Mage: the Awakening Second Edition Jumpchain

By Lucid Lunacy



Welcome Jumper, to the World of Darkness. A world much like your own, but through a lens of shadowed horror. Yet for all its ills, there are many secrets and wonders to be found.

One such secret is thus: **The World is a Lie**. Long ago, in an age that once was and is no longer, mortal men, those who had undergone the trials of Awakening and returning as Mages, ruled an empire and the forces of creation alike, until there came the day that the greatest lords of the Awakened City sought to storm the Heavens and seize for themselves the Thrones of the Gods therein.

In their Hubris they crafted a great Celestial Ladder and sieged the highest powers, dethroning them, though not unopposed. Those who sought to stop them followed, and battle ensued between them. A great Cataclysm arose from their war, when the Celestial Ladder was destroyed, rending a great wound in reality. The Abyss. The realms of "that which is not" separated from the world and "that which is". The Tyrants who now sat the Thrones they had stolen then sought to ensure that none would wield the might of the Awakened and rise to challenge them again, and seeing the Abyss, used it to cut off the Supernal Realms from the rest of existence, denying Awakening to future generations.

However, they did not entirely succeed in their plan. The five foremost among their opponents forged great beacons in the Supernal, the five Watchtowers, that allowed a remaining connection to bridge the gap of the Abyss and the now Fallen World.

Yet again did the Tyrants conspire to keep any from climbing the heights of power after them, cursing humanity with Quiescence, the

Sleeping Curse, enforced by the Lie. The voice that says “Magic isn’t real, the world doesn’t work that way, you can’t do that! Just keep your head down and don’t rock the boat. **Obey**.”

Every so often however, someone will come into conflict with the Lie of the world and see, just for a moment, a piece of the Truth. Many of these ignore what they’ve seen or recoil from it, and return fully to Sleep. Those who persist onward find themselves on the Path to Awakening. A Path laid down by one of the five Watchtowers across the Abyss to the Supernal Realms, and should one survive the arduous journey and its trials, they shall scribe their name among countless others and Awaken as a Mage!

Long Ages have passed since then, and the most recent form of Mage society was brought about during the Hellenistic Period when Alexander the Great brought disparate groups under one banner. Atlantis is the name given to that once great city. The Tyrants of the Lie are known as the Exarchs and those who fought them and preserved Awakening are known as the Oracles. Lastly, the shapes of the current Orders are believed to mirror as much of Awakened society as is known of the Time Before.

You’ll be spending the next ten years here.
Take these **1000 CP**, you’ll need every advantage here you can get.

Age and Gender

Take your pick. It doesn’t matter too much. Unless you go back in time.

Time and Place

By default, anywhere between the early Twentieth Century to the Modern Era. As for where, typically somewhere in North America, but anywhere will do really. There's a lot going on, have fun exploring!

Origins

Nameless (Drop-In)

You are a Mage, though not one with formal ties to any established groups. You therefore have no allies or resources beyond yourself, but you also have no obligations and no enemies. Walk with care, Jumper, for you tread on the knife's edge.

Pentacle Mage

The union of the Diamond Orders and the recently established Order known as the Council of Free Assemblies, or more colloquially as the Free Council, forms an alliance known as the Pentacle. It is to one of these orders you belong, whether it be a recent recruitment or a long history coming to fruition on your Awakening.

Seers of the Throne

Or perhaps the servants of the Exarchs are where your ambitions lie. In return for their fealty and continued enforcement of the Lie, the Seers of the Throne are accorded *vast* power and reach over the Fallen World. The phrase "it is better to rule in Hell than to serve in Heaven" fits them like a glove. Think of all the corruption, excess, self-aggrandizement, and social knifing of the worst scandals to come out of the halls of power, and add to it the vast power to warp reality

that Mages possess. *Yeeeah*. Whatever you were thinking? It's worse. A *lot* worse. Still, there's a lot to be said for being the Boot instead of the Ant. Careful with this one, Jumper.

Paths

Acanthus

Witches and Enchanters on the Path to Arcadia and the Watchtower of the Lunargent Thorn, Supernal Realm of Fate and Time, and abode of Fae.

Mastigos

Warlocks and Psychonauts on the Path to Pandemonium and the Watchtower of the Iron Gauntlet, Supernal Realm of Mind and Space, and abode of Demons.

Moros

Alchemists and Necromancers on the Path to Stygia and the Watchtower of the Lead Coin, Supernal Realm of Death and Matter, and abode of Shades.

Obrimos

Thaumaturges and Theurgists on the Path to the Aether and the Watchtower of the Golden Key, Supernal Realm of Prime and Forces, and abode of Angels.

Thyrsus

Shamans and Ecstatics on the Path to the PrimalWild and the Watchtower of the Singing Stone, Supernal Realm of Spirit and Life, and abode of Beasts.

Orders

Adamantine Arrow

The Arrows are the soldiers, warriors, and strategists of the Awakened. They who stand between others and harm, dealing with the many dangers of Magic and the Supernatural in general.

Their Creed is “Challenge is Magical”.

Guardians of the Veil

Spies, thieves, assassins, and secret police. The Guardians keep many dangerous things from becoming moreso, from Sleepers and incautious Mages alike, and hide others for the day when they are needed.

Their Creed is “Magic is Fragile”.

Mysterium

The Mysterium is home to lorekeepers, explorers, and advisors. They who seek knowledge both for passions’ sake, and to recover the lost pieces of Awakened history and culture, and of course, nowhere is the phrase “Knowledge is Power” truer than in the hands of a Mage.

Their Creed is “Magic is Alive”.

Silver Ladder

The Silver Ladder calls those who would lead. Priests, politicians, and arbiters, they seek to guide the Awakened as One Nation and to encourage Sleepers to Awaken.

Their Creed is “Magic is Humanity’s Birthright”.

Free Council

The Free Council is comprised of rebels, innovators, and modernists. They believe that Sleepers have touched on the Supernal through modern ideas, science, and technology, and hope to change the face of Magic.

Their Creed is “Humanity is Magical”.

Perks

As you’re paying *precious, precious* CP for these, you naturally get the Jumper Grade package, not the “local metaphysics” package.

All Origins receive their 100CP Perk for free, with the rest discounted.

General Perks

[Free] Awakened

You have seen past the Lie and journeyed to one of the five Watchtowers, signing your name within, at the culmination of your struggles. The ember of your once Sleeping soul has flared into the brilliance of Awakening, and you are now a Mage! At its base this grants Mage Sight, the ability to look beyond the mundane senses and

see the symbols that make up all of existence, and from them discern all manner of things; Coupled with the ability to wield the ten Arcana, the pillars of creation both Gross and Subtle, focused through the lens of your Gnosis, the power and understanding that drives Awakened magic.

As an added bonus, your connection to the Supernal is such that you shall possess *considerably* more mana to start with than the average Mage, even if you are newly Awakened, and will not have an Inferior Arcanum, only Ruling and Common, and with appropriate dedication may attain full Mastery in every Arcana. Finally, you possess an instinctive knowledge of High Speech. While this is not immediate mastery, it will grow to become so within a year or two. Post Jump, this will provide equivalent facility with magical languages, and you can Awaken others so long as they have (or are) a soul.

[Free or 200CP] Mental Fortress

There are all sorts of sanity shredding horrors in this world, to say nothing of the abuses one can commit with the Mind Arcanum or the likes of a Vampire's Dominate of Majesty Disciplines. Fortunately, you no longer have to worry about any of that! No power, supernatural or otherwise can effect your mind without your consent, and you cannot be compelled to give that consent.

