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THE DRESDEN FILES

CYOA EDITION

Jumpchain Compatible!

On the surface, it looks exactly like your world. Mundane, ordinary, nothing to see here, move along. Part of that's by design, and part of that's human nature. People don't see the things they don't want to see, and so for the most part, they don't. But look a little deeper, really open your eyes, and you're going to discover that the world's a lot weirder, a whole lot more wonderful, and a hell of a lot more dangerous than you'd ever believe. All myths are true, and they're running around fighting for territory with each other. Faeries? Two courts full of 'em. Vampires? Three. There's real magic too, and real Wizards to wield it.

You might be familiar with one of them. He's the only Wizard in the phonebook, and you wouldn't believe how many times he gets asked if he's serious about that. While by day he's barely making a living selling his services as a Private Eye and Police Consultant, when the lights go out, he's out there making sure this isn't the kind of world where the weak cower in fear of what's lurking in the night. His name is Harry Dresden Blackstone Copperfield. Conjure by it at your own risk.

This is the kind of world where someone who's willing to open their eyes, look at all the dark things surrounding them, and choose to do the right thing anyway, can make a whole world of difference. It might be a dangerous, nasty, ugly job, and it might not pay very much, but it's got a reward few other jobs can claim: It's worth it.

So what do you say - want in? Yeah, I thought so. Besides, think of the stories you'll be able to tell afterward.

You Gain +1000 CP.

===Backgrounds===

To paraphrase a good man, you can't choose who your parents are, or the legacy they leave you. Well, we can't. Turns out, you actually can. Or you can just decide to have dropped in from the sky if you'd prefer, I'm not picky. Depending on which one you'd prefer, go ahead and pick one of the backgrounds below; most of them will set you up with a life to go along with it, although there's a couple that'll just plant you somewhere in your new city. Regardless, you'll be the same sex as you were before, and 1d8+22 years of age. If you'd like to change either of those things, it'll be 50 CP.

Keep in mind that each of these backgrounds, unless otherwise noted, comes with a lot of memories of a life that you actually now remember having lived, as well as the connections, friends, and enemies that would naturally lead to. It'll also have some effect on what powers you'll wind up with, and how easy it is to set you up with certain skills and items.

Mortal (0 CP): You're a good old vanilla mortal, just like you were before this whole mess ever started. Of course, just because you come from a mundane background doesn't mean you're ordinary; there's six or seven billion of you in the world, so it's only natural that some of them are going to be pretty impressive. You've got your choice of whether or not you want the full background, including all the weird memories that might go along with that but also including all the perks like having actual friends and a skillset you don't have to pay for, or just pop in with nothing but a set of well-made fake IDs.

Practitioner (Variable): While still technically mortal, you've been blessed with the ability to tap into the fundamental power of creation itself, and shape it with your mind. That's right, you're a wizard. Well, maybe. See, there's all sorts of types of practitioners, partially a function of how much power you were born with and partially what kind of training you got. Unlike most of us, who get stuck with whatever hand we're dealt, you get to pick your own destiny.

Focused Practitioner (50 CP): Whether due to improper training or just a very narrow intuitive understanding of the concept, you're basically confined to using a single narrowly-defined area of magic. It might be something like Kinetomancy (focusing on force), Ectomancy (magic relating to spirits), or Pyromancy (guess) - hell, you might even be a Lupine Theriomorph. A lot of the full-fledged spellslingers like to look down on you, but most of the time, that's a mistake. Just because you're a specialist instead of a generalist doesn't mean you can't call down a downright scary amount of power, and, point of fact, you can.

Sorcerer (100 CP): While you're a "full-spectrum" caster, able to use the full range that evocation and thaumaturgy have to offer, you're lacking a little something which would make you a wizard. In your case, you're self-taught, and just lacking a bit of the refinement or resources you'd need to get on the White Council. Wizards tend to give Sorcerers the shifty eye, because there's all to many who end up going Warlock - breaking one of the Laws of Magic - to get that little leg up they need. Whether that's your case or not is up to you, but I'd advise you to keep it to yourself if that's the case.

Wizard (200 CP): You're a full-fledged member of the White Council, with all the rights, privileges, and obligations that entails. A lot of times that's more hassle than it's worth, especially with a war on, but there's a lot of resources you can call on when you need to, as long as you're prepared to repay the favor when need be. What this background really gets you is the full training a wizarding background offers, which has left you able to call on the entire array of everything magic is capable of. And, with enough time and preparation, there's very little which doesn't fit within that category.

One quick word of warning before taking this background. Once you go Practitioner, you're bound by the Laws of Magic. There's only seven of them, set out by the White Council to prevent the worst corruptions magic poses, and they're there for a good reason. Violating one of the laws isn't just an awful thing to do, it's true black magic - the kind that stains your soul, permanently changing you into the sort of person who does break that law. It's addictive, and the more you break the law the easier

it'll be, until you wind up in "When all you have is a hammer" scenario. Because of that, there's generally only one sentence for violation: death by decapitation.

1) Thou Shalt Not Kill. Or, at least, not with magic. There's a reason Wardens run around with silver swords, and wizards like to carry handguns as backup. There's a couple of exceptions, mainly centered around clear self defense, but if your magic ends up taking someone out permanently, even completely by accident, you've broken this law.

2) Thou Shalt Not Change Another. In other words, no turning people into newts. There's a bit of a gray area when it comes to transforming yourself, though if you're not a natural talent at it I'd strongly recommend against it, because unless you're Senior Counsel material this sort of magic always ends badly for the target.

3) Thou Shalt Not Invade the Mind of Another. Pretty simple - other people's heads are inviolate, so stay out. The Soulgaze is an exception here, since it's not about looking into the mind but the soul, which is a vastly different experience.

4) Thou Shalt Not Enthrall Another. This one can be a bit tricky; technically, this only refers to uses of magic to directly alter someone's natural inclinations, choices, and behaviors. Threatening to set someone on fire doesn't count, nor does locking them in a magic circle until they agree to your demands, nor catching someone in a Faerie contract. But any time you're stepping into their head and making changes to your liking, you're running afoul of this one.

5) Thou Shalt Not Reach Beyond the Borders of Life. This covers anything related to the subject of necromancy - raising the dead, animating corpses, or even keeping someone from dying when they've suffered a mortal wound. Of course, potential Ectomancers shouldn't be deterred by this; ghosts are just echoes, and magic dealing with them falls well on the right side of the line.

6) Thou Shalt Not Swim Against the Currents of Time. There's not a lot to go on here, because if someone was violating this law, how would we even know about it? It might not even be possible, and this might just be a warning that bad things happen if you try. Still, best to be safe and just leave the time travel to the guys with screwdrivers instead of wands.

7) Thou Shalt Not Open the Outer Gates. You might want to take note of this one, because it's a doozy. This is the only one of the laws that deals with mere knowledge rather than action; you do not research the Outsiders, you do not contact them, you do not ask them for power, you do not go on multiversal road trips for their amusement. Yeah, you're already way afoul of this one, but I won't tell if you won't. Just don't do it here, because the "local" Outsiders are Bad News with capital letters.

Now, these rules only apply to mortal practitioners, which means if you're something else you don't really have to worry about it. Of course, that cuts both ways; technically, none of the laws (except Law Seven) apply to anything which isn't human. Burn one of the Black Court to ash with a fireball, raise a zombie T-Rex, and you're still on the right side of the laws, although the Warden who investigates might disagree. They also only apply to magic as the White Council knows it, which means anything you drag in from elsewhere technically isn't a violation of the first six laws, and won't stain your soul the same way. Of course, they're not going to know the difference, and if they did, it's a violation of the Seventh, so don't go arguing about it.

Changeling (Variable): One of your parents was a vanilla mortal. The other one was a Faerie straight out of the Nevernever, and now you're caught between both worlds. While you might look like a normal person, if maybe a bit of an odd one, you've got access to a lot of your faerie parent's power. That power comes at a cost, though: the more you call on, the more you'll be drawn towards their nature, until the point where you take all of it and you stop being a human permanently. So, which of the myriad creatures of the Nevernever did the deed? Depends on how much you want to spend.

Little Guy (50 CP): You're the offspring of a human and a minor faerie, something like a Cobb, a Pixie, or a Sylph. Most of these guys are pretty tiny, so I'm not sure how this was physically possible, and quite frankly, I don't want the gory details. The powers your parents offer are pretty minor, and for the most part you won't notice them, but that also means they're a lot weaker at twisting your nature towards them. Plus, since most of these faeries are social creatures, odds are good that they actually hung around and were pretty supportive, at least in their limited way.

