DISHONORED 2

Part 1

Once again, the Empire of the Isles stands at the brink of chaos.
It is an age of Invention and Industry, of budding Enlightenment and revolutionary Science, but the old ways of Sorcery and Ritual still linger, unwatched, in the dark corners of this world.
But power…power is always the same.

Some fifteen years ago, Corvo Attano, Royal Protector, embarked on a quest for justice in the wake of Empress Jessamine's assassination to save the heir to the Empire's throne and his daughter, the young Emily Kaldwin, from those who had plotted the Empress's death.

In her mother's place now and an Empress in her own right, Emily now sits on the throne, but still sharks circle, vigilant for the merest opportunity – and on a boat from Serkonos, it has arrived, ready to topple everything Corvo and Emily have spent the last decade and a half building from the throne in Dunwall.
Corvo has done his best to prepare his daughter for anything the future holds, and it must be said, he has passed on his skills, if not his hard-earned experience, quite ably…perhaps too ably, for rumors that Emily is removing any who oppose her have begun to circulate in the wake of a series of bloody deaths by the so-called Crown Killer.

Corvo and Emily know their own innocence, but this world is filled with riddles un-numbered, and the few answers to be found are only uncovered by those willing to make their own path, sometimes quite literally over the bodies of any who stand in their way.

This path may take one of them to the Jewel of the South, in the city of Karnaca; where Duke Abele has let his domain slide.
Fattened on the bodies of dissidents, the local bloodflies threaten to become a plague, gangs clash with the Abbey in destitute streets, while the rich fatten themselves on everything the once-prosperous city can provide.

Today, however, is an auspicious day…but I think someone wants to see you first?
And now, your first choice:

- **If you have not yet been to the Dishonored Jump, or have been and do NOT want continuity with your actions in the Dishonored jump, select Outsider's Welcome (page 2)**

OR

- **If you have already been to the Dishonored jump and wish to have continuity with your prior visit, select Old Acquaintance (page 3)**

Outsider's Welcome



“Well, well...what do we have here?

It is rare to see a vagabond of the Void, but it would be poor to turn away such an interesting event. We all have our paths to walk, and it is the Crossroads of Fate that sees these paths meet and part. What happens at these crossroads is where my attention lies. I hold no doubt that your attention lies there as well.

This crossroad is a bleak world which tries to keep a flame alight within a bleaker Void. It is a time of uncertainty as the wheels of change slowly start to spin, with young Emily Kaldwin sitting on her mother's throne. Corvo Attano, loyal confidant and father, guides her hand as she works to keep the Empire of the Isles, and its capital of Dunwall, safe from enemies without and within. Yet even as the whaleboats hunt their prey to the last and the street urchins choke on the eggs of bloodflies, she does what she can. This will not be enough to stem the change that will shake her from the throne and see her determined to claw her way back up.

But the lure of change is what set you on your own path, a path that will see you traveling the Empire and all that it has to lose from this struggle. A path that will see your chance to become something different than another face in the masses... what will happen when you finally seize it within your grasp? Will you save this Empire from its grisly fate like Dunwall before it? Or see it drown in a sea of blood while you pick the pockets of the dead and dying?

It doesn't matter which path you take. I have no doubt you’ll draw my attention either way.

To start this change, you have two paths that lie before you. You can choose to accept my Mark, a symbol only held by a handful of people with the potential to see this world restored or ruined...or you can forsake it, taking your destiny into your own hands in a flurry of Flesh and Steel. Whichever path you choose...I will be watching, curious at where your choice leads you.”

- Select the Outsider’s Mark to gain 500cp to spend, and you may choose from the Powers lists.
- Decline the Outsider’s Mark to rely on your own 'Flesh and Steel' to gain 1000cp, but you cannot choose from the Outsider’s Powers.

Old Acquaintance



"The years are long...but it's always good to see a familiar face.

It's been a long while, but you've got my interest again. How the years pass and the bodies fall...but every story has an ending, and your ending in this world is approaching. You're here because you can't just slink away into the shadows, and we both know that you wouldn't do it even if you wanted to. Not while there is a chance to write this ending in a way you're satisfied with. But what ending will you be satisfied with?

Dunwall is on the cusp of a revolution, and enemies past will be returning to shape the future. The wheels of change turn, careless of who they crush underneath in the pursuit of their whims. Such a story is one you're familiar with, of that we are both certain. But you don't want to hear the sound of idiots cheering as pretenders take a throne that was ill-gained, do you? Let's see if we can do better.

Our last meeting was sudden and ill-timed, but there is no regret to be found here on my part. I learned as I watched you, and what a fascinating time it was for the both of us. This second chance will not be a contest between a traveling Benefactor and this lonesome Void, but one of cooperation that will bring you to your choices. Draw conclusions that comfort you if it eases your mind.

Just remember that the show always goes on."

- Select the Outsider's Mark to gain 500cp to spend, and you may choose from the Powers lists.
- Decline the Outsider's Mark to rely on your own 'Flesh and Steel' to gain 1000cp, but you cannot choose from the Outsider's Powers.

Powers

If you have accepted the Outsider's Mark, you must select one of the following power lists: Protector, Ruler or Witch.
Each list has six special powers, plus the seven passive powers that all three lists share for a total of thirteen.