This also grants immunity to trauma and allows you to process your experiences in the best way for you to grow positively from them, and allows you to weather long periods of isolation without ill effect. For 200 points, you can take this protection into future worlds.

[Free or 200CP] Occultation

This Perk shelters you from hostile scrying of all kinds. Precog, postcog, security cameras, if it's meant to ferret out you or your secrets

this Perk will counter it in ways both subtle and blatant as needed. It also diminishes the effectiveness of things like aura reading and Mage Sight that are used against you. This Perk can be freely dialed up or down as you wish. For 200 points, you can take this protection into future worlds.

[Free or 200CP] Cosmic Fact

It would be no fun if some Archmaster cast an Imperial Spell and accidentally erased you from reality, Jumper! So while you're here you are guaranteed to not get retgonned by any Imperial Spells that might get used, or any similar things. Reality warping, time paradoxes, conceptual annihilation, whatever it is fails to effect the Fact that is you. For 200 points, you can take this protection into future worlds.

[200CP] A Scholar's Mind

Even with magic, keeping all the things you'll end up learning organized and at hand when you need it most is nigh impossible. Fortunately, you have a truly perfect memory, fully retroactive, with limitless storage, flawless indexing and recall, along with tamper proofing and the ability to selectively dampen or erase unwanted experiences while retaining the knowledge that it was *you* who did so and with general knowledge of why.

[600CP] Living Hallow (Capstone Booster)

Your Awakening has had an unprecedented effect, Jumper, and magic is now entwined with your being on a fundamental level which other Mages could only dream of! Firstly, this magnifies the reserves of Mana you possess to an absurd degree, even beyond what you have already been granted, such that you can cast spells of monstrous scale, duration, and potency just by pouring your vast power into them, instinctively weaving new and better spells with contemptuous ease.

Secondly, your understanding and closeness with Supernal Symbolism is such that you leap to new insights with mind boggling speed and frequency, picking apart the meaning and nature of all things magic with barely more than a glance, utterly leaving your peers in the dust. Truly you are a genius of magic. You shall have these advantages with any magic you may already know, or come to learn in the future.

Origin Perks

All Origins get their 100 pointer free, with the rest discounted.

Nameless (Drop-In)

[100CP] Hit The Ground Running

When you end up in a strange place, oftentimes you need to get your bearings *fast* or be neck deep in trouble in short order. I've got you covered, Jumper! This Perk gives you a broad understanding of the ins and outs of wherever you happen to end up, equivalent to someone born and raised in the culture and location you're in. This is most effective for the starting location you chose or rolled, and other locations you travel to will see you acclimating in short order, with native familiarity in, at most, a week.

[200CP] Off The Grid

Sometimes the best choice you can make is to avoid all the trouble involved with the local Powers That Be. You now have a startling capacity to travel to, navigate, and live in places that are off the beaten path with ease, even without magic, and a fair bit of luck in remaining unnoticed in doing so.

[400CP] Respected Neutral

A problem with not having allies is that most everyone with any power or influence takes it as having free reign to walk all over you and take your stuff. However, this perk marks you as someone to not be bothered, as well as ensuring those you make deals with bargain in good faith, so long as you do the same and are clearly not taking a side.

[600CP] Fortune's Favor

Perhaps it is your untethered nature, or maybe it's something else, but you have an enviable knack for stumbling across places and things others miss, often those that would give you opportunities and resources you would otherwise lament the lack of.

Capstone Boosted

Ahahahaha! Were you a Xianxia protagonist at one point? Because there's no other way to explain the sheer *bullshit* that is your luck, Jumper. Arriving to places just in time to solve problems and make powerful new friends, or stumble into just what you needed even if you didn't know it at the time, or other similar things, are regular occurrences for you now.

Pentacle Mage

[100CP] Traditional Instruction

The history and institution of the Pentacle goes back several thousand years, and they have amassed knowledge and honed the teaching of new apprentices all the while. You now have a rock solid foundation of knowledge in the whats, hows and whys of the ten Arcana, being Initiate level in each.

As well, you have also been taught of the Orders, and their shifting politics, views, alliances, and enough to not make a fool of yourself

among them. Post Jump this gives you equivalent foundational knowledge of other supernatural societies.

[200CP] Friends In Many Places

Though they are often at odds with each other, the Diamond Orders hold a common origin and culture that binds them together, and all of the Pentacle Orders are united in their opposition to the Seers of the Throne. With this Perk, you now have charm and charisma along with a gift for making friends that persists across groups, ideologies, and borders. Use it well, Jumper!

[400CP] Pentacle Symbolism

The beating heart of the Atlantean Diamond is the shared symbolism echoing from the Time Before. It is these that draw down Higher laws into the Fallen world and allow the Willworker to dream with eyes wide open, shaping reality around them as they desire.

What you now possess is as simple as it is powerful; any Pentacle symbols incorporated into your magic make it *far* more powerful than it would otherwise be, even for other arts not of this world, and strengthen it against being countered or dispelled. Likewise, it allows your own magic to more easily overcome the magic of others, tearing through wards, veils, and even punching through magic resistance, which is only half as effective.

[600CP] Multiple Degree Master

Well now. This is quite the résumé Jumper. A few Masteries in your choice of Arcana, some serious pull in your faction, enough to sway the most deadlocked issues or arrange for some *major* favors, and the social and political chops to have your faction, and many outside of it dancing to your tune.

Either you've been at this for decades at least, or you are a young prodigy that many would never suspect. Either way, you've got this on lock.

Capstone Boosted

Did I say *a few* Arcana? My mistake. I meant *most*. Your immersion in the traditions of the Atlantean Diamond resonate powerfully with your unique nature as a **Living Hallow**, and have brought you to heights unimagined since the Fall. Your understanding of the Arcana is nigh peerless with full Mastery of *at least* six of them, and a deep, profound insight into the Ruling Arcana of your Path never before seen… it is up to you to discover what these new insights will herald in the future.

Seers of the Throne

[100CP] The Iron Door

Within the Oneiros, the Personal Soul, lies a door. Those Seers who would seek it do so to earn a Prelacy, venturing beyond it to be granted additional power should they succeed in the trial to earn it. This is not that door, but like it, there is now a door within your Oneiros that leads to a separate realm. In it, you may meet with various beings of power in order to bargain for what you may.

As a special consideration, no being you meet here may venture beyond it through the door, nor may they cause undue harm to those who venture to this place. Even so, bargain with care Jumper.

In this world you shall meet with your patron Exarch to be given orders or knowledge, but who knows what other beings one might find in the future?

[200CP] The Unseen Threat

The Seers of the Throne are ever watchful for a knife in the back. Or the front. The Ministries are the proverbial crab bucket, always seeking advantage over their fellows, be they higher, lower, or peers. With this Perk you now have both the skills and cunning to fly under the radar, magically and not, both to enact your own plans and to avoid being caught in another's.

[400CP] Filthy Lucre

If there's one thing that can be said of the Seers, it's that they possess absurd, *ridiculous*, wealth and influence in the world. With this Perk, now so do you. Wealth and power walk hand in hand, and possessing one begets the other. The more wealth you have, in whatever form, the more power shall fall into your lap. Titles, land, debts, servants, and more. Likewise, the more power and influence you have, the more easily and often riches shall shower upon you.