Rank and File (100 CP): Your faerie parent was one of the Nevernever's common critters, something along the lines of a goblin, a troll, a gruff, or a nixie. Most of these guys are much stronger, faster, or more durable than people, which means you're going to start off as a heavy hitter, and they also have some other useful tricks to call on. Of course, given how handy these abilities are, you can expect to be regularly tempted to relinquish just a bit more humanity for one more trick for your repertoire. Most of these guys make terrible parents, so odds are you're not going to be unhappy they ran off.

Serious Business (200 CP): Lucky (or unlucky) you! You're the scion of one of the strongest breeds of faerie in the Nevernever, along the lines of an Elder Fetch, the Dino-sized Elder Gruffs, or even one of the Sidhe themselves. All of these guys are certified badasses, which means you have access to a wide variety of versatile and powerful abilities. Of course, the stronger the ability the easier it is for them to warp you, and there's a lot of temptation to give in. Some of these guys might have actually been parents to you, and I'm not sure if it's better or worse if you just grew up without them in your life.

Big Trouble (400 CP): Well, looks like your faerie ancestor wasn't just anyone; you're related to one of the toughest and nastiest creatures in the Nevernever. Maybe the Leanansidhe dropped you off in an orphanage, maybe the Eldest Gruff had a wild night, or maybe Cait Sith... no, don't want to think about that one. These guys are the movers and shakers of the Nevernever, and have downright scary levels of power you can call on, but it's got some serious downsides. Even if you can resist the siren call of all that power, Faerie is going to take note of the fact that you exist, and odds are damn good you were sired for a reason.

White Court (200 CP): While you might look like a pale, very pretty human, you were born with a symbiotic spirit of Hunger that turned you into something else. One of the three Vampire Courts, the Whites are considered to be the most human of the three, and also the weakest. That still means they're faster and stronger than any mortal and can heal from damn near anything they can survive, and what they lack in power they make up for other ways. Fueling these powers, and sating their inner demon, requires them to feed on psychic energy and raw life force, harvested using the emotions of Lust, Fear, Despair, or Wrath. Which one you learned to feed off of depends on which house you were born into.

House Raith: The dominant house in the White Court, House Raith all but controls the pornography industry, and has its fingers in many other pies worldwide. You aren't one of Lord Raith's children, and you should be very happy about that; instead, you're the child of one of his siblings, much like the twins Madrigal and Madeline, surrounded by luxury and constantly subject to mind games and manipulation. Members of House Raith, including you, instinctively feed using the emotion of Lust, using their beauty and seductiveness to get their prey in the mood and consume their energies during the act of intercourse.

House Malvola: The middle house in the White Court, the Malvola have substantial ties to the entertainment industry, particularly horror movies and probably the news industry. Since they tend not to hang around Chicago, there's not as much known about them as the Raiths; still, you can expect to have grown up in luxury while surrounded by creatures that are very adept at causing fear. Like your siblings, you instinctively feed on the emotion of Fear, whether it's coming from putting someone in mortal terror for their life, or subjecting them to much milder scares and satisfying yourself on smaller nibbles of fear.

House Skavis: Weakest of the houses in the White Court, it's hard to tell what the Skavis are involved with, although I'm guessing they're probably heavily involved in politics and banking. Makes sense, doesn't it? The Skavis are also the least well known of the three houses, so it's hard to say exactly what your life was like. Odds are it was luxurious but also extremely empty in a lot of important ways. The Skavis, yourself included, instinctively feed on the emotion of Despair, and get their meals from anything ranging to driving someone to suicide or taking a walk around a destitute slum and just bumping into people.

Homeless: You weren't born into any of the three houses, meaning your vampiric parent had either cut all ties to them or had those ties cut forcibly. Rather than being born in the lap of luxury, your life was much closer to the sort the average person would imagine, or at least as close as it can be when you're an emotion-eating vampire. Since you weren't surrounded by other White Court members whose Hungers rubbed off on you, you instead learned how to pick up on the easiest emotion to feel: Wrath. Anger, rage, and frustration are all potential meal sources for you.

Now, there's nothing saying you can't switch over to another type of emotion, or even learn to control and eat all of them. But it's hard to learn to make that switch, and damn near impossible for your Demon to remain open to more than one at a time. Guess they're a connoisseur? There's also another very practical reason you don't want to do it, namely that strong symbols of the pure emotion directly opposing you burn you like fire, as do people touched by that emotion. Raiths are burned by true love, including people who share that kind of love with another person or any symbol of that kind of love. Similarly, Malvolas get fried by true courage, Skavis choke on the truly hopeful, and any White Court vampire who feeds on Wrath will find the truly peaceful hard to swallow. Feed on more than one, and you're opening yourself up to more vulnerabilities.

Outsider (0 CP): It's kind of nice to just be yourself sometimes, and when you get right down to it, you technically do hail from beyond the Outer Gates. So that's exactly how you're coming here: One moment you were in some other world, the next some certifiably insane wizard calls you up, then dies on the spot due to underestimating the energies he was dealing with. You're in the exact same body you left with, the exact same mind, and nothing of value except a burned-out laboratory, the former owner's cooling corpse, and a sneaking suspicion that maybe you shouldn't tell anyone this story any time soon.

===Setting===

Even if you fell straight through the Outer Gates, you had to have landed somewhere. For 50 CP, you can choose where it is that you started, otherwise you get to roll on the table below. Regardless, it's March 20, 2004, about four years after the Storm Front case. That means you'll be leaving a bit after the Skin Game case assuming everything goes to plan.

Wherever you start, if you've got a home, it's here, and if not, there's a ratty apartment with your name on it that's paid up through the end of the month. Unless you're an Outsider or a Drop-In Mortal, you'll have spent a large chunk of your life here, and will generally know your way around.

1) Chicago: The third-largest city in the United States and a major hub both metaphysically and just plain physically. If you've read the Dresden Files, you know what goes on here. If not, then it's the home of Harry Dresden, and his efforts mean it's one of the cleaner cities in the Country, at least as far as the supernatural is concerned. Meanwhile, in the real world, it's still a haven for everything that makes humanity human, and is owned in large part by crime lord "Gentleman" Johnny Marcone. As long as you stay out of both of their ways, there are worse places to live. Well, at least between doomsday scenarios.

2) Edinburgh: Capital City of Scotland, it's also home to the headquarters of the White Council, which means there's going to be anywhere from one to seven Elder Council members stomping around here at any given time. With that much power flying around, every supernatural critter who isn't traveling under a pledge of safe passage under the Unseelie Accords gives it a wide berth, and even those under that aegis aren't willing to stay there too long. If you're a Wizard, they'll be happy to sign you up to fill out paperwork in a heartbeat, but otherwise, you'd better keep staying under your radar or keep your nose absolutely spotless.

3) Baltimore: Once a big industrial and harbor town, much of the industry has dried up over time, leaving a lot of people unemployed and very unhappy. Now it's being pulled in a lot of different directions at once, and a lot of them seem pretty intent on dragging it down. In the supernatural world, the biggest power in the city is the Lagios family, an offshoot of the Skavis who foster the corruption and urban decay like gardeners tending their prizewinning crops, but every single Court has their presence there, along with a small cadre of Warlocks, a freeholding Ghoul King and his Clan, and a whole mess of Little Folk. Allies are likely to be inexperienced, but a strong presence could really shake things up.

4) Winnipeg: While not the largest city in Canada, its position between the Red and Assiniboine Rivers led to it becoming quite the metaphorical gathering place, which led to it becoming a neutral ground for spirits, Practitioners, and faeries alike. Now that reputation has led to quite the wave of new immigrants, and not all of them are human. Rumors range from a newcomer Warlock setting up a war against the city's existing population of gangs and supernatural critters alike to a group of invalid Norse Gods setting up a Ragnarok shelter. It's become a pretty violent place of lately, and if nothing's done it'll be the murder capital of Canada well before you head home.

5) Las Vegas: Everyone's heard of Vegas, although it's not all glitz, pyramids, and buffets. There's a reason it's called the Sin City, and it's not because of the vice and hookers. Beneath the tourism and the shine, there's something swimming through the city, something which has led to it becoming the transient, emotionally-empty place it's wound up as. Something which keeps the supernatural factions a fractious mix of competing interests rather than letting any one rise to the top, and which has been silently encouraging and feeding on the corruption which has always festered here. Tread with a lot of caution if you wind up here.