You begin with the first power, Blink or Far Reach, unlocked for free, as well as three more powers from that list, active or passive, unlocked at their lowest level.
By finding or creating Runes, you can unlock the remaining powers on your list and upgrade unlocked powers to higher levels, including the ones you selected to start with unlocked. You cannot buy powers in a different list with Runes, nor can you upgrade powers obtained in the first Dishonored jump.

Once you have selected your Powers, if any, proceed to Backgrounds.

Protector

Blink
Transports you in a heartbeat to a nearby position, that requires line of sight. Further upgrading this ability extends its range somewhat, pauses time briefly while you focus on your destination, and knocks down enemies you appear beside, ready to be dispatched.

Bend Time
Slows time for a short period, allowing you to dodge bullets and act with alarming speed. Further enhancements stop time completely, allowing you to act unseen, enhance your own speed relative to the affected time, and extend the window in which you have to act. This power also allows you to act in the same frame of reference as another person who uses slow or stop time with you in its area.

Possession
You are drawn into another being as a spirit, possessing them. At first only a simple-minded animal like a rat or hound, but if you have enough runes you can switch between hosts without resuming your corporeal form, possess corpses or sleeping bodies, and finally fully conscious humans, leaving them dazed and confused once you exit them and resume a physical body.

Ruler

Far Reach
Whips a short-ranged rope of shadows out as a grappling hook, pulling you through the air or across intervening distances rapidly. If developed further, time slows as you 'aim' the power in freefall, and this shadowy grasp can pull objects towards you, even hoisting enemies so you can dispatch them.

Shadow Walk
By briefly transforming into the form of living shadow, you can hug the floor and cross open ground unnoticed, and strike without warning – if they don't notice the moving shadow. Once upgraded, your shadow form can squeeze through narrow access points, flit faster across the ground, and take down more enemies in a single use.

Mesmerize
A simple power which hypnotizes a pair of beings with an image called from the Void, before it disappears from whence it came. At higher levels of enhancement, up to four, man or beast, can be held in thrall, and the duration enhanced to give you much more time to carry out your various deeds.

Witch

Blink
See Blink, under Protector

Painted Flesh
The lowest level shrouds you in a frightful appearance, giving you pitch black eyes and green, black or ash grey skin from which the unarmed will cower in terror from rather than flee for help. Higher ranks cause your painted flesh to absorb blows, continuously prevent vermin from attacking you, and send even armed guards who witnesses the terrifying transformation fleeing for their lives.

Scream
Releasing an agonising cacophony from your throat, this close-ranged scream disorients and stuns nearby enemies, providing a vital opening. Once upgraded, enemies in its effect may swing or fire wildly to their ally's detriment and glass shatters, sending flying shards into bystanders. At its highest levels it can permanently deafen foes or cause them to collapse from pain.

Devouring Swarm
A horde of rats bursts from the ground, rabidly attacking anyone hostile and throwing the area into chaos. At higher ranks, the swarm lingers in the area before disappearing and follows your movements, and you can even summon a pair of swarms for even more chaos.

Doppelganger
This power produces an illusory duplicate of you, great for diversions. At higher levels it bamboozles enemies as it fades away, produces two independent dopplegangers, and can even fight and kill enemies on their own. You can even transpose yourself between these copies.

Bloodbriar
From the ground bursts a bloodbriar; a supernatural vine that lashes out at nearby foes and remains as a lasting sentry to defend an area. Blind, but sensitive to sound and movement, it is an excellent guard. Mastery of this power causes the bloodbriar to bind helplessly anyone standing where it is summoned, and have stronger, longer-reaching vines.

Windblast
Conjure a powerful gust of wind that can knock down enemies, smash obstacles to pieces and even deflect bullets. Further enhancing this ability creates stronger, potentially lethal blast of air, or unleashes a secondary shockwave about you – useful if you're surrounded.

Domino
This insidious power links the life forces of a pair of nearby enemies; if one falls unconscious or dies, so will the other. Using Runes to upgrade this power allows three or four enemies to be linked, so that you can take down a group just by clubbing one of them unconscious…or kill them all with one bullet.

Thorns
Fires a cluster of thorn-like spikes in rapid succession from your outstretched arm. Once upgraded with sufficient Runes, multiple bursts of thorns can be unleashed, weaving through the air and steering themselves into victims, as well as increasing their deadly velocity.

Dark Vision
Enhances your senses so that you can see even in total darkness, as well as sensing the life force and field of vision of nearby creatures through walls. By upgrading this ability, you can sense mechanisms and useful items, also through walls, or even predict the path and destination of a sensed foe.

Dark Vision
See Dark Vision, under Protector

Void Gaze
Like Dark Vision, Void gaze enhances the senses, revealing beings and, with upgrading, items through walls. However, it can also locate bonecharms and runes from afar, though its range is far shorter than the Heart – some proximity is required. It does not have the higher predictive abilities of Dark Vision, either.



All three sets of powers – Protector, Ruler and Witch - include the following common passive powers.

Bonecharm Crafting

This passive power allows you to craft raw whalebone into your own bonecharms, bestowing small favours on your powers, skills or luck, or dismantle found charms to recycle the whalebone and keep the 'essence' of their power to make into new ones. Though they have a chance of becoming corrupted (with a small flaw), the more advanced tiers of this power reduce or eliminate the chance of corruption, and can be used to create or dismantle Runes, which when used further heighten your Outsider powers.