[600CP] Herald of the Lie

The Lie is the ultimate tool enforcing the Tyrants' rule over the Fallen World. Quiescence, the Sleeping Curse, causes Sleepers to remain so, and to recoil against Awakening, believing only the Lie. A self-reinforcing state of ignorance, willful and not. This perk marks you as a favored servant of the Exarchs, as you command great influence over the Lie itself and how it effects others, denying Awakening or twisting magic awry through Dissonance. Naturally, its effect on *you* is far lesser, though still present.

At its base, you may spread this influence over the area of a large country, and correspondingly greater if you actually put power into it. In future worlds, you shall hold similar command over the forces of magic, to suppress or warp it in ways major and minor. Truly, a terrible power is now in your grasp Jumper.

Capstone Boosted

Your nature as a **Living Hallow** has caused your influence over the Lie to expand dramatically. Where once you might blanket the area of a large country without effort, now it envelops the world. Who knows how far you might spread it with additional power? So too, is your ability to effect others heightened, being able to even influence Paradox or levy similar consequences upon those that wield magic in future worlds.

Order Perks

You receive 600CP to represent the investment in, and by, your Order. All Orders get their 100 pointer free, with the rest discounted.

Nameless Orders

The Nameless Orders are those who, for one reason or another, are not members of either the Diamond or the Seers. Countless smaller orders exist, most centered around a certain local region, and with an equally diverse and eclectic approach to magic. To reflect this, being part of a Nameless Order, or even a Solitary, you shall have a single discount from each tier from the **Order Perks**, **Origin Items**, and **Order Items** sections.

Adamantine Arrow

[100CP] Adamant Hand

The Arrows are the front line of the battlefield, and magic offers many new and terrible ways to crush one's enemies. The Adamant Hand is a martial philosophy passed down through the Order and expressed through a Mage's personal insights on the Adamant Way.

Combining martial and athletic prowess, you are now a certified badass of your own personal combat style, fit to allow you to wipe the floor with a dozen opponents with ease. Where necessary, incorporating this style into your casting serves as a focus as readily as any wand or stave, and bolsters the effects as well.

[200CP] Together As One

Arrows rarely fight alone. You now have a superb command of group tactics for forces large and small. From a squad to a battalion or larger still, your mere presence ensures unit cohesion and heightens the effectiveness and competence of all involved. Should you be in command of them, this becomes frightening in its effectiveness, as if everything had been choreographed.

[400CP] Thunderbolt Guardian

Thunderbolt Guardians are senior Arrows that often serve as instructors in their areas of expertise until they are needed on the battlefield. You now possess a frightening ability to teach others the skills you have, magical or not, in a *very* short amount of time.

For example, someone with no experience in a given field could become one of the finest in the world in a matter of weeks, if you were to teach them. The only things you can't teach are things your students lack the prerequisites for, like having a certain bloodline in order to use a given technique or power. But if you had the means to grant these things, that's no longer a problem is it?

[600CP] Adamant Sage

A true Adamant Sage is one who embodies the warrior-poet-philosopher ideal all Arrows strive for. However, they have long fallen short. Until *you* came along. A polymath in areas both

magical and not, with mastery of magic and multiple fields of mundane knowledge, all bolstering a staggering talent and a peerless mind for strategy, tactics, logistics, indeed all things needed to command your forces and sweep aside your foes, hailed in story and song in ages to come, such is your all-encompassing brilliance.

Capstone Boosted

As if the above weren't enough, now your enemies find themselves stymied at seemingly every turn as your nature as a **Living Hallow** reaches into reality and aligns symbols of victory into your efforts and defeat into their own. This is by no means an absolute thing, but with all that you have at your disposal, do you truly need such a thing?

Guardians of the Veil

[100CP] Masques And Veils

You wouldn't make a very good spy without the necessary skills, Jumper. Good thing you have them now, all of them. Disguises, tailing, espionage, intelligence gathering, and all the rest, fit to make you among the very best in the business even *without* the magic. And you certainly have that.

[200CP] Labyrinths And Webs

Guardians ensure that others are guided safely away from dangerous knowledge and practices, as well as testing those who might be worthy to learn Awakened secrets. To this end they create Labyrinths to shape and winnow the masses. In addition to superb skill at doing so yourself, you also possess equal skill in forming more traditional spy networks.

[400CP] Keeping Secrets And Finding Others

Above and beyond the usual skills of the Guardians, you have an impressive blend of skill and luck in keeping your secrets *secret* and uncovering those of others, *especially* where treachery and corruption are concerned. And should said treachery and corruption be aimed at *you*, well, you're all but guaranteed to find out before it finds you.

[600CP] Epopt

You now have a *bullshit* level of skill in creating, maintaining, and juggling multiple identities, as easily as breathing, without losing track or confusing even the smallest detail, all the while manipulating entire wide ranging organizations, often with other master manipulators in their ranks. Pity none of them know about *you*.

Capstone Boosted

Your skills at crafting identities and deceiving others with them has blended with your nature as a **Living Hallow** and taken on even grander heights than before, becoming something absurd. You could, for example, take the identity of someone and even deceive one who *knows* for a fact that you are not that person and have them believe it. You can imagine what this does for your ability to run rings around the competition.

Mysterium

[100CP] Archaeomancer

Grab your whip and fedora Jumper! We're going exploring! In trap filled, horror infested locales hidden in the strangest places. But hey! At least you have the training, skill, wits, and good 'ol luck to do the job and do it well! Those lost secrets won't find themselves! But they might find you...

[200CP] Steeped in Lore

The Mystagogues are known for many things, but mostly for having huge collections of books, scrolls, tablets, artifacts, and countless stranger things. Being a member in good standing, you have access to knowledge and resources most don't even know exist. Naturally, this means you also have access to the otherwise restricted places where these things are kept. You'll have similar access to restricted things and places in future worlds as well.

[400CP] Savant

Among the Mysterium, the Savants have a single, crucial purpose. To memorize entire bodies of knowledge, magical, mundane, or concerning other supernatural beings or phenomena, in order to preserve them against the loss of any Athenaeum or other disaster. You count yourself among their number now, Jumper. Choose ten subjects. You shall have full, unabridged knowledge of these subjects with guaranteed accuracy fiat-backed. In future worlds, or per decade in longer Jumps, you may choose another ten subjects.

[600CP] Hierophant

The role of Hierophant is not one of leadership, but one of wisdom and preparedness. A Mystagogue who has reached this height has by necessity learned secrets that draw their focus beyond the temporal. Keen insight into the greater Tapestry allows the Hierophant to notice approaching disaster and work to divert it, with only the needed focus on guiding the Order, both with the precision of the same light hand.

These are the skills you now possess, Jumper. Even the most subtle and well hidden machinations and threats are laid bare before your awareness, casually so at that. Likewise your awareness of those whom you have ties with, be they peer, subordinate or student is similarly

far-reaching, allowing you to chart their course with ease, shaping even the most far-flung reaches of your followers to your grand vision.

Capstone Boosted

Your nature as a **Living Hallow** has extended your awareness and influence in a profound way, should you choose to do so. Simply put, they now extend throughout time. Past, future, other timelines and realities. You may look through them and seek out the most desirable path for your goals, needing only to work towards bringing it about. Beware, however (and sigh in relief), this is hardly omniscience nor a guarantee of success. Only a guarantee that a desirable path exists and that you *will* find it with enough effort, even in the face of hopeless disaster.

Silver Ladder

[100CP] Commanding Presence

The Silver Ladder focuses its efforts on directing the wider world toward a grander goal. However, to lead your subjects you must have their attention, and then *keep it*. To this end, you are granted a towering charisma fit to captivate and inspire the masses, and a not inconsiderable boost to your looks in line with your own preferences. Sometimes the best tools are the most direct.

