul, which possesses a resource called Vitality measuring its life force. Your Vitality will replenish through rest (while inside your body) or by expending your willpower. Exhausting all Vitality and willpower at once will cause your soul to dissipate, killing you. You must expend Vitality every hour you project in order to maintain your body, or else it will eventually degrade. Any damage to your soul is shunted to your body, and returning to your body will also damage it slightly unless you walk back up to it and physically climb back in. You can also learn Horrors, or as ghosts call them Arcanoi, the supernatural powers of ghosts such as understanding fate, possession of people or objects, or offensive uses of the voice like a mythical Banshee.

You also possess three Stains, or mutations on your ghostly body caused by your dark side. They could include being covered by snake scales, having bat ears with echolocation, or a shell on your back, among others. You do not otherwise suffer from the normal budding Spectre that normally afflicts Skimmers in the form of Spite.

Right Time, Right Place (100CP, free Rom)- Gypsies have a tendency to show up at the right time and place to make a difference in the world. You likewise are guided by fate towards moments of importance to the world or just opportunities for your own advancement. Or you can use this call to high tail it in the opposite direction, should you prefer to avoid the danger that's likely to attend such portentous events.

Dark Allure (200CP, discount Rom)- The Romani race got its true start because Daenna attracted the attention of a shimulo husband. Her descendants too have attracted much werewolf and fae blood into their families, to say nothing of how the Gangrel and Ravnos shimulo Clans have warred with each other for the right to keep gypsies as their herds. You too seem to spark this same attraction in supernatural creatures, who find you highly desirable as a servant and/or mate.

Pure Blood (400CP, discount Rom)- The Rom are united by their mystic bloodline, which you have inherited in spades. You have Blood Purity five in game terms, but that fails to capture the amazing impossibility of your inheritance of Daenna's gifts. You may learn any number of Blood Affinities,

even those normally available only to particular families, and have already fully mastered one. What are Blood Affinities? The inherent supernatural powers of the gypsies. Good luck, an intuitive sixth sense, magical arts like the evil eye or divination, and more. One caveat to this is that people will be able to subconsciously sense your otherworldly power. The close-minded people of the World of Darkness will fear and hate you for this. After this jump, you'll be able to cloak your heritage so that you are no longer passively declaring your powers to everyone who meets you.

Bloodline Harmony (600CP, discount Rom)- The mystical bloodline of Daenna calls out between host to host. Gypsies working together can harness sacrifices of blood from groups of their fellows to empower their own abilities. This effect will now apply to any supernatural bloodline you are a part of, as fellow members working alongside you will be able to pool your powers to strengthen those of one of your number, granting greater effects the more of you there are and the purer the participants' blood.

Wandering Demon Slayer (100CP, free Shih)- You've learned to lead the itinerant lifestyle of the Shih. You can easily live without money, finding places to sleep and sources of food while simultaneously tracking down the criminals that Shen commonly use as cats-paws. You're also an expert martial artist, and have learned every move of the Mo Chi style of kung fu the Shih specialize in.

Chi Master (200CP, discount Shih)- Normally, mortals have trouble channeling Chi. Their personalities limit how much Chi they can safely channel, using too much Chi damages their bodies, and in any case it is impossible for them to use large amounts of Chi quickly. You are beyond such restrictions. You can always safely and efficiently use any amount of the Chi in your body, though with just this you don't actually know any techniques to spend it on.

Qiao (400CP, discount Shih)- The supernatural disciplines of the Shih are referred to as "bridges" or Qiao. They include such things as preparing blessed prayer strips, enhancing your body, or restoring your own body. You have fully mastered one of these Qiao of your choice. The Qiao techniques are powered by Chi. Your Chi, which is a mix of Yin and Yang, is only partially accessible. The greater your self control, the more of your Yin Chi is available for use, while your courage grants more access to your Yang Chi, requiring the human peak of these two qualities to fully access your Chi. You can draw on more Chi than this, but doing so runs the risk of greatly harming your body. Using more than the bare minimum of Chi within a single half hour will damage your body from the strain. You can regain Yin and Yang Chi through rest, taking 10 hours to refill your whole pool or half that time through meditation. Great fulfillment of your innermost desires can also restore some Chi.