6) Mexico City: Now that's not good. You've wound up deep in Las Tierras Rojas, the stomping grounds of the Red Court. One of the three Vampiric Courts, Red Court Vampires are big, rubbery bat-like monsters with addictive spit and the ability to convert others, and they're nasty business. They've been embroiled in a war with the White Council for over a year now, and they're not really what you'd call friendly to any other form of supernatural life. Reds basically control all the South American governments from behind the scenes, so if you're going to go play Buffy, odds are damn good you're going to wake up dead, and that's if you're damn lucky.

7) Free Choice: Looks like you've caught a lucky break. You can pick anywhere in the whole wide world to set up shop, and it doesn't have to be from the list. Want to go bump shoulders with the Jade Court in Shanghai, or the White Court in Hollywood? Spend some time fighting Rakshasa in India? Play with the Winter Fae in the depths of Siberia? Or maybe just spend your days relaxing on the beach in Hawaii or Aruba? Sky's the limit, so go wherever your heart tells you. Just keep in mind that if you head to anywhere besides one of the locations above, there's no telling what you're going to get, and Practitioners don't do well on overseas flights.

8) The Nevernever: Things didn't quite go as planned, and you didn't wind up on Earth after all. Instead, you're somewhere in the depths of the Nevernever, the magical land of the supernatural that occasionally bumps into ours in places they have in common. It might be somewhere in Faerie, the territory of a Freeholding Lord, or Heaven knows where else. I'm not even going to try to guess exactly where, because the Nevernever is a whole hell of a lot bigger than Earth and the geography is pretty fluid anyway. You're probably going to want to try to find somewhere you can make a Way, if you've got the skill. If not, you might be here for a while.

===Abilities===

Most people find out about the Supernatural world in one of two ways: They dip their toes, then slowly wade out into the deep water after they've got their footing, or they get thrown in and either sink or swim. Lucky for you, you don't have to choose either of those. Instead, you can start with some actual skill behind your belt, enough to give you a real fighting chance. Of course, it's not free. Remember those points you started out with? It's time to spend 'em.

Now, before we begin, there's a little housekeeping. You might notice a couple of these abilities are labeled Casting Perks. In order to take one of those, you've gotta have some source of magic, and it's gotta be from around here. With that said, you don't have to be a Practitioner to take them. There's other sources of magic than Mortals, and if you take one of those, they'll also benefit from any Casting Perks you take. Just to make life easier on you, I'll mark those as Magic Source. You're welcome.

You also might be noticing a couple of other marks on different perks. As you can probably guess, free means you can get it for free, but you can also turn it down if you don't want it. Discounted means it's still going to cost you, but only half as much as it would have. Finally, there's Innate. It's like free, but you don't get to say no, and you can't buy it either. It either comes with the background, or not at all. Make sense? Good. Let's get to the fun part.

Day Job (100 CP) (Free Mortal) - Pick any mundane career (within reason, you're not the freaking President). You've been working that job for most of your adult life, and have the contacts and paychecks to prove it. You've also got ten years' experience, minimum, even if that doesn't make any sense, which means you've picked up a lot of useful mundane skills related to that career. This includes a dose of real-world perspective about how to get around in the mortal world, which is more useful than it sounds. After all, ice cubes and angry phone calls to France may not be as flashy as thaumaturgy, but they're much more efficient.

Tiny but Fierce (300 CP) (Discount Mortal) - Most of the time, when a big supernatural ugly goes up against a vanilla mortal, smart money's on the little guy ending up as lunch. You're one of those exceptions. Whether you've been trained by an Enherjar, practiced swordfighting so long you've turned it into an art, or just ended up surviving again and again until you got good at it, you've acquired the skills and instincts necessary to go mano e mano against things much bigger, faster, and outright nastier than you are and still come out on top.

Suuuuuuper Genius (300 CP) (Discount Mortal) - Everyone knows the best plans are the ones you come up with under a strict and literal deadline while exhausted and probably concussed. Well, OK, but in your case that's actually true. The more pressure you're under, the better you are at coming up with that brilliant idea which turns everything around, and in actually making it work before everything goes to hell. Of course, there's no time crunch right like imminent death, which means you're almost as good, or maybe better, just leaving the plan behind and coming up with one on the fly.

Serendipity (600 CP) (Discount Mortal) - Spend some time around a Knight of the Cross, and you stop believing in coincidences. Well, it seems like you're drawing from the same benefit package, because things just happen in a way that works for you. Let's get one thing straight, though - this isn't luck. It won't win you the lottery, and it won't stop a bullet. But when someone needs you, you'll arrive just in the nick of time, when you're stuck without any leads you'll somehow come across just what you needed, and when you're going out on a dangerous trip you'll always be able to find a babysitter.

Tiger's Soul (600 CP) (Discount Mortal) - You're the kind of person who knows what they want, knows the most efficient way to get it, and know you're going to get it and nothing will stand in your way. Against anything less than the psychic equivalent of a hurricane, your mind will neither bend nor break, and even the biggest, scariest monsters aren't capable of making you blink. Best of all, you don't have to waste your time proving this to people, because on some innate level, they get it. They might oppose you, or snark at you out of principle, but they'll respect you while they do.

Magic 101 (Innate Practitioner) (Magic Source): Whether you're self-taught or trained, you're now capable of calling on the primal essence of life and creation, and shaping it to change the world. Sounds easy, but there's a lot more to it than that. Magic mainly comes in two flavors: evocation, quick-and-dirty spellslinging where you take your power, shape it with your will and maybe a prop or two to control what's going to happen, and let it fly; and thaumaturgy, where you gather up magical links symbolic of the spell you're trying to shape and use your power to make it happen. You're a decent hand at both, though you've still got a lot of learning and growing to do.

The Sight (Innate Sorcerer and Wizard): There are a lot of names for this one, but they all mean the same thing. You've learned how to see the supernatural side of things, and can shift into it with just a bit of concentration. It tends to give you a sort of conceptual view of most things, but lets you cut straight through any veils or illusions and detect any magical energies dancing about. The one downside is that you can never forget anything you see with it - it'll always be as fresh as the moment you saw it for the first time. Considering the way a lot of nasty magical things look under it, there's a reason you'll want to keep the blinders on most of the time.

Wizard Tricks (Innate Wizard): Being a Wizard has its downsides, but it also comes with a lot of perks. Your Sight has gotten stronger, meaning that you can look directly into someone's soul at a glance. Called the Soulgaze, whenever you lock eyes with someone you'll be drawn into a brief psychic exchange that lets you see them as they are and as they could be. They'll get to see you too, though, so it's not a one-way street. Doesn't sound like a plus? Well, your biology has also gotten a lot better at fixing you up, meaning you don't stop healing until you're fixed. That also means you're going to age a lot slower, and theoretically could live for centuries.

Clued In (100 CP) (Free Practitioner): Rather than walking around with your blinders on, you've dived into the supernatural world headfirst, and you've picked up a lot of useful information on the way down. You don't know everything, of course, but if it's common or even uncommon supernatural knowledge, you've probably picked up on it. You can tell the difference between demons, ugly faeries, and things that aren't either, and know their common weaknesses, behaviors, and will provoke them into killing you. It's also easier for you to learn new information about the supernatural, or call it to mind when being chased by something ravenous.

Power to Burn (300 CP) (Discount Practitioner) (Casting Perk): Power isn't everything, but it's a hell of a lot, and you've got enough to make people sit up and take notice. Having this much magical energy means you can put some serious oomph into your spells, throwing around effects that others would be hard-pressed to duplicate. It also means that if you're not functioning on this level, you have reserves to spare, and you can keep casting long after your peers would have dropped from exhaustion. While evocation is going to benefit from this the most, you can expect to get some impressive results out of your thaumaturgy as well.

Refined Spellcasting (300 CP) (Discount Practitioner) (Casting Perk): When I say power isn't everything, there's a reason. Some spellcasters can do a hell of a lot with very little, and you're one of them. Your spellcasting is more energy-efficient, more focused, and a hell of a lot more finely controlled; you throw around laser beams when even wizards would be wasting power on torrents of flame. This is especially good at enhancing your thaumaturgical skills as well; it's not just easier for you to make symbolic links, but you're also better at making small-scale changes do exactly what you want them to when you get to the big-scale effects.