[200CP] Lex Magica

As those who would lead and arbitrate the Awakened, the Théarchs are those who hold the greatest knowledge of Magical Law. So too, do you now hold encyclopedic knowledge of the ins and outs of these laws, and thus how to best wield them to your benefit, or work around them. In future worlds you shall have equivalent knowledge, for both supernatural and mundane legal systems.

[400CP] Cryptopoly

The primary tool of the Silver Ladder in shaping societies to its goals is the Cryptopoly. A practice of crafting secret societies and mystery cults designed to lead adherents to a desired outcome, be it the ultimate goal of enlightenment through Awakening, or simply to acquire influence, connections, and resources to further higher aims.

You now have a grand talent for theater and societal engineering that, alone, could catapult you from a nobody that just wandered into town, to the power behind the throne for the entire city inside a month. Add magic to that and you've got it made.

[600CP] Hieraconis

The ultimate goal of the Silver Ladder. The great Awakened utopia. Atlantis reborn anew, reforged greater than before from lessons learned by its Fall.

You now stand among the greatest rulers and statesmen in history, with an unmatched skill at leadership, politics, administration, planning, diplomacy and more, fit to make you the finest ruler ever seen. If any could be said to forge that hoped for utopia, Jumper, it's you.

Capstone Boosted

The ideal of leadership has merged with your being, amplified by your nature as a **Living Hallow**, and with it, Hieraconis has never been closer, for the greater your domain, be it size, reach, prosperity, quality of life, any metric that one could attribute to "greatness" or "the ideal" in some way, shall only cause it to rise further and faster, and become ever more stable and long lasting. Soon enough, you will rule over an empire beyond compare!

Free Council

[100CP] Techné

Even through the flaws and the Lie, the Fallen World continues to etch new perfected symbols into the Supernal. As the organizations, structures, and inventions of the Fallen World reflect into the Supernal, you can then call those symbols down to work your will upon the world around you. And if there aren't already such echoes about to etch new symbols, you can inspire the Fallen World to create such things that will echo into the Supernal despite the efforts of the Abyss and Exarchs.

[200CP] Inspiration

The creation and presence of new symbols in the Supernal is only half of the equation. Being able to properly make use of them is the other. With this, you are now a blazing beacon of inspiration and innovation in creating new works of magic with them, most especially in the arts of Techné, or similar blending of magic and technology. Likewise your efforts yield greater success than the time and resources should normally warrant.

[400CP] Rallying Cry

For all that the Libertines strive to work as a unified Order, the fact of the matter is, with so many voices shouting to be heard, much less call to action, little truly gets done. However, you have a gift for rallying the most fractious groups into a truly unified organization. If you were to make your voice heard, surely your fellows would find common ground and move as one.

[600CP] Collective Bargaining Power

For all that the Diamond Orders may scoff at the Libertines for being a bunch of rabble-rousers and divided amongst themselves, *there are a lot of them*. Many other groups that were cast out, or those that had grown tired of waiting to be acknowledged, came together to form the Council of Free Assemblies. Quantity has a quality all its own. With so many voices, it's nigh impossible to go unheard.

With this Perk, you now possess both the inspirational presence to draw others to your banner, particularly those who don't have a place already, and in vast numbers, and to quickly galvanize them into a force to be reckoned with. Even the most entrenched or monolithic of institutions will soon have cause to treat with you as a peer.

Capstone Boosted

Peer? Nah. Screw that! Your nature as a **Living Hallow** has fanned the flame of your presence such that now you may draw and unite others to a degree that will surely shake the world! Nations and continents shall be reshaped by the sheer *number* of those who shout with a single voice. What wonders might you achieve together?

Seers of the Throne

[100CP] Swimming with the Sharks

It wouldn't do to join the ranks of the most vicious and cutthroat group in this world without being able to handle yourself accordingly. To that end, you now possess sufficient skill in both combat and espionage, magical and otherwise, to safely navigate the treacherous waters of Seer "office politics", along with a finely honed danger sense. Trust me, you're gonna *need* it.

[200CP] Will to Power

In order to achieve one's goals, one must be willing to strive for them. While this truth certainly is not unknown, few can be said to have this gift. As long as you have a goal of some kind, and are seeking after it, you'll find that circumstances align in your favor. A rival suffers an accident, a potential employer chooses you over another, rumors and social undercutting fall flat, all manner of things fall into place. All without you having to lift a finger.

[400CP] Prelacy of Jumper

The Exarchs of the four Great Ministries (and possibly the rest) offer additional power to those they favor in theme with the Arcana they rule, known as a Prelacy. A series of initiations bestowing abilities and knowledge, often referred to as the Crown, Sword, and Temple.

The Crown grants personal abilities that follow the Exarch's themes. The Sword grants arcane secrets that were written into reality by the Exarchs. The Temple grants a Seer the ability to create a soul stone and attune it to their patron Exarch, drawing down overriding Supernal laws and strengthening effects stemming from them.

With this Perk, you can create your own Prelacy following these themes. In future worlds the Sword initiation will continue to grant knowledge of new secret ways to wield magic, or exceptions to the rules therein. The Temple initiation will no longer require a soul stone, simply functioning as a consecrated space.

[600CP] Tetrarch

Every Tetrarch is two things: a consummate politician and a powerful practitioner of magic. Only the greatest of the Seers rise through the

constant winnowing of their ranks to such lofty heights. With this Perk you count yourself among them.

Along with a potent Gnosis (at least six) and Mastery of your Path Arcana, you possess a peerless grasp of societies, politics, and undercutting enemies, “allies”, and underlings alike; so too, your ability to coordinate those below you. Such skills have seen you accorded with dominion over vast territory to guide the overall goals of the Seers in the region. Rarely is it so small as a ‘single city’, and more generally an expanse populated in the tens to hundreds of millions.

Capstone Boosted

Not content to be so limited, your nature as a **Living Hallow** has magnified your already great gifts. Your Gnosis swells even greater still, and you possess another three Arcana to have Mastered. Most notably, your social acumen is nigh precient even *without* magic. Where before you might maneuver to destroy your enemies and cow your “allies” into submission, you now find them defeating themselves without you having to do much at all. Lastly, as communication and coordination are a chief duty of the Tetrarchs, your own networks and commands find themselves unable to be interrupted or subverted, lest you allow it.

On the Arcana and the Thirteen Common Practices

The Ten Arcana

Death

The Death Arcanum covers everything you'd expect it to, but also of note is that shadows are the metaphysical "substance" of Death.

Darkness, decay, ectoplasm, ghosts, the Underworld, souls, cold, absence, enervation, and endings are the purviews of this Arcana.

Fate

Blessings, hexes, probability, fortune, oaths, promises, intentions, and destiny are the purviews of this Arcana.

Forces

Electricity, gravity, radiation, sound, light, heat, fire, weather, and movement; energy in all its myriad forms are the purviews of this Arcana.

Life

Healing, disease, food, animals, plants, evolution, metamorphosis, physicality, and vigor are the purviews of this Arcana.

Matter

Alchemy, gasses, solids, liquids, shaping, crafting, transmutation, and stasis are the purviews of this Arcana.

Mind

Communication, language, hallucination, Goetia,

thought, memory, mental projection, and the Astral Realms are the purviews of this Arcana.