You may repurchase this perk (with a discount regardless of background) to gain mastery of another Qiao each.

Curse of the Sun (600CP, discount Shih)- When the Wan Kuei gathered an army of the undead and called forth eight additional suns into the sky, the Excellent Archer Yi shot down the false suns. But he did not stop there. At the cost of his life, he forever more cursed the Wan Kuei so that the rays of the sun they had tried to use as a weapon would instead rot their own bodies. You too can apply such a crippling curse to an entire group of supernatural beings after a similarly epic victory over them, and unlike Yi this will require no sacrifice on your part.

Breeding Stud/Brood Mare (100CP, free Tree Hugger)- Perhaps what led to your recruitment to begin with, you are the finest specimen of breeding stock the world has ever seen. Any child you sire or bear will be guaranteed to fully inherit whatever special bloodlines your partner has. For example, mating with a werewolf will ensure that all your children will experience the change when they grow

up and their heritage will be at least as pure as your werewolf partner's. And you can let anyone you care to know it, selectively inducing a certainty of this ensured eugenics in any individual you wish. And as a bonus you have full control over your own fertility, able to either guarantee or negate all chances of pregnancy.

Morality Pet (200CP, discount Tree Hugger)- Being a werewolf's ally is no safe occupation, much less being one's mate. But you have a special advantage: no supernatural being's nature will ever compel it to violence or rage while you're around. Werewolves will not rage, vampires will not frenzy, and in general monsters will find themselves able to trivially contain the anger in their hearts as long as you're around.

Power Magnet (400CP, discount Tree Hugger)- Much like a certain Samuel Haight, you have extreme luck at running into supernatural sources of power. Over your life, you could run into the secret knowledge of how vampire blood can empower its drinker, a library on thaumaturgy, a secret ritual to become a true werewolf, even a magic item that grants the powers of a mage, and the resting places of sleeping oracles and ancient vampries. Just make sure you don't try to bite off more than you can chew.

Ritual of Sacred Rebirth (600CP, discount Tree Hugger)- This dark and forgotten ritual was first invented in ancient Mexico, by a princess who coveted the power of her werejaguar family. Normally, a Kinfolk to the shapechangers would skin five true shapechangers in order to turn into one themselves. When you perform the ritual, you need no blood connection and are not limited to the Changing Breeds. As long as you can skin enough (the precise number climbing as the power of the thing you are transforming into increases) of a kind of creature, you may permanently gain a new alt-form of that creature by performing the Ritual.

Artistic (100CP, free Artist)- You are an exceptional and talented artist in a single field of your choice, such as singing, writing, or poetry. You also have moderate training in a few other art styles, as well as some skills in schmoozing with potential clients or club managers to get you gigs.

Truly Enchanted (200CP, discount Artist)- Normally mortals, not even those with the blood of the fae, can see into the chimerical world of the fairies that surrounds us at all times. Only by accepting an enchanted gift from a fairy can one normally see the world called the Dreaming. But you are permanently able to see and interact with the true nature of people or places hidden by such supernatural Mists of deception.

Unclouded Memory (400CP, discount Artist)- Even the fae themselves need to fear the Mists robbing them of their memories of the fairy world, much less an enchanted mortal. You however have an endless and tamper-proof memory. Even as an enchantment faded, you would be able to clearly remember everything that happened and everyone you met while sojourning among the fae.

Rapturous (600CP, discount Artist)- You are a once in a generation creative genius. You have peak human skill in one art style, but that mere technical capacity fails to capture the creative spark within you. You are the kind of person who could kick off a new artistic movement of imitators: an Elvis or a Lovecraft or a Tolkein. You can easily achieve Rapture, the creative fugue in which an artist can provide Glamour for themselves.