Worldwalker (600 CP) (Discount Practitioner): Any wizard, and most sorcerers, can open a Way. You have a much more rare talent, though: The ability to actually find your way around. Not only do you find it easy to navigate its treacherous and chaotic terrain, you're also damn good at figuring out what a place's resonance is, which lets you figure out where it might connect to. You can also use this trick to identify any latent Genius Loci you might come across, and your talents also make it far more likely you'll manage to pull off the difficult Sanctum Invocation needed to tie you to one.

Soul Source (600 CP) (Discount Practitioner) (Casting Perk): Somehow, you've gained the power of Soulfire - the ability to use the energies of your soul to enhance your magic. By infusing a spell with not just your will, but all your being, it'll be infused with a sort of "mystic rebar," granting it a lot of strength and giving it significantly more structure. Since your self is part of the spell now, it also functions more along the lines of your intentions, rather than just providing you with a raw boost. Of course, this comes at a cost: you're literally burning away part of your soul for power. Souls do heal up, especially when engaged in "soul-affirming" activities, but overuse might be worse than fatal.

Creature Features (Innate Changeling): Every Changeling has the power to make what's known as the Choice - the decision to become full Faerie, or full Mortal. This isn't the kind of decision which needs to be made all at once, though. While you're mostly mortal, you're able to permanently call on aspects of your faerie ancestor, infusing them into your being. You might take a Troll's strength or size, a Fetch's ability to feed on terror, or even a Pixie's wings. Once it's part of you, it's really part of you; you gain instinctive knowledge of the ability, and as far as any magic is concerned, you were born with it. Just keep in mind that "permanently" means there's no going back.

Glamorous (100 CP) (Free Changeling) (Magic Source): There's a saying among those in the know: "If it looks too good to be true, it probably is, and it's probably Fae." That's because pretty much every Faerie knows how to use Glamour, power based around changing the physical appearance of things. You've learned the same ability, letting you can use both Veils, enchantments which deflect attention from something, and Seemings, spells that make something look like what it's not. With a lot of training, you can even learn to temporarily conjure True Seemings, items formed of ectoplasm that last for about a day.

Consummate Rules-Lawyer (300 CP) (Discount Changeling): There's three types of people in the world: Those who don't deal with the Fae, those who get really good at navigating the confusing maze of faerie law, and those who get dragged screaming from the world. Since the first isn't an option, you've gone to the second camp. You now understand every paragraph of the Unseelie accords by instinct, and can tie loops in others using it while slipping similar knots yourself. It's also given you quite the perspective on quaint mortal legal systems, and after dealing with Winter Fae, mortal bureaucrats or lawyers just seem adorable.

(Un)Seelie Magic (300 CP) (Discount Changeling) (Magic Source): Mortals aren't the only ones who can use magic, and there are sources besides the energy of life. You've learned to call on the ancient energies of either Summer OR Winter (your choice), and shape them like a Mortal Practitioner. The spells you cast must relate to that Season, making them less flexible than Mortal Magic, but considering how much those seasons encompass, there's a lot of room for creativity. They also are much deeper in those areas than Mortal Magic, letting you do things a Wizard could only dream of. Unless you are a Practitioner, that is, in which case you might find tossing in a bit of Summer or Winter adds a serious boost to your casting.

Job Offer (600 CP) (Discount Changeling) (Magic Source): One of the big dogs in the Supernatural world has taken a shine to you, and made you an offer that you didn't refuse. You've become an Emissary, the representative and agent of one of these powers, and in exchange, you gained a substantial benefits package. Inhuman strength, supernatural knowledge, amazing artifacts, and even a portion of your boss's magical power can all be yours. Exactly what you get depends on who you choose, but it'll always be thematically related to them. A God of Thunder might give you some of his strength, let you call on his lightning, and even borrow his hammer.

Of course, there's one big downside to this. You're now bound to whoever you picked as your patron, which means you've got a ton of responsibility. You're basically their hand in the Mortal world, managing their interests, striking out against their enemies, and doing their dirty deeds. Refuse to obey them, and they can cut you off, leaving you to twist in the wind when you need them the most. They can also send out some supernatural knee-breakers to make you understand the contract you

agreed to. On the other hand, if you advance their interests, they'll be rewarding you appropriately, which means you could conceivably wind up with a lot more power than you started out with.

When you pick this option, you'll have to choose a Patron. This can be any of the huge entities we've run across: The Erlking, Ferrovax, Donar Vadderung in either of his guises, or even the Red King if you're a masochist. You could even pick someone who might theoretically be interested - I've heard the Buddha mentioned a possible opening, and there's always a chance the Hindu Pantheon might wake up. There's only four you can't pick: Summer has a Knight, Winter is scouting another candidate, and the man upstairs and the guys below both have their own recruiting procedures.

Multiple Choice (600 CP) (Discount Changeling): Normally, once you make the Choice, that's all she wrote. You, though? You have the possibly-unique ability to pull yourself back to Mortality without giving up your Faerie nature. You can also do it the other way: Make the Choice, transform completely into a creature of the Fae, then turn back when you're done. You can only sustain this kind of power for so long before your new nature overwhelms you, but you'll know when enough is enough and it's time to turn back or else. Not a Changeling? This also applies to any other transformations you might undergo as long as you're aware enough to make the change back.

Emotional Vampire (Innate White Court): The defining characteristic of a White Court Vampire isn't their strength, speed, or beauty, but their hunger. You have the ability to mingle your Demon with anyone feeling an appropriate strong emotion, then use it to consume their life force. This energy not only sates you, but can be used to power you up, boosting your strength, speed, healing abilities, or possibly other powers as well. You can also use your Demon's power to induce the emotion you commonly feed on in others, and while you can't feed using the influenced emotion, a quick burst of power will lead to the real stuff appearing soon enough.

Unwholesomely Good-Looking (100 CP) (Free White Court): You're so damn pretty that it just isn't fair. Physically, you're absolutely stunning, on a level where nothing human can compete and only the shaped bodies of faeries and demons come close. But your grace runs much deeper than that - it's in your movements, your expressions, even your spirit, putting a lie to the old yarn that beauty is only skin deep. You're basically living art, the face that could launch a thousand ships, the body that could... sorry, got a bit distracted there. Long story short, expect a lot of jealousy, and one hell of a lot of admirers.

Just One Sip (300 CP) (Discount White Court): When you live in a world filled with walking, talking food that doesn't just ask but frequently begs you to eat it, it can be awfully hard to resist. You've gotten quite good at resisting these sorts of urges, though, as well as holding back enough to avoid causing harm when you do indulge. It doesn't just apply to your demon, either - you're downright rock-like when it comes to resisting any form of supernatural temptation, or other forms of supernatural compulsion, and even in figuring out whether or not someone's trying to put the whammy on you in the first place.

Complexity Addiction (300 CP) (Discount White Court): No self-respecting member of the White Court would be caught dead doing their own dirty work; anything worth doing is worth doing through multiple levels of intricate intrigue. That sort of thing comes naturally to you, though. Seduction, manipulation, and misdirection are as easy for you as breathing, and you find yourself layering multiple levels of plots and contingencies almost without thinking about it. You've also learned how to identify when others are trying to catch you in their webs, and can subtly slip the noose without leaving them the wiser.

Kiss of Death (600 CP) (Discount White Court): Not all demons are created equal, and you've got an especially powerful one. Any method you use to overcome the wills of others or manipulate their emotions has been drastically improved, letting you subvert, control, or influence all but the strongest wills. You've also drastically enhanced your ability to manipulate life force, to the point where you copy

Lord Raith's trick of devouring a person's entire life force with a single kiss. Of course, all these these tricks require a way to manipulate minds, emotions, or life force, so if you're not White Court, Phage, or Warlock they might be of limited use.

Venator (600 CP) (Discount White Court): You've been drafted into the supernatural world's ultimate secret society, dedicated to ensuring things best left forgotten stay that way, and it wasn't just for your stunning good looks. You've become a master of shadows, able to coordinate and sift through countless sources and contacts for genuine intelligence without leaving anyone the wiser. You've also learned how to think on a timeframe measured in eons, and can set plots in motion which may take years to reach fruition. Finally, as long as you don't use it, you're immune to the corrupting effects of forbidden knowledge and lore.