Prime

Magic, the Supernal World, Nimbus, truth, Yantras, Mana, Hallows, tass, resonance, and revelation are the purviews of this Arcana.

Space

Distance, separation, sympathy, conjuration, scrying, and warding are the purviews of this Arcana.

Spirit

Essence, spirits, the Shadow, and the Gauntlet are the purviews of this Arcana.

Time

Prophecy, change, postcognition, time travel, and time contraction and dilation are the purviews of this Arcana.

The Thirteen Common Practices

Initiate

Compelling spells nudge something into doing something it could have done naturally. A coin toss can be made to come up tails (Fate), a bored worker can be made to take that coffee break now (Mind), or a spirit can be forced to avoid its bane (Spirit). Making the coin hover and spin in midair, making the worker

walk into her boss's office and quit, or making the spirit ignore its favorite prey are beyond the bounds of a Compelling spell.

Knowing spells deliver knowledge about something directly to the mage (or to another target). A mage can divine the cause of a corpse's death (Death), sense whether someone has a powerful destiny (Fate), or unerringly know which way is north (Space.) This knowledge is a direct awareness of Supernal truth; the mage doesn't have to interpret evidence based on her senses or try to divine the truth out of cryptic riddles.

Unveiling spells expose hidden things to the mage's senses, or expand the confines of those senses. She might gain the ability to hear radio waves (Forces), peer across the Gauntlet or perceive things in Twilight (Spirit), or see the flow of Mana across the landscape (Prime).

Apprentice

Ruling spells grant fuller control over phenomena than a mere Compelling spell. Water can be made to flow uphill or into unnatural shapes (Matter), animals (or even human beings) can be commanded (Life or Mind), or time can be momentarily made to accelerate or slow down (Time). A Ruling spell can't fundamentally alter its subject's abilities: Water can be directed, but not turned solid or gaseous. Time can be altered, but not overwritten. An animal can be commanded, but not made stronger or fiercer.

Shielding spells, sometimes called Warding spells, offer protection against phenomena under the Arcanum's purview. A Shielding spell might protect against a ghost's Numina (Death), make the mage immune to fire (Forces) or disease (Life), or allow her to survive in a caustic atmosphere (Matter). Mages protect

themselves from general harm through the power of their Arcana with the Mage Armor Attainment rather than Shielding spells.

Veiling spells are twofold: Firstly, they can conceal things under the Arcanum's purview from detection: A subject can be made to lose all sense of time (Time), a fire's heat and light can be hidden from view (Forces), or making a building all but impossible to notice (Matter). Secondly, they can conceal a subject *from* concrete phenomena under the Arcanum's purview: a mage can render herself invisible to ghosts (Death) or ward a powerful Locus from detection by spirits (Spirit) or walk unnoticed through a crowd (Life or Mind) or past a camera (Forces). Short of archmastery, it's impossible to Veil something against an abstract concept or force: a mage can't Veil herself against death or hide from time, for example.

Disciple

Fraying spells degrade things, weakening them and enhancing their flaws. Fraying spells can weaken subjects under the Arcanum's purview: damping a fire (Forces), sapping Strength (Life), or eroding the barrier between worlds (Death, Spirit, or others, depending on the worlds in question). They can also directly attack subjects using the energies of the Arcanum: inflicting damage via the chill of the grave (Death), or psychic overload (Mind).

Perfecting spells are the opposite of Fraying spells in many ways: they bolster, strengthen, and improve rather than weakening and eroding. A Perfecting spell might repair damage to an object or a person (Matter or Life), allow a machine to function perfectly, with no wear and tear (Matter), or make a modest destiny into an earth-shaking one (Fate).

Weaving spells can alter nearly any property of a subject without transforming it into something completely different. Solid steel can be transmuted to liquid (Matter), a sword can be enchanted to damage beings in Twilight (Death or Spirit), or a few seconds of time can be rewritten (Time). A spell that grants the target the properties of something that falls within the Purview of another Arcanum, like giving someone diamond-hard skin (Life and Matter), requires a mage to know the Practice of Weaving for both Arcana.

Adept

Patterning spells allow a mage to completely transform a target into something else that falls under the Arcanum's purview. A memory can be replaced wholesale (Mind), the mage can turn herself (or a subject) into an animal (Life), or she can teleport by "rewriting" her own location (Space). A spell that transforms the subject into something that falls within the Purview of another Arcanum, like transforming into a living pillar of fire (Life and Forces), requires a mage to know the Practice of Patterning for both Arcana.

Unraveling spells can significantly impair or damage phenomena under the Arcanum's purview, or directly inflict severe damage using the forces of an Arcanum. A raging storm might become a calm summer's day (Forces), solid iron reduced to dust (Matter), even spells can be torn asunder (Prime). Mages can hurl fire (Forces) at their enemies, or cause aneurysms and heart attacks with a glance (Mind or Life).

Master

Making spells allow for the creation of whole new phenomena *ex nihilo*. The mage can conjure gamma rays (Forces), birth new

spirits (Spirit), or create a doorway to the Underworld (Death). Time can be dilated by creating more seconds, hours, or even days (Time).

Unmaking spells annihilate subjects under the Arcanum's purview entirely. Life can be snuffed like a candle (Life), two locations can be forced into each other by destroying the distance between them (Space), even Hallows and Verges can be wiped from the earth (Prime). Unmaking spells are beyond inflicting direct damage with attacks; a successful Unmaking destroys the subject altogether.

Knowledge of the Arcana and the Practices are all you truly need. Even if you don't know of a specific Rote (that is, a codified spell), you can still improvise a spell for whatever you need, within the limits of your knowledge. For instance, a Disciple of Life could use the Practice of Weaving to give a cat wings, but not turn the cat into a bird, as that falls under Patterning, which is Adept level.

A Rote is essentially a product of methods of teaching and Order based shorthand, methods that make learning a given spell faster and easier, that were then recorded so they could be taught.

Items

You receive 600 CP to be spent on items.
All items are discounted to the appropriate Origin and Order.

General

[Free or 100CP] Sanctum

For free, you have a modest location of your own, something like an apartment or small home somewhere out of the way. It's got all the basics covered, all the bills are taken care of, and of course, it's discreetly protected by magic.

However, for 100CP, it can be upgraded considerably to something far more lavish, like a penthouse apartment or a stately home, with far more robust and comprehensive protections.

[200CP] Perfected Metals

Orichalcum, Lunargent, Hermium, Brontium, Kassiterum, Apeiron, and Siderite. The Perfected forms of gold, silver, mercury, copper, tin, lead, and iron. Magical materials, each with particular properties, that have no end of uses for any Mage, but most especially those who *create*. You have in your possession now a supply of each of these metals, that refills monthly. Several hundred pounds of each to do with as you please.

[400CP] The Hallow

With this, you now have one of the greatest fonts of power imaginable. A Hallow of *immense* potency that may alter its Resonance with a thought from its owner, and can supply endless amounts of Mana or Tass (though having somewhere to *store* the Tass is a good idea). More importantly, it can flawlessly integrate into any properties you may possess in order to power things present there. Be they mechanical, electronic, magical, or magi-tech, so long as it's on, in, or part of your property, the Hallow can supply all of its energy needs. If you choose to have it as part of a Demesne, its effects can be propagated or not as you please. God help anyone that runs afoul of any wards plugged into this thing.

[600CP] The Athenaeum

Not to be confused with the collections of knowledge curated by the Mysterium, no *this* is the Mother Lode. The great prize that all of the Awakened would burn continents to possess. The Athenaeum located in the Underworld (of which, this is an improved copy) holds not just all the knowledge in the world, but also all the things that never came to be. All the books that weren't written, songs never sung, that one recipe your mom would never share, a hastily scrawled daydream in the margins of a notebook that you forgot halfway through… *everything*.