Favored Child (100CP, free Freak)- There are often glass ceilings for the half-mortals who participate in the great supernatural conspiracies. Dhampyrs can spend centuries in loyal service in the courts of

the hungry dead and still be less respected than a newly returned member of the undead. The average Fomor's reward for a career of good work fighting the warriors of Gaia is to be vivisected so the scientists can understand what made them so effective. Such prejudice does not apply to you, as your superiors will fairly evaluate you based on your skills and powers rather than dismissing you as a "lesser" creature.

First Team Training (200CP, discount Freak)- Pentex's First Teams are specialized commandos trained to fight werewolves. They often even live through their first assignment. Whether or not you were trained as part of a First Team or another (para-)military unit you are a similarly excellent combatant, with good physical fitness, able to not only survive and sneak around in the wilderness, drive and fly military vehicles, and are an extremely expert fighter with one type of weapon of your choice, such as guns or unarmed combat, with a smattering of experience with other combat styles.

Hidden Corruption (400CP, discount Freak)- The Ferectoi are born Fomori, the result of a bane possessing a fetus in the womb and the human growing up as a full symbiotic.organism. All Ferectoi are able to hide their mutations and appear fully human. Ferectoi or not, you are likewise able to hide all mutations or tells of supernatural abilities you possess, outwardly appearing to be completely normal.

Indomitable (600CP, discount Freak)- You are an ideal candidate for possession or from another perspective the worst one possible. Your mind is immune to any kind of control, whether it be from a supernatural ability, a possessing spirit, or even a dark part of your own psyche like a Dhampyr's Po soul.

Items

You receive one 100CP item for free, and a discount on one of each other price tier of your choice.

Ghost Hunting Equipment (100CP)- All the tools you'd ever need to go traipsing around a reputedly haunted house and recording mysterious noises. Cameras, microphones, copyright free spirit boards, thermometers, even Kirlanian cameras to capture spirits and aura on film.

Wardrobe (100CP)- All the clothing you'd ever need to fit in with the goth-punk world. Gothic clothing that will help you fit in with the club scene, suits fit for the boardroom, gang colors, robes for secret rituals, all ready for you.

Weapon (100CP)- A simple handgun or a noble katana or any other mundane weapon you could want. You get a box of ammunition that restocks each week as well.

World of Darkness Books (100CP)- Spoilers! Don't you want to investigate the world's mysteries on your own? You have a copy of every old World of Darkness book not associated with a specific game line, which is about mortals, or about one of the splats available in this jump.

Caul and Fennel Sword (200CP)- You were born with your caul still attached and underwent the ritual of unhooding by one of the Benedanti, becoming one yourself. Your caul allows you to cast a few special necromantic rituals which you have learned, involving seeing ghosts and even traveling to the Underworld. You have also forged a Fennel Sword, which is effective in fighting ghosts even though its degraded iron would snap if used against a physical foe.

Safehouse (200CP)- This average looking building, perhaps a home or a church, is the perfect

unassuming place to lay low. It also has a secure basement where you could hold prisoners.

Strike Force Zero Equipment (200CP)- You have a variety of grenades, from normal flashbangs and concussive grenades to exotic steel-foam and ice grenades. You also have a striker gun, a special handgun of exceptional power and with a variety of ammunition, from silver bullet to bullets that can track whatever they hit to ectoplasmic disruptors that damage ghosts. The striker gun normally requires a chip implanted in your hand to fire, but yours has been jailbroken so that you don't have to worry about it becoming useless by changes to your Chi.

Supernatural Tourist Trap (200CP)- You own some kind of small business which is frequented by supernautral beings. Maybe you own a goth club where the vampires like to come to feed, or an occult bookstore where mages hang out. In future jumps, you can keep this building as a Warehouse expansion or deploy it into the world. If deployed, any local supernatural beings or similar members of hidden societies (such as superheroes in a cape setting) will be drawn to it.