Stars and Stones (400 CP) (Discount Outsider): The Outsiders don't just refuse to play the rules, they break them, permanently. You've inherited this ability of theirs, and now you're able to let those around you slip the bonds of otherwise-inviolate supernatural laws. I'm not just talking magical contracts or compulsions, either - you can allow a creature to go against its fundamental nature. A vampire could be free of its hunger, a fairy could lie, and a Foo Dog could betray its family with your help. Only two restrictions - you can't remove a vulnerability, and you can't use this ability on yourself. You especially can't use it to eliminate said restrictions, so nice try.

Hell's Bells (600 CP) (Discount Outsider): While we might not understand the Outsiders, they understand us all too well. They've even learned to weaponize that understanding, and now, you've learned the same trick. With a thought, you can unleash a hint of your alien hatred into a foe's mind, leaving them reeling. With more concerted effort, you can unleash a blast of psychic horror, less an attack than an inevitability, designed to incapacitate the mind by overwhelming it with a perfect cocktail of the worst emotions the mind has to offer. It's hard to sustain, but only the strongest wills can hope to hold out even that brief time.

Empty Night (800 CP) (Discount Outsider): There are a lot of creatures out there that resist magic. Try to hit them with a spell, and it feels like it's being ground out. When someone uses magic against you, though, all they hit is a hungry void - a void that devours any spell cast on you, leaving nothing behind. Doesn't matter if it's thaumaturgy, evocation, or some other kind of magic entirely, the moment it hits you, it's gone. One catch - it only protects you from direct magical effects, which means a smart wizard can get around it indirectly. Seems obvious enough, but you'd be surprised what counts as indirect - Lord Raith sure was.

===Items===

Skills are useful, don't get me wrong, but you'll do a hell of a lot better with an actual toolbox than you will with your bare hands. Unfortunately, most people can't just go down to the market and pick up some supernatural supplies. Then again, you're not most people, so here's your once-in-a-lifetime chance to go on a shopping spree. Free and Discount still mean the same thing.

Cold Steel, Hot Lead (50 CP) (Free Mortal): A lot of bad guys get really surprised when the Wizard draws a pistol on them, and that alone makes it a damn good idea to carry. Pick any man-portable firearm available without a special permit, or a matched set if you're the kind of guy who likes to scare doves. You've got it, any papers you might need for it, an appropriate holster, and enough ammunition to serve you for a good long time. If you're more old-school, you can also swap this for any mundane melee weapon you can imagine, made of good solid steel or sturdy wood depending on exactly what you're running around with.

Raith Contingency Card (50 CP) (Free White Court): These plain white credit cards, unmarked except for a few engraved numbers and a magnetic strip, are handed out to members of the Raith family in case of emergencies. Once you make your first charge on it, it'll be good for twenty four hours. What's the balance limit? Like I said, it's good for twenty-four hours. No cash advances, though. Anyway, this particular one is unusually resistant to the normal effects of being in a wizard's pocket, and doesn't link up to Lara's accounts, meaning you don't have to worry about her coming after you or marveling at your purchase list when the fun's over.

Best Ale in Chicago (50 CP) (Free Practitioner): For the connoisseur in all of us, this is a six-pack of McAnally's Ale, a microbrewed miracle known to make even people who can't stand beer stop, take note, and go "Ah" with perfect understanding. The day after you drink one, the empty bottle will be gone, and a new one will be in its place, unopened and waiting for you. You can also trade this in for a single bottle from Mac's private stash, but you might want to be careful with this one, since it's the sort of thing that can ruin a man for other beers. Yeah, you'll also get a replacement every day. Try not to brag too hard.

Polka Drums (50 CP) (Free Changeling): OK, this? This is comedy gold. You've got a perfect replica of Butters' polka suit, tailored to fit you perfectly. It's got a big bass drum on your back, several smaller ones on the sides, cymbals, and God knows what else, everything you need to be your own one man Oktoberfest. It's perfect if you need to control a bunch of zombies, throw an impromptu polka party, or really annoy your friendly neighborhood wizard by taking up valuable car space. Honestly, I don't know why you'd want it, but hey, whatever floats your boat.

The Jumper Files (50 CP) (Free Outsider): It's a box of empty file folders. Didn't see that one coming, did you? Of course, that's not how it's going to stay forever. Any time you do something majorly noteworthy, one of these folders will start to fill itself in, generally with pages written in your own hand but sometimes scraps, photographs, and other interesting things. It's nothing you couldn't have filled in yourself, but when it's done, it'll be a complete record of your cases, start to finish. Can either be written as if it were your own autobiography, or from your perspective but ghostwritten by Jim B... er... Harry Dresden.

Ghost Dust (100 CP) (Discount Mortal): Primarily consisting of depleted uranium, cold iron, basil, and dung, this pouch full of dust weighs maybe a pound in the real world, and at least thirty to forty pounds in the Nevernever. It's made to be realer than real, and if thrown into an incorporeal critter, will give them the same properties. It'll also cause them a hell of a lot of pain, and considering how much iron's in it, you can expect the same reaction from any Faeries you hit with it as well. The pouch never quite runs empty, and if you leave it sitting for a full day without making use of it, you'll find it full to the lip.

Pocket Full of Sunshine (100 CP) (Discount White Court): While it might look like a perfectly ordinary handkerchief, this is one of the rarest items in the world: Something made by a happy Wizard. Alright, maybe that was a little dark. Anyway, this folded-up napkin is filled with a beam of genuine sunlight, and when unfolded, it'll release its payload in a burst of awe-inspiring radiance. Or terror-inspiring, if you're the sort of critter who dies in the sun. Refilling it is as easy as holding it up during a sunny day, but you've gotta be genuinely happy to make it work. If you can't muster that, don't worry, it'll refill about once a week.

Gatekeeper's Ointment (100 CP) (Discount Changeling): It might smell weird, and I've got no idea what's in it, but this Ointment was made by a member of the Senior Council, and it's got the power to prove it. Apply it under your eyes, and you'll be able to see through any veils, illusions, flesh masks, and any other sort of supernatural obfuscation out there until it dries up in about an hour. It's even better than using the Sight, and without the risk of getting what you see burned into your mind. There's enough goo for nine doses, and if you shut it up after you're done with it you'll find that it's refilled itself overnight.

Magical Focus (100 CP): You're rarely going to see a Practitioner without some sort of tool to help them shape their magic, and most are going to carry around as many as they can. Like the name implies, they're not designed to make your magic stronger; instead, they help you control what you're throwing around. Some, like the Shield Bracelets, really work wonders but are limited to specific spells, while some, like a White Council Staff, are less effective but general use. You can decide which you're going to get with each purchase, and any extras are at a discount. Oh, and for the non-Practitioners in the room, these ones work for any Magic Source, not just Magic.

Storage Unit (100 CP) (Discount Practitioner): One of the more specialized applications of magic, this is basically a portable magic battery which draws in energy as long as you're wearing it, then releases it whenever you feel it's appropriate. There's a lot of different potential applications here, and not all of them have to do with what you'd commonly call energy either. For example, you could have a ring that collects spare kinetic energy from your hand movements or a chain that stores electricity, or even a ring that stores random memories that you can blast into someone's head at a later point. You can buy as many of these as you like.

Enchanted Duster (100 CP) (Discount Practitioner) (Free Wizard): It might belong on the set of El Dorado, but this long leather coat (available in black, dark gray, or dark brown) might save your life someday. Defensive spells weaved into its material make it tougher than a suit of armor, but much lighter and way more stylish. You're still going to be feeling anything you get hit by, but it can make the difference between walking home feeling like one giant bruise, and getting scraped off the side of a building. May or may not come with a wide-brimmed hat, there's been some disagreement on that.

Blue Beetle (100 CP): Sturdy, surprisingly comfortable, and Hex resistant, this car is perfect for the Wizard on the go. Routine maintenance will keep it running through anything short of hostile enemy action, and unless they blow it up, a competent mechanic will be able to take care of that in no time. Oh, and wouldn't you know it, there's a card for one in the glove compartment. Anyway, the exact specs are up to you; it doesn't have to be blue, and it doesn't have to be a Beetle. It does have to be at least thirty years old, and no sports classics. Sorry, you've gotta pay real money for one of those.

Warden's Sword (200 CP) (Discount Wizard): Hand-made by the Captain of the Wardens, these swords are famous in supernatural circles, and the last thing many an aspiring young Warlock will see, or at least feel. Pure silver, they're nevertheless harder than steel and sharpened to a supernaturally keen edge. They're also enchanted to cut through hostile magic, though there's gotta be something for them to cut for them to actually do the job. If you're a Wizard, you can choose to have it come with the job, otherwise, you can expect some serious questions if you ask about it. Either way, I'll throw in a gray, bloodstain-resistant cloak too.