(Un)fortunately, some asshole Mage during the days of the Roman Empire decided to collapse the hallway leading to all the magical knowledge, so the original is now useless for that, alongside the litany of dangers posed by spelunking in the Underworld.

This one goes beyond that however. Firstly, it is fully restored and rendered entirely safe for any that walk its halls, so long as its owner allows. The Rules of the Athenaeum no longer apply, and it *certainly* isn't host to a wandering Word Eater. Secondly, in future worlds it shall add the entirety of their knowledge to its endless shelves (Owlings optional). In place of Enoch, who rules the original Dominion, there is a generic librarian; and most importantly their desk holds a Master Book for anything you might need that relates to the Athenaeum.

All knowledge within is perfectly sorted, and in the case of things like cursed objects, they are either entirely uncursed or simply rendered harmless in case of a need to study said curse. Can either be a Warehouse attachment or added to the world in some way.

Origin Items

Pentacle Mage

[100CP] Path Tools

The Coin, Cup, Mirror, Rod, and Weapon*. Each holds symbolism for specific kinds of magic, and these are, without a doubt the finest examples of each to be had. Perfectly suited to you in every way, they serve to focus your magic in ways more in line with utility and flexibility than power, though they can certainly be used for that as well.

[200CP] Order Status

This item is a mark or badge of some sort that tells those “in the know” that you are someone to be respected, owing to your accomplishments and contributions among your peers (which may or may not exist), even if they might not otherwise know or be inclined to do so, such as a Werewolf or Vampire, and generally serves to open doors that might otherwise remain closed. In future Jumps, this functions in any supernatural society.

[400CP] Supernal Artifact

Well now. This is quite the find, Jumper! A genuine Artifact straight from the Supernal Realms! What is it? You decide! It can be damn near anything. A crown that confers mental powers and insight beyond the bounds of Fallen magic? A tool of ever-changing nature, perfect for whatever you need? A weapon imbued with mighty spells? Whatever it is, it perfectly channels and enhances your own power, as well as being able to utilize its inherent powers independently as needed, effectively possessing its own Gnosis.

[600CP] Order of Jumper

And here it is. An Order all your own, every bit the equal to those of the Pentacle. (Or perhaps one of them?) Be it size, influence, resources, or membership, you will not find it lacking. All personnel count as Followers and the Order retains any improvements made to it.

Seers of the Throne

[100CP] Useful Fools

No matter which Ministry you're part of, it's always a good idea to have an ablative layer of patsies between you and trouble. So that's what this is for. A group of generic underlings to handle all manner of dirty work, without it coming back to you. There aren't *too* many of them, but somehow there always seem to be more whenever you need them. They're not the most competent folks, though. That's the next Perk.

[200CP] Knives in the Dark

For the times when you *absolutely* need someone dead or disgraced, and the job done *right*, send these guys. You now have the services of a few dozen professional hatchet men. While most are just Sleepwalkers with various Imbued items, there are a number of skilled Mages among them.

[400CP] Ridiculous Resources

You knew this was coming. With this Perk, you now have access to an *obscene* amount of wealth and luxury. From overflowing bank accounts, to private islands, controlling interest in major corporations, and damn near anything else you care to name that can be had with

enough money, it's at your beck and call. And it's all *yours*. Not "borrowed for a while" like those other chumps in the Ministries.

[600CP] Jumper's Ministry

Oh boy. Are you *sure* you want this? Ah, who am I kidding, if you signed on with the Seers, *of course* you do. You now have control of your own Ministry, be it one of the major four, or relating to another Exarch that has risen to the rank of Archigenitor. In this Jump you still answer to your patron, but after that, you're the boss. Your Ministry will retain all improvements made to it. Enjoy riding herd on the crab bucket, Jumper.

Order Items

Adamantine Arrow

[100CP] Basic Kit

Every Arrow needs a good set of gear in the field. What you have here is a collection of hard wearing clothes that are always comfy, warm, and dry, even in the harshest conditions; along with basic, but well made weapons and equipment. The exact nature can shift a bit depending on what you need, whether it's urban combat or a tour in the jungle, or what have you. They're not enchanted, but will retain any you might add, and what you need always seems to be at hand.

[200CP] The Armory

Now *this* is where the good stuff is! A seemingly endless supply of weapons, ammo, and the equipment needed to deploy it, of any kind found on Earth. You can also add any weapons you find elsewhere to

the Armory to gain the same benefits. There's also a large selection of Imbued items, and even Grimoires!

[400CP] A Weapon Unmatched

This is a one-of-a-kind weapon just for you, Jumper! Whatever it is, it's always a match for your own power, growing alongside you. Likewise, it can perfectly channel any form of power you can wield, and amplify it as well. And it's also Imbued with powerful magic in a manner best suited for you, as well as being indestructible and able to be summoned at will.

[600CP] Among Warriors

Why fight alone, when you can bring fellow Arrows to your future battles? Here stands a mighty force, fit to shake the world! An army great enough to give the mightiest forces pause, led by a full fledged Adamant Sage, and filled with the finest of veterans, in matters magical and not. Was the Adamantine Arrow always this huge?

Guardians of the Veil

[100CP] Tools of the Trade

Any self respecting spy has a collection of discreet tools at their disposal. An outfit enchanted to shapeshift into whatever you might need, as well as a few weapons and gadgets best suited for your use. The classic silenced pistol that's *truly* silent? Modular ID? Universal key? A box with a bound spirit inside? Who knows?

[200CP] Agents and Contacts

At the end of the day, there just aren't enough Guardians to go around. In light of this, Sleepers are used for a variety of functions, albeit unwittingly. People from all walks of life and places in society are now

your eyes, ears, hands, and feet, Jumper. You have a *considerable* list of names and numbers to call upon, great and small.

[400CP] Bribery and Blackmail

For the times when you need something done (or *not* done) regardless of if the other party wants to or not. Hell, it's not like those most likely to be on the receiving end aren't *used* to this sort of thing. What you have here is a truly *staggering* collection of information on all manner of people, particularly those of influence and power in one way or another. It can be a notebook, a USB drive, a filing cabinet, or whatever. And it's imperceptible and unreadable by anyone without your express permission. Updates accordingly in future Jumps.

[600CP] Who Watches the Watchmen?

You do! You now control your very own spy agency, with Mages and Sleepwalkers alike. It can have a central headquarters, or be dispersed as a cell network, or something in between. Regardless, it's already deeply entrenched all over the place, with information flowing in like water. Nor would it be very good at the job if anyone could just help themselves to your own, so the loyalty and infosec of your organization is unbreakable. And of course, it retains all upgrades.

Mysterium

[100CP] References

This is a decent sized room that holds a small library with the usual furnishings. It also shifts to appear location appropriate if it's out in the world rather than a Warehouse attachment. What makes it special, however, is that no matter what you're searching for, you'll find *something* to point you in the right direction. Often enough, all a Mystagogue needs is a place to start looking.

[200CP] The Map

If the above wasn't enough, there's also this. A map, in whatever form is most convenient, that unerringly displays every location in the world, to exacting degree. Most especially things lost or deliberately hidden. It marks people, places, enemies, pathways, and more, all in real time. As you might guess, it also makes scrying and the like far easier, amplifying your efforts. Lastly, it also scales up in case you end up in larger settings like Sci-Fi or a Cultivation realm.