First Team Arsenal (400CP)- You have a collection of equipment that Pentex produces for its First Teams. In addition to several guns and tons of poison carrying silver rounds, you've got a fleshy Kevlar-like Pus Armor that releases a deadly toxin when damaged, a balefire thrower, a flamethrower that spits out supernatural balefire that burns the very essence of a target instead of just the body; a pack of ionone grenades which confuse scents; Kiss of the Wyrm and bullets to carry it, a drug that induces rage; a shot full of Fomorol, a highly addictive drug that doubles a Fomor's powers; a barrel of Tarnish, a chemical that poisons water and dulls reflective surfaces it is placed on; a pack of LightUp grenades, which create sticky resin strands which are bright and attract electricity and are mildly radioactive; a Squaler, a cellphone sized device that emits frequencies that hurt canine ears; five SquadNet headsets, which not only allow communication with each other but which can hear into the spirit world; and a pack of FightBack grenades; which release a gas that turns fear into anger. All of it is replaced weekly if used up.

Laboratory (400CP)- You own a laboratory set up to perform some kind of supernatural science that already exists in the world: a type of Enlightened Science practiced by the Enlightened Citizens of the Technocracy, the Fomori creation of Pentex, the Paranormal Research Wing's capture of ghosts and conversion of them into electricity, or Strike Force Zero's bodily enhancements for example. In future jumps, it will be a Warehouse attachment that can optionally be deployed into the setting.

Magic Item (400CP)- There is a frightening variety of magical items in the world. The fetishes of the werewolves, the treasures of the fae, the gypsies' draba, and many others. You own one such item of your choice, though only one of a normal level of power instead of anything truly epic. (Meaning something that can be bought with five or less dots of a background in game terms.)

My Pet Gorgon (400CP)- The Wyrm has Fomori, the Weaver Drones, and even Gaia has her Kami. The Wyld has Gorgons, animals that have been granted intelligence and granted supernatural abilities after being possessed by a Wyld spirit. You have befriended a Gorgon who will accompany you as a follower. You can import it in a future jump to turn it into a Companion.

You can alternatively take an animal Kami if you prefer.

Corporation (600CP)- You are the sole owner of a massive corporation, one that contents with the leaders of its industry. The one caveat is that it is deeply involved in the supernatural or super-technological in some way. Dynamic Technology International, the force behind Strike Force Zero, is a

good example of your wealth and power. Your starting employees will become followers. Your starting properties will follow as Warehouse attachments that you can deploy into the world.

Cryogenics Center (600CP)- It seems you've beaten JDG Cryogenics to the punch. Long before they will ever rebrand as the Orpheus Group, you have already built this set of working cryogenic tubes. By pumping someone full of chemicals and freezing them, they can be kept in stasis and defrosted to return them to life. What's more, you've learned how to make your patients project their souls out of their bodies where they exist as wraiths. The Sleepers have much the same power as Skimmers for as long as they remain frozen.

The Seeds of Knowledge (600CP)- These five seeds from the fruit of the tree of knowledge have been passed down through major gypsy families since the days of Daenna. They are said to be the key to the coming Convergence, and though that won't turn out to be true they're at least powerful on their own. The seeds are Bonnerin the Seed of Balanced Scales, which allows you to understand how valuable anything you encounter would be to you personally; Eiavelan the Seed of Brightest Waters, which provides utter self knowledge; Jalomasin the Seed of Stars, which allows the holder to comprehend huge amounts of information without forgetfulness or confusion; Kooseren the Seed of Earthly Awakening, which strips away all falsehood from self deception up to the greatest of conspiracies; and Ruzlekin the Seed of Burning Tears, which allows the holder to know about any injustice no matter how small. It is said that they will curse any gaje who used one. Whether or not that's true, the seeds will work fine for you without drawbacks regardless of your heritage.

Totem (600CP)- It is an almost unthinkable honor for a dhampyr to be invited into a Wu of the Kuei-jin or a kinfolk to be bound into a pack of werewolves or a Sentai of the Beast Courts, much less any other mortal. But it has happened to you anyway, granting you a totem spirit who will provide you a supernatural power. This spirit will become a follower but can be imported in future jumps to become a Companion.