Thorn Manacles (200 CP) (Discount Changeling): A nasty piece of work first invented by Trolls, these manacles are built to keep the person inside from using magic. Any time a caster is locked in them, they'll not only shut down the casting, but reinforce how bad an idea trying is by sending dozens of razor-sharp points to stab the wearer's wrists until they get the point. If you'd like, you can trade them in for a set of fuzzy ones without the sharp points, but with the same magic-disrupting qualities. A good caster can get through that variety, but if you'd like to shut off your own magic for a bit, and don't mind the side-eye, they'll do the trick.

Little Green Book (200 CP) (Discount White Court): This worn and tattered green three-ring notebook is one of those things you'd better be very careful with. While it's mostly empty, the first page has a number of names on it, including pronunciation guides, and a description of exactly who the name belongs to. Write a name you know on one of the other pages, and it'll be stored the same way, and even update if they change it. Speaking the True Name of someone, exactly how they say it, creates a link so strong it's like you're touching them, perfect for working thaumaturgy on them or summoning them up. It's also good for getting their attention, hence the warning.

Little Wherever (200 CP) (Discount Practitioner): Alright, this one just isn't fair. It's a scale model of the city you're living in, meticulously including the smallest details, and every piece has some of the actual materials from the real object woven into it. This would normally take you months worth of work to construct, but not only did it get put together for you, but it automatically updates after any major changes or moves. You can use it as a focus for tracking spells or remote viewing, to the point where you can follow someone around while sitting comfortably in your lab, and it'll block the backlash if they catch you and send a psychic cease-and-desist.

Svartalf Apartment (200 CP) (Free Changeling): Someone did you a serious favor getting you access to this thing - ordinarily, they can't be bought, only earned. It's in the city you wind up in, in a high-grade apartment complex under the aegis of Svaralfheim, so it's about as safe as anything in this world can be. Aside from being of stunning craftsmanship, everything inside has been hand-made by the Svartalves, and it's designed to be almost completely Hexproof. Unless you've got an unusually powerful Hex, you and any Wizards you're friends with will be able to enjoy all the luxuries the modern world can offer.

Family Home (200 CP) (Discount Mortal, Free White Court): There's no place quite like it, you know? You've got two options here: You can either go for a small and comfortable home in the suburbs, owned by generations of families for several generations back, or a small mansion of relatively recent manufacture. Well, unless you're White Court, in which case you're obviously getting the big one. While it's definitely nicer and much bigger, the small one is manages to feel cozy without being cramped, and has the kind of Threshold that would give a Faerie Queen pause and make a Foo Dog extremely happy.

Wizard's Lab (300 CP) (Discount Practitioner, Free Wizard): More of an add-on than your own separate living space, this can either be built into a Residence you own, or add a trapdoor to your Warehouse and store it underneath. It comes equipped with everything you need for magical experiments short of a stuffed crocodile hanging from the ceiling: A built-in summoning circle, shelf after shelf of weird reagents and knick-knacks, a small library of interesting books about magic and the supernatural, and an actual laboratory for making potions and enchanting objects. It's also been heavily reinforced, so any failures or spills will at worst blacken the floors.

Wolf Belt (300 CP): First on our list of "Seriously bad ideas," this Wolfskin belt has been enchanted with some seriously nasty magic that fuses the wearer with a bestial spirit, causing whoever wears it to shapeshift into a ravenous wolf-like monster. We're not talking Larry Talbot, either; think sharp claws, nasty teeth, and inhuman power. There's some nasty downsides, though. The Hexenwolf belt may bear the brunt of the spirit's rage, but your id will be running the show while you're wearing it. It's also an extremely addicting rush of power, and repeated use will start to wear your mind down, making you

end up getting more wolf-like as time goes on. The stronger your will is, the longer you'll hold out, but it's good to keep for a rainy day.

Blood, Mind, and Heart (400 CP) (Magic Source): If you want to understand the Warden's zero tolerance policy on Warlocks, you don't need to look any further for an justification than Heinrich Kemmler. So much bad news they had to kill him at least twice to make it stick, his books on necromancy are still considered the definitive primer for anyone who really wants to get their head chopped off by the Wardens. You've now come by his three-volume primer, which contains more than enough real necromancy to make you into a seriously scary customer. It doesn't include his fourth book, which had a much more limited printing, but if you study real hard you might be able to join the race for it in a year or two.

Mordite (400 CP) (Discount Outsider): Don't touch. Seriously, just don't. This little cloud of inky smoke actually contains a solid rock from somewhere outside of reality, and trust me, it's not from a good neighborhood. Also called Deathstone, it's pure, concentrated antilife. Even being near it drains the life out of anything else around it, and one touch will kill anything from this reality dead, and probably do a number on anything from outside of it as well. It inherently responds to willpower, meaning you can mentally push it around if you'd like, but that also means other things can push it around as well. If you're a God of the Underworld, or completely insane, you might be able to make a scary as hell floating crown out of it. Otherwise, handle with care, and make sure not to let someone with a stronger will get ahold of it.

Blackened Denarius (600 CP) (Magic Source) (Discount Practitioner): Without a doubt the most dangerous thing on this list, I can't recommend enough that you just pretend you didn't see this one. Each of the thirty Blackened Denarii contains one of the Fallen, one of the rebel angels who the Devil himself was afraid to keep around. This particular one contains one of nine Denarians we haven't met yet, who will be oh-so-happy to make your acquaintance and offer you all manner of goodies to be your partner. An inhumanly powerful form, immense knowledge, magical ability, and all it costs is a timeshare in your immortal soul. Who knows, it might even be a fair partnership, just like Anduriel and Nicky. Or they'll gradually start redecorating, until you can't even recognize who you were before and have no desire to ever go back.

Of course, if you don't want to go the whole distance, your new friend will be happy to bide their time. Rather than getting an interest in your soul, they'll just be a permanent houseguest. They can talk, and they might be able to get some influence over your your perceptions, but they're completely incapable of exercising power over you directly. But believe you me, they'll be doing a hell of a lot of talking After all, they've got a lot of time, and so much to offer if you're interested. Knowledge of all earthly languages, perfect eidetic memory, and a little power called Hellfire. This unholy flame is useful on its own, but its real trick is drastically boosting the power of any magic you fuel it with, especially its destructive elements. It'll be harder to control and using it heavily is seriously exhausting, but adding a bit of infernal gasoline to your flames can be seriously handy in a pinch. The best thing is, none of these powers will come at any cost to you at all... except the knowledge that there's so much more you could be getting, and eventually, you'll be in a situation bad enough that letting your helpful friend take that next step sounds like a really good idea.

It should be noted that this is completely incompatible with Soulfire, so unless you've got a thing for wasting points or have a friend who really shouldn't be calling you that, you should reconsider buying this if you already have that Ability. Or at all, really. Either way, you're only getting one of the two Discounts.

Sword of the Cross (600 CP) (Discount Mortal): Um, wow. There are supposed to be only three of these, but it looks like someone just handed you a fourth one. The Swords, capital S, are extremely potent artifacts said to be set with one of the nails Christ was crucified with, and were made to level the playing field between Mortals and everything else. They're impossible to break, immune to any

supernatural power, and cut through anyone, no matter how supernaturally tough they might be, like they were made of plain old flesh and bone. Faerie, dragon, twenty foot tall gorilla monster? They're all equal under the Eyes of God.

Sounds like a sure buy, yeah? Well, there's a catch, and it's a big one. The Swords were made for a specific purpose, and it's absolutely not just killing monsters. Any wielder who takes up the sword must have a selfless, worthy purpose, and without that kind of purpose in mind, their power will falter. You're not the one who judges, either – if the biggest son of a bitch in the world is surrendering, even if you know he'll stab you in the back five minutes later, then you'd better sheathe that sword. Even try to use it in violation of its purpose, and the bond between wielder and Sword will be broken, and the Sword will just be a chunk of metal until you go through some major penance or pass them off to a better candidate. Actually succeed, forcing it to commit an act which perverts its purpose like taking an innocent life? Then it's GONE, forever. Like, forever-forever, not just ten years. No refunds.