[400CP] Door to Elsewhere

Now this is a curious Artifact, Jumper. A doorknob, of Perfected ruby and etched with runes of Orichalcum and Lunargent, that you place against a solid surface at least the size of a standard door, and when you turn it, you'll find a gateway to other places. What kinds of places? All kinds of places. The Astral, other planets, the past, the future, a different timeline, or maybe just another country or across town. Who knows what you might find with this? To reassure you, the immediate area around the door on either side is guaranteed to be safe, and it never leads to a place you are truly incapable of leaving. Perhaps with time, you'll learn to control it.

[600CP] The Archives

While nowhere near as impressive as the Athenaeum listed above, this is nonetheless a sprawling collection of locations worldwide that cater to most any subject you care to name, with more added as appropriate in future worlds. Aside from being in charge of it all, with all the access and influence that goes with it, it also means you're not researching solo any more. Many hands make light work.

Silver Ladder

[100CP] The Wardrobe

"Clothes make the man" as the saying goes, and what you wear and how you present yourself can be the difference between having your opinions heard, or being dismissed before you even open your mouth. To that end, this is the finest collection of tailoring to be had, with the perfect selection for any occasion. Automatically adjusts to fit, self cleaning and repairing, and discreetly Imbued with protective spells.

[200CP] The August Estate

This is the place where the powerful gather and mingle. Everyone who's anyone knows this is the place to be, both to be seen, and to make deals of every stripe. Who better to deal with then, than you, who owns it? Filled with all manner of luxuries and entertainments to entice the elite, alongside the myriad deals made within, it sees money circulate like blood, much of it going to you.

[400CP] Favors Owed

Well now. What did you do to earn these? This is a small but *powerful* collection of people in your current Jump, (or perhaps one *very* powerful person) that owe you a serious debt, to the tune of ten favors. They can be mundane or supernatural at your discretion, and you will acquire more favors in each Jump, or per decade for longer ones. Unused favors can be stockpiled.

[600CP] The Cryptopoly of the Sage

Similar to the estate above, but much, *much*, larger in scope. This is a secret society spanning the entire world, with all the connections, influence, and wealth you'd imagine from an institution boasting the elite of the elite among their membership. Likewise, many experienced

and powerful Mages are also among their number. And it's you, Jumper, who sits at the top.

Free Council

[100CP] Ars Nova

The arts of Techné are a blending of mysticism and technology to create something new. By this art, you now have a selection of items best suited for you. Are you a physicist in need of specialized equipment? An artist seeking novel mediums? Or maybe you just need something better than that taser. Regardless, you've got it now.

[200CP] The Lorehouse

Oh boy. These things can get *damn* weird. It's like a bunch of magpies had an *avant-garde* art phase. Anyway, you have your own Lorehouse now. It's filled with all kinds of stuff, though it really isn't organized well. There's likely to be any kind of topic you can think of in here, though. Just… hope nobody is looking for parts of it.

[400CP] Riding in Style

Hey, you can't *always* teleport everywhere! So have this awesome ride Jumper! Your choice of vehicle, though, keep it reasonable please. It's enchanted with all kinds of stuff! SEP field (tickets are for other people), infinite fuel, self cleaning and repairing, all the basics. But it also has a suite of offensive and defensive spells added to it; maybe you got mobbed by vampires and needed it to be on fire? Who knows? Also utility spells like size adjustment or phasing, or just driving into another realm. Lastly, it retains any future upgrades.

[600CP] A New Assembly

You didn't think you were alone did you? Not a chance! Now you have a huge number of like minded Libertines in your corner, to help you in your endeavors. Spread out near and far, but (miraculously) marching to the beat of a single drum. While they're seemingly everywhere, you have the most influence with those in your native area. Or, for Drop-Ins, wherever you end up first. Their ranks are filled with all manner of innovators, from just as many backgrounds. Just please, don't go *too* far into the Mad Science.

Seers of the Throne

[100CP] Authority and Oppression

Are the tools by which the Seers work their magic. Choose a few favored symbols for your use. A crown or power tie? A favorite weapon? Perhaps a police baton or mirrored shades? Riding crop, with leash and collar? So long as it fits the themes, it'll work. And naturally, they'll work *far* better to enhance your magic than they otherwise would, and always serve as a powerful focus, even for other arts.

[200CP] Servitors of the Throne

Each purchase of this Perk grants the personal service of a few dozen of the Archigenitor's servants, the Grigori, Hollow Ones, Myrmidons, or Hive Souled. You may have any composition among them that you please, and need not fear them working at cross-purposes, as their loyalty is only to you now.

[400CP] Things Dark and Terrible

Of all the Orders, the Seers boast the largest collection of Artifacts and other items, due to the open presence of Seer Archmasters and direct communion with the Exarchs. All of them are twisted and cruel things used to keep a boot on the neck of those around them, particularly

Sleepers. Apportioned to you now, is either a Supernal Artifact of vast power, or a handful of comparatively lesser items, though "lesser" is only in comparison to a true Artifact. Choose wisely.

[600CP] Profane Vestments

And then there's *these*. A collection of Artifacts with even greater power than those above, with a specific focus on controlling, shaping, possessing, or otherwise dominating the minds of others, at a vast scale. Though the originals are intended for use on Sleepers, Ghosts, or Spirits, these are far more powerful, and can subjugate all but the mightiest of beings to your will. As these are yours, they can never be turned against you, directly or otherwise. Or perhaps you would like an equivalent Artifact with a different focus, like the Mask of Eyes, or something else?

Companions

[Free or 300CP] Cabal

If you wish, you may Create or Import up to four Companions with **1000 CP** each. (If it needs to be said, they also have access to all Stipends as well.) However, a Cabal can have as few as two members, to as many as thirty. For **300 CP** per purchase, you can Create or Import another eight members for your Cabal in line with the above.

[200CP] Spirit Court

With this option you now hold the authority, titles, and duties befitting the Lord of your own Spirit Court. It is already quite large and powerful, containing whatever types of Spirits you wish, even if they are of multiple different types that wouldn't otherwise get along. Most are Rank 1 or 2, but there are also a sizable number of Rank 3 Spirits, and a fair few of Rank 4. You, of course, are counted as an Honorary

Spirit of Rank 5, even if you lack the appropriate Mastery of the Spirit Arcanum. Though, if that's the case, you would be well advised to learn the Spirit Arcanum. *Quickly*. Regardless, they are entirely loyal to you, and will not act in ways you would not wish. Within the limits of their nature, at least. Though they have a much easier time understanding you than they should. Optionally, you may re-fluff them as Ghosts instead.

Scenarios

Restoring That Which Was Lost

Within the depths of the Underworld lies the Dominion known as the Athenaeum, the great library where knowledge goes when it dies. This Scenario is fairly straightforward, if daunting. You must travel deep into the Underworld to reach the Athenaeum, for it is never found less than two rivers in, and pass the narrow path over the bottomless pit, which is barred with gates that are unlocked by solving their riddles or questions.

Once past these, you must gain entrance from the Guardians of the Athenaeum, Razil, Keeper of the Lore, and her brother Narasimha, Protector of the Lore, by offering a piece of knowledge the Athenaeum does not possess. Both are enormous Sphinx-like creatures standing guard outside the gates, and should they find your offering acceptable, they will allow you to pass.