Agility

Increases your athleticism, allowing you to leap higher and further. Higher levels increase your sprinting speed, and allow you to land like a cat from high falls.

Blood Thirst

In the heat of combat, your adrenaline triggers lethal bursts of strength and speed, resulting in brutally fast kills. If you develop this power further, it becomes much easier to call up, and finisher moves slay anyone in reach.

Reflexes

Heightens your ability to evade harm, allowing you to deflect bullets, arrows and more with your sword. At the greater levels of mastery, you can deflect these projectiles at a nearby foe, parry even the blades of master duellists, and time seems to slow as guards become aware of you, and as you aim weapons on the fly.

Shadow Kill

The basic technique turns assassinated enemies to ash as they die, preventing any body from being found. Further upgrading this power turns to ash even enemies killed from other methods, or turns their body into a swarm of bloodflies instead of ash, who swarm and bite any unfortunates nearby.

Strength

Drawing on the power of the Void, this power enhances your physical power and raw athleticism at first, while the second rank makes smashing down doors and windows a breeze.

Vitality

Oft neglected, the lowest rank of Vitality reinforces your fortitude and resistance to harm, while the upgrade increases the rate at which your flesh heals from injuries and vigor recovers from ailments such as poisons and fever.



Backgrounds

Select one for free. Each background may either contain memories and history prior to your entry into the jump, or may be a blank slate, with no connections or memories of the world to assist you.

Outcast

Perhaps you are an aristocrat cast down from your pedastal? A leader, overthrown by their subordinates? Or perhaps society as a whole had decided you are unwelcome among it, so you must dwell at the fringes of civilisation?
No matter. You have vowed that someone who has wronged you will pay, perhaps in blood, perhaps not, but until that time you must operate from the shadows – unseen until you are ready to strike with blade, bullet or bolt.





Howler

They say adversity builds character, so you must be some character indeed with the rough life you've had.
You're a member of one of the street gangs or an organised crime ring, like the Howlers of Karnaca or the Hatters of Dunwall. Despite what the Grand Guard and the Overseers say about your morally-bankrupt ways, you know exactly how it is to be one of the working class – at least you don't treat the common citizen like dirt to be swept under the rug.

Grand Serkonan Guard

A member of the Grand Serkonan Guard, the most esteemed regiment in all of Karnaca. You might be a mere Private, or perhaps you are as highly ranked as a Lieutenant, with a sharp squad under your lead. Times are good if you feel like collecting a few extra taxes from the citizens on the side, as the Duke doesn't particularly care what the regiments do so long as law and order is kept, but perhaps you're one of the morally upright sorts. With unrest brewing throughout the city, particularly in the Dust District, it's your duty to keep peace on the streets, and the rabble in their place.



Natural Philosopher

Don't let the talk of witches and strange powers fool you: The Empire of the Isles sits in an age of science and enlightenment. Boats steam across the seas, metropolitan railways deliver goods throughout the cities, nearly every shop or house has electricity, and then of course are the marvels of the age, the Walls of Light, the Clockwork Soldiers, the marvellous Elixirs and more, all made possible by those men and women who call themselves "naturalists" and "masters of science". The Natural Philosophers of the Isles are constantly inventing new and amazing devices, making discoveries on bold expeditions across the seas, always clawing away at the edge of the map and at the human race's own ignorance.





Occultist

While the Natural Philosopher studies the world as it appears around them, the Occultist studies the world that is hidden: The Void, the source of all supernatural power in this world. This practice is condemned by the Overseers of the Church of the Everyman, and shunned by polite society, yet impoverished artists and bored aristocrats alike secretly dabble with it in the hope of unlocking knowledge and power.
Just be careful how you proceed; more than a few amateurs lie dead for underestimating the risks, and it is not a path for the faint of heart.

Overseer

The Battle Overseers are the face of the Abbey of the Everyman to the common folk, missionaries and zealots all. The Abbey proclaims to stand against both moral deviancies and the foul magics of the Void alike; both the criminal and the cultist might meet their end from a Battle Overseer's bullet or blade.
Even though the Abbey is found throughout the Isles and in some ways has authority rivalling that of the city watch itself, recently Duke Abele has been keeping their witch hunts and preaching in check, even though the Overseers are the only thing stopping the Howlers from seizing control of the Dust District.



Timeline

You will enter the jump on the morning of the 15th Anniversary commemorating Jessamine Kaldwin's assassination. This is 15 years from the start of Dishonored.

Age

If you selected the option to have continuity with your visit to the Dishonored jump, take your age at the end of that jump plus five years as your starting age. Otherwise roll 20+2d8, or 50cp to pick whatever age and location you would like.

Locations

Roll 1d8, or pay 50cp to choose the results of your location and age rolls.

1. The Dreadful Wale, Dunwall - You appear aboard the ship The Dreadful Wale as it waits in Dunwall's harbour. I wonder how Meagan and her soon-to-arrive passenger will react if - or when? - they discover a stowaway? Or you could jump ship before it departs, if you liked.

2. Dunwall Tower District, Dunwall – The rat population is quite low, for Dunwall, but trouble is brewing. There seems to be a lot of guardsmen on duty, and while the Anniversary only comes around once a year, it surely doesn't demand this much security? They seem to be waiting for something…but what?