Also, just to forestall the inevitable questions about Holy Lightsabers, rather than contriving circumstances to break and reforge it you can just offer up any sword you've got in your Warehouse, and it'll be reforged into your brand new Sword. Keep in mind, though, that immune means immune. Magic, psionic, whatever you want to call it, reforge an abnormal sword, and it'll be a perfectly ordinary Sword when you're done. Technological weapons are fine as long as they've got physical blades to make use of. As for the lightsaber trick? Don't try to reproduce it. It's not a selfless purpose, you just want to look cool, and all you'll get is a holy hilt.

===Companions===

It might be hard to admit, but you can't do everything. I mean, someone has to stand there while you crack jokes, otherwise you're just talking to yourself. Of course, getting thrown into a brand new world can put a dampener on making lasting friendships. Fortunately, you've got an opportunity to make some new friends, or bring some old ones with you.

Supporting Cast (100-300 CP): Got some people you'd like to bring along, but don't want to waste the time bringing them up to speed? How about taking someone you've been friends with along for the ride? For 100 CP, you can import a single Companion, giving them a background up to 200 CP, as well as the free ability associated with that background, one but not both of their 300 CP ones, and one additional 100 CP ability if the background you chose was 100 CP or less. For those of you who'd prefer to buy in bulk, you can spend 200 CP to grab a trio instead, and for 300, you can have a full fellowship of eight.

If you don't have enough friends (awwwww...), then instead you'll bump into someone or multiple someones who fit the description, and unless you're a total asshole to them (and maybe even then) you'll wind up as fast friends. If you are, you'll bump into at least one other person who fits the bill during your time here, maybe more, but if you keep driving them all away, then sorry, but no refunds.

Grasshopper (200 CP): Bright-eyed and bushy-tailed, this young apprentice (5 years your junior) has teamed up with you in the hope that you'll teach them enough for them to not hurt themselves. They've got the same background as you, unless you're an Outsider in which case they're mortal, and they've got the beginnings of all their 300 CP skills and their 100 CP one too. You can also choose to have them start with a single drawback up to 200 CP for extra spending points if you'd like, and those points can be spent on anything you could buy. Just keep in mind their problems will become your problems soon enough.

Long-Lost Sibling (200 CP): Congratulations, you're not an only child! Either your mother or your father shacked up with someone else at some point during their life, and neither of you were the wiser until you crossed paths in a suitably dramatic way. Roll 1d8-4 and add it to your age to figure out theirs; they come from any background up to 200 CP EXCEPT yours or Outsider, and start with their 100 CP and 300 CP skills. Again, you can give them one drawback of up to 200 CP for them to pick up any necessary supplies, although that's an awful thing to do to your family.

Dogasaurus Rex (200 CP): Also called a Temple Dog, this gray behemoth is bigger than some bears and much better company. One of the rare few who inherited the full power of their Foo Dog ancestry, your new pet has a bevy of impressive abilities ranging from an alarm-like bark which can wake the dead, a nose more trustworthy than a bloodhound when it comes to supernatural threats, and a holy aura empowered by their home's Threshold which lets them chow down on hostile spirits. They're also tough as nails, smarter than most humans, and the kind of personality truly deserving of the name "Man's best friend." Seriously, best dog ever.

Talking Head (300 CP): Something between a magical computer and a lab assistant, this Spirit of Intellect would have forgotten more about magic than most wizards ever knew if it was actually capable of forgetting without being ordered to. Its personality is something between your own and how you think it should behave, which means you're probably getting something close to Bob if you're not careful. Aside from dispensing forgotten lore, they're able to possess and control things, ranging from friendly dire housecats to giant stone lions, and can even act as an emergency mystical battery if need be. Includes a free storage skull.

===Drawbacks===

Not satisfied with what you've managed to scrounge up on your own? There's always someone willing to offer you an extra bit of power, though you might want to consider whether you can really afford the price. You can gain up to +600 CP in drawbacks, plus an extra +100 CP if you choose to boost your innate drawback. Anything above that can be taken if you're really into watching yourself suffer, but you won't be getting anything extra for it.

The Hex (Innate Practitioner): The practice of magic by mortals has always resulted in weird side effects. Back in the olden days, milk curdled and roosters laid eggs. Now, technology just goes on the fritz, and after enough time, just completely fizzles out. The more powerful the Practitioner and the newer the Technology, the more potent this is; an old Volkswagen might just need regular tune-ups, but a cell phone will brick within a day. Your Hex shorts out anything invented after maybe World War II that isn't actively sitting in your Warehouse or bought with Points, and the only question is how long it'll take. The one good thing? You can invoke this if you want, frying any tech you aim it at.

For +100 CP, you've got an especially powerful Hex, the kind that makes you consider moving out to the woods. Forget World War II, if it was invented after the Civil War it's eventually going to fall apart, and the only question is when. While anything currently in your Warehouse is still safe as long as you're not using it, even items you bought will start to fail if you take them outside or make use of them. The only exceptions are items which are a direct part of the Warehouse, and even they're going to start to act up periodically. You might want to invest in a really, really good repairman.

The Choice (Innate Changeling): Changelings are by their very nature stuck between two worlds: Human and Faerie, Earth and the Nevernever. You already know that if you go too far in the Faerie direction, you're never coming back, and since Faeries don't technically have souls, that's the end of your journey. What you might not have realized is the other consequences. Going Faerie makes it harder for you to think like a human, or even remember what it was like. You've gotta deal with their alien instincts, their weird compulsions, and even their weaknesses. Too many Faerie attributes, and iron will start burning you, and you'll have a hard time making yourself lie. You're also going to constantly be feeling like a fish out of water until you make the decision one way or the other, even if you should by all rights be totally comfortable living between the two extremes.

For +100 CP, then as far as the world is concerned, you're already full Faerie, and it's just waiting for your mind to catch up and realize that fact. Iron is now a poison to both your body and spirit, you're functionally incapable of telling a lie, and if you accept a gift you'll have to make good on it one way or another. You'll also start feeling some very Summery or Wintery urges that you're going to have to self-justify saying no to, and it'll often seem like a really good idea to just say yes. Finally, that fish out of water sense you had has also gone to a full-fledged pull on your soul, meaning you're always going to feel somewhat incomplete until you make your Choice.

The Hunger (Innate White Court): There's a Demon living inside of you, and it's never going to be satisfied. You can feed it for a while, you can even gorge yourself until it's sated, but it's always going to get hungry again too damn quickly. While your White Court powers depend on feeding, even when you haven't made use of any of them you'll be feeling the urge to just indulge in whatever behavior creates your favorite emotion to feed on, and to just take those experiencing it without any care for the world around you. It's not a difficult compulsion to push aside, but it's nearly impossible for you to ignore.

For +100 CP, you've got an unusually hungry Demon, meaning you'll be feeling the urge to feel almost constantly. Even when you're fully sated you're going to feel that gnawing hunger, and if you've gone without indulging for to long you'll feel like you're starving to death. It's also no longer content to just push you to indulge, and will start pushing you towards feeling the emotion you're most attuned to feeding on. Raiths will find it hard to concentrate, Malvolas will always be jumpy, Skavis will regularly be hard pressed to even get out of bed, and the Homeless will be constantly walking on a hair trigger.

(Fe)Male Gaze (100 CP): Make all the excuses about chivalry you'd like, but the honest truth is you've got a serious soft spot for the opposite (or same, I'm not judging) sex. You don't like seeing them hurt, you definitely like admiring their beauty, and you start trusting them a lot easier than you probably should. The more attractive they are, the harder you're hit by all of this, which is awfully bad news when you consider that there's a lot of big, scary monsters who love looking pretty. With time and experience, you might start to get over this, but even after years you'll still be slipping up occasionally.

...And It Wasn't My Fault (100 CP): The occasional torched building is just something you have to expect when throwing around fundamental forces of nature. For you, however, it goes past incidental and has become a defining character trait. Your presence now contributes substantially to the odds of massive property damage occurring in your immediate vicinity, whether directly or through some remarkable coincidences. It's not going to be constant, but it's going to be enough that people are going to start taking notice. Depending on your relationship, this may mean they make pointed comments, suggest you leave the vicinity of their valuables, or give you a job.

Doom of Damocles (100 CP): You've been accused and convicted of breaking one of the Laws of Magic. Normally, this would get you sent home without a head, but someone was willing to stick up with you, and you wound up on Wizard Probation. Prove you've learned your lesson, and in a little while, let's say ten years, the White Court will acknowledge that you're probably not a dangerous Warlock and drop the sentence entirely. Until then, expect regular check-ins and harassment by the Wardens, who are eager to catch you doing something just a hair too dark of gray and get to the head-chopping. Oh, and don't claim you're not a Practitioner, because they're sick of hearing that one.