Once done, you have completed the first step. Deep within the Hall of Words, the main portion of the Athenaeum, lies The Lost Hall. The archway leading to this place had been collapsed by a Mage long ago, and your task is to restore passage to the knowledge within. It will not be so easy however, as one of the Laws of this Dominion is thus:

No Willworking Shall Transpire Within These Halls.

As you might imagine, Mages are not well liked here after that mess. Though perhaps you might persuade the Kerberos of this Dominion, Enoch, to allow you to attempt to restore the Hall?
Should you succeed in restoring access to The Lost Hall and the knowledge within, you will have completed the Scenario, and will receive **The Athenaeum** Perk for free, as well as Razil and Narasimha as optional Followers or Companions. (Narasimha would *very much* like to not be stuck here anymore.) Lastly, you shall find even the most inhospitable realms to be places you can easily survive in and traverse without issue.

Making Your Mark On The World (of Darkness)

To many Mages, being inducted into a Legacy is akin to growing from adolescence into adulthood. Creating your own, even more so. What you must do, Jumper, is this:

Found your own Legacy and spread it as far and wide as you can, defending it against those who would see it suppressed. You must not only have *at least* Disciple level knowledge of your Legacy's Ruling Arcana, but also foundational knowledge in the areas and beliefs from which your Legacy stems. Then the trials that teach new adherents must be passed. Once your Legacy has risen to prominence among at *least* your local Caucus, becoming the favored Legacy to join among them, the Scenario is complete.

You, and all members of your Legacy shall be connected by these shared bonds even more strongly than most, with the first reward for

your success being that the links between you cannot be used against you.

However, the greater your reach and influence with your Legacy, the greater your reward, for you may take all that you have built in the process along on your Chain. Land, Sancta, assets, and every member of your Legacy will be added as a Warehouse attachment, and may be brought into future worlds as Followers or Companions.

On a more personal scale, the Attainments of your Legacy will be magnified in scope, power and precision as best fits them. Even should you be bereft of your magic for one reason or another, you will always possess the gifts wrought from your very soul!

Drawbacks

[+0CP] Through a Mirror Darkly

If the default Time and Place options aren't to your liking, this will allow you to start anywhere and when you like. Even other timelines. Have fun!

[+0CP] Walking Through The Shadows

Have you been to other World of Darkness Jumps before? If so, this allows you to keep the history established from previous Jumps, and allows you to continue directly into another World of Darkness Jump if you wish.

[+0/400CP] Crossover Mode

This option allows you to mix this setting with another setting of your choice. For one that's more for enjoyment, or not adding much danger,

this gives no points. However, for a setting that adds significant danger, take **400CP**.

[+100CP] Inconvenient Entry

Normally, you'd pick the circumstances of your entry into this world. By taking this, the first few days are going to be *interesting* in some way. Though it's more 'annoying' or 'bizarre' than dangerous, otherwise it would be worth far more points.

[+100CP] Attention Grabbing

Mages can often be… eccentric, let's say. When you're busy chasing Mysteries, little else seems to matter sometimes. Or you get hit with an odd spell effect in your rush for answers. Think Doc Brown from Back to the Future. Either way, that's you now.

[+100CP] Data Not Found

Specifically, the data that Uncle Sam was looking for. It's come up that you're not in the system for some reason. No birth certificate, fingerprints, driver's license, nothing. Have fun explaining that.

[+200CP] Creepy

Remember the Doc Brown example? Good. Now imagine if he were a World of Darkness native. You're off-putting in a way that the *Nosferatu* would notice. I hope you don't have much of a social life, because this may well kill it.

[+200CP] Weird Weather

Let's face it, weird shit happens all the time around here. While things like sudden thunderstorms or cold snaps aren't too bad, this kinda thing is going to follow you. Everywhere. While it's not *directly* dangerous, it's still not pleasant. I hope you like staying inside.

[+200CP] Potent Nimbus

Every Mage has a Nimbus, an effect that leaks into the world when they work powerful magic or deliberately let it out for one reason or another. It's also a primary reason why Mages separate their magic from their mundane lives, as it can follow those links and cause problems. Your Nimbus is particularly strong and will cause all manner of issues in your life now. Most relatively minor and annoying, but on occasion more serious problems can occur. If you take this with **Weird Weather**, 'not directly dangerous' goes out the window. The most you can hope for is 'not deliberately *aimed* at you'.

[+400CP] Power Lockout

You know what this is. Your garden variety 'no outside Perks or powers' Drawback. Items are fine though.

[+400CP] Item Lockout

Second verse, same as the first. No taking Items out of your Warehouse, any Items you're carrying that don't belong get put in the Warehouse for the duration. This does *not* restrict Warehouse *access* however. You can still use basic facilities like living quarters or the kitchen, the Medbay and so on. But your collection of God-only-knows-what gets to stay on the shelves.

[+400CP] Shadows on the Wall

Now we're starting to get into the *fun* Drawbacks! Did you note the sarcasm? I hope so. By taking this, you now have to deal with Abyssal intruders popping up around you. Fortunately not *constantly*, but often enough. Mostly Gulmoth, unless you either decide to make a bargain with an Acamoth (*why?!*), or someone they're influencing wanders your way. Which is likely. Have Fun!~

[+600CP] The Seers Want *You!*

Welp. The Seers have been tipped off about you, and either want you in their ranks, and under their control, or dead if that's not possible. And they have countless resources to draw upon. Should you be captured or enticed to join them, you will have to free yourself of their grasp before you may continue on. If you are already part of the Seers, the other Ministries will stop at *nothing* to own or destroy you.

In either case, the one saving grace is that no Archmaster in service to the Exarchs may interfere. They already tread too close and too often against the very edges of the Pax Arcana as it is, and the other Ententes will not stand for one of your potential to be influenced directly.

[+600CP] Persona Non Grata

You sure about this? By taking this Drawback, *all* of the Orders, be they Nameless, Pentacle, or Seer, will *at best* have nothing to do with you, and if given the *slightest* fig leaf of a justification, will hunt you down like a dog. Even the legendary animosity between the Free Council and the Seers will be put on the shelf until you're dealt with, if it comes to that. If you take this with the previous Drawback, the Seers are going to be *rabid*. Personally, I'd avoid it.

[+600/2,000CP] Tested By The Exarchs

Okay~ then. If you take this, for the **600 CP** version, the four Archigenitors will each send an Ochema against you. Fortunately, they're focused on *you*, and aren't interested in wrecking their Kingdom, so they aren't just going to blast everything in the area out of existence, and you with it. That's the only breather you'll get, because they'll be wielding the full might of their Ochemata against you.

For **2,000CP** you'll be facing *all* of the Exarchs. Even limited to a single Ochema each, this is one *hell* of a Boss Rush. I hope you're prepared.

Notes

First of all, thanks to Daemonflayer on SB for his contributions to this Jump!

You can thank my OCD for dropping the price on **The Athenaeum** from **800CP** to **600CP**. Being the only outlier was making me mentally *twitch* every time I saw it.

"It doesn't bother me. It doesn't bother me. *It bothers me! It bothers me a lot!*"

Yes, I mostly reproduced the sections on the Arcana and the Practices from the book. Onyx Path put that same section out there years ago. I included it so that people who've never heard of the setting could still use the Jump.

I'll add more Companions as I think of them. I wanted to have a few more options.

Corrected an oversight Daemonflayer pointed out regarding discounts for **Nameless (Drop-In)**. Clarified the wording so discounts apply as intended.

Adjusted **Crossover Mode** to work as a general supplement, instead of limited to "in theme".

That’s all for now. I’ll add new Notes as needed.