Companions

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

Canon Companion (100CP)- You can choose any mortal or half-mortal canon character to become your Companion per purchase. Alternatively, you can take a slot that can be filled by anyone who agrees to become your Companion.

Drawbacks

You can take up to +1800CP worth of Drawbacks.

A History of Darkness (0CP)- Have you been to the World of Darkness before and want to keep your history? You can continue the history of whatever other Old World of Darkness jumps you've been to before.

20th Anniversary Edition (0CP)- Normally you would start in 1991, ending the jump just before the incoming potential end of the world. But if you're starting later or just paranoid, this Drawback will ensure that none of your actions will kick off the various looming apoclypses early unless you do something blatantly and ridiculously unsafe. The exception to this is Wraith The Oblivion's Ends of Empire, which occurs earlier and kicks off the start of Hunter, Mummy, and Demon.

Crank (+100CP)- You just can't shut up about your beliefs about the supernatural. It's bad enough assuming you don't know anything and will do nothing but alienate friends and annoy call-in radio hosts. But if you keep ranting about how humanity is killing Gaia the Earth Mother or that the vampires are controlling the government, you might be unlucky enough to draw down heat for it.

Discredited (+100CP)- It seems the New World Order's spin doctors have latched onto you as a threat to the Consensus. You aren't a target for assassination, but if you even so much as sneeze in a way that might spread belief in the supernatural (or the wrong kind of fringe technology), they'll start coming out of the woodwork to smear your reputation and make the world think you are a quack.

Family Matters (+100CP)- Whether you inherited the bloodline or not, you are a member of a supernatural family, such as revenants or werewolves. They will strive to use you to advance the family's agendas. If you're a Drop-In, you will be mistaken for a long lost cousin by such a family who will try to bring you into their ranks.

Goth (+100CP)- You're fitting in just a bit too well. You refuse to wear anything except goth clothing and continuously wax poetic, bemoaning your life's miseries and the hopelessness of the world.

Locked Up (+100CP)- It seems you ranted about being the reincarnation of a fairy one too many times. That or you got too close to The Truth. Or maybe you Dropped-In to a cell in an asylum and nobody wanted to admit to the mistake of having an innocent person locked up. Regardless, you start the jump having been committed to a mental hospital and will be forced to convince the doctors to release you or else escape if you're going to accomplish anything.

Mary Sue (+100CP)- You rub people the wrong way once they get to know you. Maybe something about being a beautiful Fomori Dhampyr Sorcerer ex-marine Kinain makes them view you as not belonging in the world, like you're the kind of arrogant dumbass who deserves to be forged into an ashtray or at least avoided. They're probably all just jealous.

Equal Rites (+200CP)- Whenever it comes time to sell another book about Sorcerers, the Mages suddenly forget all the facts about how their powers work which make it blatantly obvious they're different from the linear mages so that the hedge magi can be fully part of the Traditions or Conventions. Now you get to "enjoy" this same effect. Your allies will view you as at least the equal of any full supernatural being, expecting you to pull the weight of a full vampire or mage instead of a mere Revenant or Sorcerer and refusing to acknowledge that you might be far weaker than that. Your enemies likewise will consider you a threat at least on par with such a creature. Trying to protest Pentex might see them deploying a full First Team as if you were a rampaging Garou in Crinos, for example.

Hunters Hunted (+200CP)- Really, you could probably go your whole life without significant contact with the supernatural. Well, YOU can't, but an average person could. You on the other hand just keep running into paranormal situations and beings.

True Believer (+200CP)- You are a fanatical believer in some belief system. Whether you're a bible thumping Catholic Inquisitor or a total skeptic, you refuse to believe evidence to the contrary of this, trying to force every square peg into the round hole of this world view in a way which makes you easily blindsided by unexpected threats.