Faerie Debt (200 CP): You got suckered into an open-ended contract with one of the "Big Trouble" level faeries, and now they've decided to come collecting. Luckily, you're getting off easy, and they've decided your debt will be settled if you just do three little services for them sometime during your stay here. Naturally, these tasks will be called in at their leisure, not yours, and while you can refuse, they can seek retribution, and they'll probably come back with something worse. Don't think you can get out of this by saying no forever, either. If you don't finish your tasks in ten years and miss your ride, it's not going to be coming back for you later.

Red Court Infectee (200 CP): One of the batlike bloodsuckers in the Red Court got its fangs in you, and while you escaped before you were fully transformed, its toxins have already done part of the job. Good news is that you're now much stronger and faster than you were as a Vanilla Mortal, with sharpened senses and narcotic saliva. Bad news? You're one drink of blood away from going full vampire, and even on the best days it's hard. When your emotions run high, or if you use your vampiric abilities, it gets a lot harder. You'd better restrain yourself, though, because the Red Court are soulless bloodsuckers, and no soul means dead as far as your boss is concerned.

Death Curse (200 CP): With his dying breath, some powerful wizard decided to lash out not at his killer, but at you. To make matters worse, rather than killing you, he decided that he wanted to make you suffer. You're going to be suffering the effects of a mid-tier entropy curse constantly, meaning everything that can go wrong will, and so will many things that decidedly can't. The one good bit of news is this is never going to outright kill you or leave you dying, though it might accidentally make a bad situation a whole lot worse. Fortunately, it's not an anchored curse, so it'll be wearing off in the not-too-distant future. Ten years sound reasonable to you?

Judgment In Black (300 CP): Somehow, Mab, Queen of Air and Darkness, found out that you aren't a local - and as secret defender of all reality from that which lies beyond the Outer Gates, she's not happy you slipped through. While she doesn't have the time to devote to chasing you down personally, her subordinates do. Said subordinates consist of uncounted millions of the worst nightmares to call the Nevernever home, the Winter Knight, and potentially anyone who owes any member of the Unseelie court a favor. There's also always the risk that she'll just decide to make time, especially in eight of so

years when she's going to need some serious catharsis against Outsiders.

He Who Walk Beside (300 CP): You're in big, big trouble. The Outsiders have taken notice of you. Perhaps they see you as traitorous brethren. Perhaps they sense your power and want it smothered. Not only will you be hunted by their multitudes but at least one of the Walkers is as interested in you as He Who Walks Behind is interested in Harry. Of course, that might not sound so scary when you also came from Outside and brought souvenirs. Did I mention that, as far as they're concerned, every supernatural trick you know is magic, and so is every object which would be out of place in the early 21st Century?

Not So Wild About Harry (300 CP): ...Really? Alright. Looks like that charming, handsome wizard you all know and love took a wrong turn somewhere, and if you're lucky, he's out of the picture permanently. If not, well, let's just say he's not going to be like you remember from the books. Of course, given how many times the world almost ended without him handling all the issues that came up, things are about to take a serious turn for the worse. If you're not willing to step up to the plate, then you're probably going to need to come up with a plural for Apocalypse, because it's going to come in handy pretty quick.

Big Old Apocalyptic Trilogy (600 CP): Hope you're having a good time here, because if you pick this drawback, you're going to be here for the long haul. Instead of leaving after ten years, you can expect to be here for at least fifteen years, and possibly a whole lot more. Long haul means until the story ends and the epilogue begins, and since that's not going to be written for at least a few years back on your Earth, you can expect the timeline and the events to be as big a surprise to you as it is for everyone else on this side of the Outer Gates. The only thing you can count on for sure is that it's gonna be a doozy.

===Aftermath===

There's three ways things can end here. First option is something bad happens, and you don't make it. If you die or if the whole world gets destroyed and you're still somehow standing, then it's game over. You go home, but you get to keep all the memories, abilities, and items you bought or stashed. Second option? Something worse happens, and you stop having a mortal soul. Maybe you got turned by a Red or Black Court member, or maybe you used the Darkhallow to swallow the population of Chicago and became a God. Either way, you can either choose to go home at that point, and we'll even return that lost soul to you free of charge. Keep better track of it this time, though. If not, then you become a part of the world, and will be staying here permanently. Either way, all drawbacks go away. Yeah, all of them, even the Innate ones.

On the other hand, if you manage to survive the full ten years (or however long it takes for the Big Apocalyptic Trilogy to end if you went that route) without getting turned into something awful, you'll get to make one last choice. Regardless of what the choice is, all drawbacks are revoked, including the Innate ones, and you'll get to hold onto everything you bought or stashed, all your abilities, and of course, all your memories.

Epilogue: Maybe that whole "Going home" thing sounds pretty appealing to you right about now? Don't worry, that's an option. You can feel free to head back just as if you'd kicked the bucket, without the need to actually deal with the whole light at the end of the tunnel business. You'll return to the exact moment you left, with everything you've gained up to this point.

Our World: On the other hand, maybe you've managed to carve out a little slice of home for yourself here. If that's the case, then feel free to stick around. Any consequences from your drawbacks will somehow be miraculously cleared up, no matter how contrived that might sound. Back at home, your affairs will get put in order, and people close to you will mourn your passing but otherwise move on.

Your Story: Not ready to go home, but interested in seeing what else is out there? Turns out there's a lot of other worlds out there which could use someone like you, and you've got a chance to visit one of them. Time will be effectively frozen here until you're done with your journey one way or the other, and while there's no way back that we're aware of there might be some secret route you'll find if you're persistent.

Now, regardless of your choice, there's a few things we're going to need to get cleared up. First off, most of your powers keep on working exactly how they did before. That includes the ones related to the Nevernever. If a world has its own spiritual world, then anything related to the Nevernever will integrate with that world instead. Otherwise, you'll quickly discover that every world has its own Nevernever, although a lot of them are a lot smaller than this one's. Also, a lot of them have some seriously nasty things that you won't have any names for, so explore with caution. Names will also work for summoning purposes, and don't look too hard into why.

A couple of them will work a bit differently, though. Don't worry, this is a good thing. You now have the ability to control your Soulgaze, so you no longer have to avoid eye contact with everyone you meet. When you make eye contact, you now get to decide whether it triggers or not. There's still a limit of one per Soul, though. Also, even though Practitioners are no longer Hexed, they keep the ability to selectively invoke it with Magic the same way they could before. Once again, you're welcome.

Next, the housekeeping. If you bought a home, you can choose whether it seemlessly integrates into wherever you wind up, or if gets attached to your Warehouse as a little annex. Same with the Wizard's Laboratory, if you've got that option. It's a single choice, and it carries over until you pick a place to stay permanently, when you get to make it one last time. So if you've decided you want an actual physical residence after keeping it in your warehouse once you're done Jumping, you'll be able to change it then.

Finally, if you picked Job Offer, there's the matter of your Boss. If you stayed around, then that's easy enough to handle. If you went home, then you can either freeze the offer as it was when you left, or keep a connection to them back home. They might be a bit confused, but if you keep pushing their agenda back home they'll keep paying you. But if you kept going, well, they're technically locked in time, which makes things iffy. I mean, some of them might be able to exist outside of time, but that's just a headache all around. So you've got three options.

First is a paid vacation - you keep everything you've got, but you won't pick up any new tricks from them until you choose to stop, they see everything you've done, and you get the pleasure of watching an ancient entity experience genuine surprise. Second? You can switch jobs. Next world you go into, as long as there's at least one entity of similar power, you can offer your services to them instead. Odds are damn good that they'll accept, in which case you become their Emissary. If there's no such entity there, you just keep things the way they were before.

Then there's the last option, which is striking out on your own. You might be a scary supernatural monster in your own right at this point, and if that's the case, there's no reason you shouldn't be able to make your own Emissaries. So now you can - if you relinquish the powers you gained from Job Offer, you'll gain the ability to make Job Offers to other people. Once you pick an Emissary, you can give them a portion of your power in exchange for agreeing to act in your interests. They stop being your Emissary when you leave the world, but other than that, it's a life position, so choose wisely. It can't be a Companion either, because they've got a different connection... but that means an Emissary doesn't count as a Companion either. Keep in mind that if you do strike out on your own, it's gotta be now, and if you do, you'll never be an Emissary again.