3. Campo Seta Dockyards, Karnaca – The smell of salt, blood and fish hangs in the air from the great whales and fish slaughtered and prepared here. One of the poorer districts, it's true, but at least the sea breeze keeps it free of dust. The station to the Addermire Institute is found in this area.

4. Lower Aventa District, Karnaca – Home to the amazing Jindosh mansion, it's a forested and exclusive area in the foothills above the city proper. The fine views and greenery distract the eye from the seditious graffiti on the alley walls.

5. Cyria Gardens, Karnaca – The remaining towering trees of the original forest rub shoulders with blocks of apartments, an area fashionable with the dilettantes and artists. The Royal Conservatory is nestled in this district, though it has been closed for some time due to a mite infestation. At least, that's what the notices say.

6. Batista District, aka the Dust District, Karnaca – Partly buried beneath drifts of dust from Karnaca's famous mines, this area is hotly fought-over by the puritan Overseers of the Church of the Everyman and Paolo's Howlers, a crime ring with maybe a little more power than they should have. The missing, presumed dead, owner of Karnaca's silver mines, Aramis Stilton, has a fortified manor here.

7. Palace District – Duke Abele's extravagantly modern palace – and its peerless vault – rests here, with its own private railway station. The Grand Guard keep a tight grip on this area, and many of the upper crust pretend that proximity to the palace will rub off on them.

8. Free Choice - Choose from any of the above, or any other location in the game. I do not recommend selecting the Void.




QUINTANA GATES
SHINDAEREY PEAK
LEYENDA STEPPES
PRIETO RESERVE
ROBLEDO WOODLANDS
ROYAL CONSERVATORY
CYRIA GARDENS
GRAND SERMONAN CANAL
SIRHROCCO CURRENTS
AVENTA QUARTER
JINDOSH MANSION
AVENTA STATION
CAMP O'SETA DOCKYARDS
BATISTA OVERLOOK
ADDERMIRE STATION
ADDERMIRE INSTITUTE
BATISTA MINING DISTRICT
GRAND PALACE
POINT ABELE
SANTIAGO FISHERIES
CLEMENTE LANDING (OLD QUARTER)
DOCHERTY'S ROCK
POINT BATISTA
KARNACA BAY
5D
6H
8N
2P
3V
4N
4C
KARNACA
SENKOMAN CARTOGRAPHIC SOCIETY

Perks

Discount 50% to marked origin unless otherwise noted.

Empty Spaces – 100cp, Free Outcast

Many buildings in both Dunwall and Karnaca lie abandoned, decaying but sealed, and even within the inhabited structures lie spaces where few go - maintenance tunnels, catwalks, interior ledges, air ducts, drainage pipes and more.
Yet these overlooked places often still hold valuables unclaimed and easy passage unseen. You have a good nose for finding and accessing these little-known crawlspaces and derelict buildings, and you will find in your future travels more abandoned houses, condemned structures, and tunnels behind (or above, or below) the walls. These places may contain hazards of their own - wild animals, flooded basements, sparking electrical lines, and the like - but have quite a good chance of holding the odd trinket or secret stash therein, and bypassing many security features.

Takedown – 200cp, Outcast

When you catch an enemy unawares in close quarters your hands and weapons seem to flow onto their own path; becoming strikes that slip through their armor and into their vital areas. These stealthy moves can be lethal or non-lethal; a knee to the head to knock them out instead of ramming a blade into them – and you can be sure that anyone you knock out won't be waking up to sound the alarm until you're well clear of the scene. Larger beings than men may need multiple attacks to take down, which limits their effectiveness as sneak attacks, and entities without vital areas may not be vulnerable to these strikes.

Dynamic – 300cp, Outcast



Your duelling instructors always said to keep moving – and watch your footwork! - and you always were a quick study. With a sense of balance and sure-footedness to rival a festival acrobat, you flow from one place to the next, from alleyway to balcony, balcony to rooftop, and you are no different in combat – quick as a snake and unpredictable as the wind. Your blend of parkour-like moves, strikes, and your constant motion from unpredictable angles means you can catch your enemies off their guard even when they're facing you head-on. While you might not take them out of the fight completely, you have the opportunities to slide into a trip attack, lunge through an enemy's guard to strike them in the throat, or stagger them with a blow from a hastily-snatched bottle and open them up to a deadly thrust.
For some reason, you don't seem to take any incidental injuries while moving about your environment – no grazes from climbing a sharp stone ledge, nor friction burns from a running slide, or even rips in your clothes from scaling a wire fence – though this protection has no effect on unusual or deliberately harmful features, like barbed wire.

Vox Populi– 400cp, Outcast

Walking through the cities, you'll hear it – the voices of the people. You can hardly call it eavesdropping if they're talking out on the street, now could you? But overheard conversations are only part of the people's voice – graffiti, posters on the walls and dropped notes all indicate just what the people have to say – what they notice, what they know, what they feel in their bones. In going among them, you'd have to have tunnel vision not to realise their plights and troubles, their hopes and desires, and merely keeping an open ear will bring to you a greater understanding of the situation and motivations of the society around you.
Of course, what you do with this information is entirely up to you: if you are a kind-hearted ruler, you could better address your citizen's concerns and construct a better model of governance; but if you are looking out for yourself, well, they might reveal the weaknesses of others and the ways to best exploit the rising discontent for your own personal gain.