The Ultimate BAD ASS (+200CP)- Samuel Haight is an expert big game hunter who left his werewolf

family when he failed to change. He has since traveled the world hunting every kind of animal and supernatural being he could. No he's set his sights on the most dangerous prey of all: you. If he thinks he's no match for you, he's not above delaying in order to pursue avenues of supernatural power to try to even the score. He's already planning on to skin five werewolves as part of a ritual to turn himself into one, and that will only whet his appetite for more. And lest you think the situation will resolve itself, Sam cannot die without your intervention, allowing him to try to grasp supernatural power again and again until he think he can beat you or the end of the jump is nearing.

Wanted (+200CP)- You might have been framed by THEM or you might actually be guilty. But regardless you are a wanted international criminal facing serious charges that will at the very least see you spending the rest of the decade in jail should you be captured.

Werewolf Boyfriend (+200CP)- Someone wants you, and it's not someone nice. It could be a werewolf who thinks you'll make a good mate to carry on their bloodline, an obsessed ex who has returned from the grave, a sadistic Unseelie troll, or something else along those lines. The problem is that they're dangerous, unpredictable, and not at all safe to be around. They're the equivalent of a moderately powerful vampire or werewolf.

You may take them as a Companion after the jump is over should you wish.

Blood Addict (+300CP)- You are addicted to vampire blood. Thankfully, you are not blood bound to any particular vampire at the moment, but you still have a physiological addiction to the rush of drinking Vitae. No amount of going without will be enough to shrug the addiction off either.

Demonic Thrall (+300CP)- You sold your soul to a demon and got nothing from it (unless you also bought Faustian Bargain), empowering your master with your Faith. Though strangely you have kept your free will, your master can still communicate with you over any distance and can ravage your soul, draining your willpower, health, and sanity to empower themselves further or merely to punish you for disobedience. And since the Earthbound are insane monsters of pure depravity, the tasks your master gives you are likely to be both dangerous and horrific.

End Game (+300CP)- Your stay will be extended to 2004 if necessary, when the Spectre hive mind awakens into the embodiment of Oblivion called the Grand Maw, who will attempt to devour the Underworld before breaking through the Shroud to consume the world of the living as well. You will be stuck here until the situation is at least temporarily handled and the world is saved.

Masquerade Breach (+300CP)- You saw something you shouldn't have. Now they're coming to tie up the loose end you represent. It could be the vampires or the men in black who are after you, but they're from a major supernatural conspiracy and they're not going to stop until they've made sure you tell no tales about the secrets you've uncovered.

Possessed (+300CP)- You have been possessed for real, being turned into a Fomor. You will have to constantly struggle with the Bane in your soul or else it will drive you to self-destructive evil in an attempt to mindlessly express the evil principle it embodies.

Revised 2nd Anniversary Edition (+300CP)- Thaumaturgy, uh I mean sorcery, follows paths of related effects. No, wait, actually they're built out of different aspects you combine into individual spells… no it's back to the path system again. Now all you powers work like the constantly retconned powers of the World of Darkness games, the details of what they do and how they're used changing year by year

so that you can never rely on them not randomly leaving you high and dry as they totally transform.

Time of Judgement (+300CP, requires End Game, ignores Drawback limit)- There are many secret societies who fear that these are the Final Nights. Which one's vision of the apocalypse is right? All of them. The most dangerous version of each game line's end of the world scenario will take place, and you'll need to make it through them all before you can leave.

End Choice
Go Home
Stay
Continue Jumping

Notes

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

Skimmer Horrors and Wraith Arcanoi are clearly related somehow, but it's not clear if Orpheus is a simplified version of the Wraith rules or if it's all changes caused by reordering of the Underworld or what, much less what a hypothetical Skimmer would have looked like before the Sixth Great Maelstrom if any had existed. Fanwank responsibly.

Many things in the World of Darkness normally cancel each other out. Mages can't normally use Sorcery, being a Dhampyr overrides many other supernatural heritages, etc. Anything bought here is immune to these kinds of incompatibilities. Go on, be a Dhampir and a Dhampyr at the same time. White Wolf can't stop you any more.

Spirits in future jumps will find they are able to teach Kinfolk new Gifts.

A Generic Jump by Generic Anon.