Howling - 100cp, Free Howler

Every locale has its own lingo, and it pays to know how to speak to the underbelly of the city. You're familiar with the cant and the social cues that identify whether people are "in" with the criminal element, even in areas which are ostensibly law-abiding, like the Palace District. Even if you have a Morley accent, you know all the right words to blend in with the local street elements and smooth out any under-the-table dealings you might have with smugglers, black marketeers, gang leaders and the like.

Crime Comes Easy – 200cp, Howler

You have a nose for how to conduct petty crime as a sustainable enterprise; where to set up ambushes for a mugging, who to bribe and how to set up a protection racket. But more important than knowing when to pressure people, though, is knowing when to ease off – when people get desperate, they get stupid, and you'd rather keep things right where they are. With a bit of effort and some leg-breaking (well, not if they know what's good for them), you should have a steady stream of coin coming into your pockets, hovering at a level where you always have a ready supply of petty cash, but just below the level where people will run to the Grand Guard (or other police).

It Fell Off The Back Of A Boat – 300cp, Howler

When catburglars and pickpockets need to fence their wares, they come to you – you put the 'organised' into 'organised crime'. Just like any other business, you understand the peculiarities of supply and demand when it comes to black market wares.

It's a simple matter to set up black market shops, price and appraise goods, and hire trustworthy smugglers for the import and export of anything your contacts can get their hands on – and my, my, what interesting treasures they do seem to bring in. Only the very best investigators would be able to trace a stolen painting or a priceless heirloom through your network of cut-outs and black market dealers.





"Businessman" – 400cp, Howler

You don't concern yourself with the acquisition of mere purse-change or the contents of safes – they're merely the means to the end. You want control of what really matters: territory, businesses, public opinion and most of all political power, because even if you're broke, if the whole city owes you favours you'll never need to pay a dime.

You have a way of masterfully insinuating yourself – and your 'businesses' – into the local politics and governance of the region. At first, members of the Guard might drink at your bar and pay for your prostitutes, but with some work you could eventually be supplying vices to ministers, hiring out your gang members as enforcers, supplying the government's needs through your smugglers and black marketeers, and in general make your criminal enterprise vital to the functioning of the city.

Should your little empire succeed in securing complete control of a district, you might find that the higher governments will treat you as the true face of governance in your territory, becoming in many ways legitimised. Before you know it, they might even invite you to have a seat at the table.



Security Detail – 100cp, Free Grand Serkonan Guard

You've got 'Guard' in your job title, so you'd better know your stuff – or the Captain will have you flogged. Years of service to the Guard have drilled into you the procedures to secure and protect people, places and their valuables. Under your watchful eye you can arrange protective details to ensure VIPs are covered at all times, determine what level of security is suitable for protecting valuables and installations, and identify all the likely entry points for an interloper. This instruction also gave you the necessary skill to install and operate all the finest barriers and devices, from alarms to Arc Pylons and Walls of Light…and is just as useful in determining where to penetrate a perimeter as it is in assembling one.

Examples - 200cp, Grand Serkonan Guard

Fighting crime and ferreting out dissidents is a gruelling and thankless task – literally any citizen might be a miscreant at heart; a mob of troublemakers can melt back into the city, and any shop could offer stolen good under the counter. So when you do catch a crook in the act, it's the perfect opportunity to send a message to others who may consider breaking the law under your watch. When you choose to make a public example of anyone, you can be assured that the message will sink in, and those among the populace who might be tempted into wrongdoing will second-guess themselves, and those who fear the consequences may even recant their wicked ways. There's always a few bad eggs that no example will sway, but I suppose you don't want to put yourself out of a job now, do you?





Regimental Veteran - 300cp, Grand Serkonan Guard

I see that you've been promoted, and passed your officer examinations with flying colours. This elevation in rank comes with a small pay increase – a small pension which you will retain once you leave – but more importantly is a recognition of your qualifications.

Your duelling instructors have passed you with honours – blade or pistol, you can hold your own against anyone that dares besmirch your honour, and bring down troublemakers with ease with a deadeye shot or a deft sidestep, parry and riposte. Your experience so far has also given you a good head for leading a patrol of Guard, both for shouting the right orders in combat conditions, and for keeping your troops in line, trained, and in top condition during the quieter times. I doubt you'll be getting many of those in the time ahead, however.

Wolfhound - 400cp, Grand Serkonan Guard

They don't call you 'the Hound' for nothing - very little slips by you unmarked. Compared to the average guard, your sensitivity to sight, sound and even scent is greatly increased - you can spot a professional cat-burglar ghosting their way across a rooftop at night, hear the footfalls of a mouse across the room, and can detect a person hiding nearby from their body odour. Just as importantly, you keep your head on a swivel – no miscreant is going to escape your notice just by climbing up to the rafters. You instinctively keep your eyes peeled, and know how to look at things and really, actually notice them – or notice their lack, from the coins missing from a sideboard, to the absent hum of a security system that's been covertly disabled.

Tinker – 100cp, Free Natural Philosopher



You may count yourself among the many people who like to make things in their spare time; screws and springs, gears and wheels are all your bread and butter.
Untrained, this natural gift lends itself easily to building (and disarming) improvised traps and makeshift devices, trinkets and toys to amuse small children (and the child-at-heart). If you merely practiced and studied a bit in your spare time you might easily become a watch-maker or a safe-builder, a locksmith or a mechanic. Anyone from these professions (or similar, of course) would be glad to take you on as a talented apprentice, and I daresay it wouldn't be long until you reached their level.



Talent In The Arts – 200cp, Natural Philosopher

The spark of inspiration that drives the philosophers of this world tends to manifest into the creative arts as well as the more practical ones – many genii are not just inventors or witches, but artists and musicians as well.
Your brilliance in academic topics often bleeds over into artistic ones; a gift for mathematics might make your musical compositions especially melodic or rhythmic, a talent at linguistics and history could make your novels particularly compelling, or a natural knack for medicine and anatomy might give your portraits an incredibly realistic touch. Fame and acclaim for your creative works will last even if they are out-shadowed by your worldly creations.

Alchemist - 300cp, Natural Philosopher



Did you study under Hypatia, the famed alchemist of Addermire? Or perhaps you were from Gristol, and were tutored for some time by Sokolov and Joplin, who famously created the cure for the rat plague more than a decade ago? It matters not. Medicine, botany and chemistry is where your talent lies, and while the 'wet sciences' are not as flashy as those of clockworks or galvanics, there is no end to the utility they can be put to.
You are a masterful producer of tinctures and remedies, but also poisons and other chemicals that find use in combat, like gunpowder and the ingredients used in explosive projectiles and the Howlers' bombs. You'll be sure to get a lot of customers, whether for your beneficial concoctions, or your baneful ones. You might even surprise yourself with what your mixtures are capable of.



Master of Engineering - 400cp, Natural Philosopher

Within your lofty cranium rests a mind the likes of which only appears once or twice a generation. Ideas dance through your mind like brilliant fireflies – all you have to do is reach out and grasp them. Visions of whirling gears and pumping oil; of lightning bottled in cages of glass and copper; of crystal lenses and formulas that write themselves…the spark of invention drives you to produce marvels ahead of their time - indeed with effects that seem to outstrip the technology of the device itself. Build a combat automaton from cogs and steel, record whole conversations on a single punch card, devise security systems which can recognise specific people, all these and more.
If you merely had the funding and the time to refine these visions into physical form, you could unleash your marvels onto the world and you, too, could be spoken of in the same breath as Sokolov, Roseborrow, and Jindosh.

Scholar – 100cp, Free Occultist
The journey of every occultist starts with lore, whether whispered around a campfire or written illegibly in manuscripts. Like a miner digging after a vein of silver ore, you prise the gleaming nuggets of useful data out of superstition and cryptic metaphors – where others see stories and phantasy, you find solid leads to base further research on. As a side effect of your studies, you can decipher pretty much any handwriting or shorthand, no matter how hasty the scribble is, so long as it's in a language you know.

Kindred Spirits - 200cp, Occultist
Building a coven of witches or warlocks in a society where the occult is forbidden can be a difficult task. Through mutual connections, curious series of coincidences, or other seemingly ordinary means, other practitioners of occult bend will find themselves drawn to cross your path, at first in a casual manner.
They likely won't be aware that you both have a shared secret interest, but the closer your desires, methods and goals align, the more closely they will become associated with your social circles over time, until the point where one of you reveals your secret knowledge, and the others will realise they had known all along.





Ritualist - 300cp, Occultist
Even should you lack a Mark, you have more than sufficient ability to conduct the various occult rituals known in these lands. By setting up the correct circumstances and following the proscribed rites, you may contact the spirits of the dead through séances, bind gravehounds to dog skulls, craft wicked bonecharms from the bones of dead sailors or Leviathans, and even, if the conditions are right, bring forth a soul trapped in the Void to the land of the living once again.
The difficult part, of course, is getting the right conditions, the right reagents, and the necessary components in order to make these rituals work – the opportunity to bring back a soul might come only once every few of years, and even the smallest deviances can have…catastrophic consequences.

Voidheart - 400cp, Occultist
You carry a sliver of the Void itself in your soul – and the sliver of your soul it has replaced has been put into a suitable receptacle for safe keeping. This tiny fragment of the endless Void has given you reservoirs of spiritual energy that put all but the most powerful witches to shame, and by locking away that piece of your soul, it protects your heart from some measure of corporeal harm. Since this isn't your entire soul, it doesn't have the full immunity to harm Delilah benefited from: instead anyone trying to target your heart will find their strike slips into the fragment of Void instead – and the thrust will have no effect on you.
You may choose the item that the shard of your soul is kept within from among your possessions – best keep it safe, to prevent anyone interfering with it.

Orator - 100cp, Free Overseer
Years of repetition have engraved the scripture of the Church – the Seven Strictures – in your mind, as well as many of the Church's other works. You can recite any of its passages by heart, and like many of the Overseers, you can give rousing orations at the drop of the hat to many ends. You could try to calm a mob with words of wisdom, console the bereft with psalms, stir the battle-lust of your brothers and sisters, and incite hatred and fear of the occult in a listening crowd.





Witch Hunter – 200cp Overseer
You are utterly fearless, and shall not be dissuaded by night terrors brought to life or the fearsome Painted Flesh that witches often clothe themselves in. Even mundane fears, like a phobia or imminent death will not turn you away (it is, of course, not a sign of cowardice to perform a measured, tactical retreat and seek victory a later day). You have also received tutoring from the Church in the ways to combat the supernatural of this world, and are ahead of the pack when it comes to working out ways to fight the sorcerers of this and other worlds with mundane tools.

Oracular – 300cp, Overseer
Are you a Sister of the Oracular Order? If not, they're missing out on a keen mind - one capable of analysing current events in depth and discerning the consequences from nearly any possible courses of action. Your ability to logically predict future events from the present by extrapolating and cross-referencing data is amazingly accurate - should they learn about it, people will be whispering of your prophetic nature. I warn you, though, that even the Sisters themselves cannot predict how a wild card they have no knowledge of will influence events, and should the sources of your knowledge be influenced in some way, your predictions will likewise be affected.

The Ancient Music - 400cp, Overseer
Underlying all of reality and even the Void is a musical phenomenon, and study of this underpinning force is something you have devoted your life so far to. As a result, you can design and build devices to take advantage of a 17-note scale derived of this music - the orgels the Overseers hold in such high regard being the most obvious application. If you are able to reproduce the notes correctly, they will disrupt the effect of foul magicks around you - actually, any magics at all, foul or fair. Singing bonecharms will become silent, witches will no longer be able to draw on their supernatural oddities, and creatures made with magic - partially or whole - will be unable to approach you while the notes play. With the right device, you can even use the scale to project blasts of sound to knock back and disorient witches who keep their distance.
While the effect is a blanket one, disrupting all magic, friend's or foe's, with significant research you could discover harmonies or sub-scales in order to affect only certain types of magic.

Endless Black – 300cp

They dragged you into the dark; that place beyond places. Limbs tied with hemp rope, struggle was fruitless. You felt the cold stone slab under your back; the endless expanse of the Void above you…and the glint of a knife, poised to deliver the lethal blow. And then…well, a miracle. Your hand broke free of the rope and the plunging knife only took you with a glancing cut, before you snatched it out of your captor's hands, and brandishing it, freed yourself, then ran desperately back to the light…leaving some of your lifeblood in that empty place, and in return, the irrepressible power of the Void took root.

The Void now ties you to a few, rare others; a scattered handful across the world with one common trait: Potential. Rich or poor, young or old, vigorous or slothful, each could potentially change the world, but whether for the better or the worse, none can say.

When their waking mind is quiet, you can call these few to meet you in their dreams – dreams of the Void – or simply appear before them whenever you like to converse in the space between heartbeats. Monologue at them, encourage them, or offer them powers, if you can hand any out. Your mind, in turn, catches the actions they undertake, following their progress. The greater the impact on the world around them, the more vividly you shall witness them in your mind's eye.

As a quite inconsequential side effect, you may turn your eyes pure, empty black at will.

Furthermore, each of the capstone perks are enhanced in the manner described below:

- Vox Populi – Insight into the minds of men and women has given you a great deal of power over them. This is no mind control; with but a few scraps of data on them, you can read their desires and motivations like a book. It would take no work at all to surround yourself with simpering sycophants who serve only your will, or build up a loyal retinue of well-meaning and wise advisors; you could rule with kindness to provide for your people, or crush any dissent with an iron fist.

- "Businessman" – You're a pragmatist, and pragmatists use whatever works – and the powers of the Void definitely work. Your underlings seem to sense the unnatural power that has insinuated itself into your blood, and they will obey and fear you not just out of what punishments you can hand down to their corporeal bodies, but also what they think you'll do to their immortal souls. This supernatural dread ekes into your posture and gestures, and even those Marked feel the need for caution around you.

- Wolfhound – No longer limited to mundane sight, sound and smell, the sharpness of all your senses, even inhuman and supernatural ones, are extended; something like Dark Vision would see through a whole mansion rather than just the rooms around you, and even without powers, your nose can catch a whiff of sorcery, your eyes a shadowy glimpse of something invisible, your hands might feel the brush of the intangible, and the hairs on the back of your neck might rise with an approaching witch.

- Master of Engineering – This awakening has now given you the inspiration and ability to create clockwork or steam-powered devices that interact not with the physical forces of reality, but instead with the supernal or occult forces of the world around you. Machines to interfere with dreams, doorways through the Void to distant destinations, devices which pry secrets from the mind…these are some of the miraculous machines you could create.

- Voidheart – The Void has infused you with such power as to make you Delilah's rival, and has revealed to you many rare rituals and spells. You are certainly capable of making not just rooms, but whole worlds in paintings under the right circumstances, defeating a whole mob of Overseers with casual ease, turning your enemies to stone, and breathing false life into statues crafted in your image.

- The Ancient Music – Your very being takes on a quality of the Ancient Music, and while reciting the Strictures aloud, your voice possesses the resonance of a deep and ancient Howl, driving fear into both craven witches and dull animals alike. Both fearsome beasts and those who possess magical abilities flee from your castigation, allowing you to drive back the witch with only your words. As your very body matches the Music's frequency, you will also find yourself slightly more resistant to powers used against you.

Items

You may purchase multiples of items. The 50cp items are free to their listed background with subsequent purchases at full price.
All items – Elixirs, ammunition, bombs, whalebone, paint etc. – restock in your Cosmic Warehouse weekly if expended or destroyed.

Some devices can be upgraded through various means to enhance their performance. You can find blackmarket dealers and private tinkerers across the Empire of the Isles who would trade their artifice for coin if you have the right blueprints, or upgrade them yourself if you have the skill and materials. All items, if upgraded, will retain their modifications if they need to be replaced after being damaged or lost.

Basic Kit – 100cp, First Free

The following three items – The Outfit, Bullet & Blade, and Elixirs – are offered for free. Further purchases of the Basic Kit are 100cp or each item for 50cp each.

The Outfit

A little of this world's fashion and utility rolled into one. The outfit itself, through an ingenious array of pockets, pouches, straps and belts, can hold a small arsenal worth of weaponry and gadgets without bulking it out. It also includes a mask – to keep dust from the mines out of your lungs, of course. Otherwise, its appearance is to your requirements - an aristocrat's frock and face mask, an Overseer's habit, a working man's shirt and trousers, a Grand Serkonan Guard uniform, a leather body glove, or something more exotic.

Bullet & Blade

It seems like many of the military and aristocracy across the Isles carry a sword and pistol, so this pair are offered freely. Both the sword and the single-shot pistol, supplied with twenty rounds, are masterfully and artistically made as a matched pair to suit your background, but otherwise are normal.

Elixirs

Seven vials each of the S&J Health Elixir and the Addermire Solution to enhance your recovery after accidental scrapes and eliminate any chance of bloodfly infection and fever. They will restock by the week, though if you are expecting more scrapes than usual or expending your spiritual essence on a regular basis, one treatment per day might be insufficient.

Upgraded - 50cp or 100cp

Don't want to develop or discover your own upgrades? Have I got a deal for you! Each purchase unlocks and installs one canon upgrade for one of the following items: The Outfit, The Pistol, The Crossbow, The Sword, or the springrazors and stun mines in the Munitions Crate. Or, for the bulk order price of 100cp, unlocks and installs all the canon upgrades for the given item. In the case of the masterwork upgrades, you have to pick one.

Bonecharms – 100cp, One Free with Outsider's Mark

Each bonecharm is crafted from the bones of whales or men, and holds some unique power to enhance one's natural or supernatural abilities. To restore your health under certain circumstances, to extend a power's duration, to make bombs deadlier, to vanish the corpses of those caught in your traps, and many more besides. You may purchase any canon bonecharm, or any bonecharm possible to create via the in-game bonecharm crafting system. A link to the full list of bonecharms and crafting is in the Notes section.



Viewer - 50cp, Free Outcast
A device for bringing distant things into focus. You may select from Corvo's Mask, Emily's telescope, or a similar but unique device of your own design - like a set of clockwork goggles, a Regimental gun scope, Karnacan field lenses, or something else. Your viewer also allows you to listen in on distant conversations...not quite sure how it does that.



Crossbow – 100cp, Outcast
An assassin's best friend, the crossbow is near-silent, deadly, and extremely versatile when combined with specialty bolts. In appearance it may look as practical as Corvo's crossbow, as elegant as Emily's Crossbow, or even something different or more medieval.
You receive ten standard bolts and five of each standard speciality bolt – sleep, incendiary, stinging and howling.

A Gift From The Outsider - 200cp, Outcast
A human heart, bound with their spirit and brought to life with wire, clockworks and the Void's power. The Heart glows and pulses rapidly when pointed towards nearby supernatural objects, even across a whole district, and the spirit bound to it can whisper to you the secrets of the living people before it. To any but the supernaturally gifted, it is invisible.
This Heart has one further use: It can be used to draw out a fragment of someone's soul from storage in an object: such as a phylactery or horcrux, and then place that fragment back into the person to whom it belongs.

The Outsider's Timepiece - 400cp, Outcast
A contraption that seems like a mockery of a pocket watch, powered by some occult source and with a whirling bonecharm instead of a watch's hands.
The timepiece only functions in places where time itself is already severely fractured or damaged – such as by powerful occult effects, forbidden sciences gone wrong, or other sources. While within such an area, it allows the wielder to see, via three irregular glass panes, events which unfolded in the same place as the wielder at the time when the damage occurred, and even allows them to transit through the cracks in time between their own 'present' and the time of the temporal damage.
Be very careful if you are interfering with a past that could affect your present or future – you wouldn't want to erase yourself by mistake. You won't be able to alter the occurrence of the temporal damage itself, otherwise the Timepiece wouldn't have been able to send you back, now would it?



Howler Bombs - 50cp, Free Howler
The Howlers are known for their use of a special powder created from tropical herbs and industrial chemicals. It's a fast-acting hallucinogenic that turns any speech the victim hears into animalistic howls, distorts their vision, and interferes with their coordination – a terrifying experience when under assault. You receive a dozen bombs that disperse the powder on impact, as well as the same number of 'Howling' crossbow bolts, and a spring-loaded launcher that straps to your wrist to fire them.

Front - 100cp, Howler
This small business is the perfect place to run as the 'front' of a crime syndicate. It's probably something like a speakeasy or pub, where patrons will be coming and going at all hours, a small warehouse where heavily-muscled 'workers' won't seem out of place, or a pawnbrokers where all sorts of uncommon goods are traded every day. In addition to living quarters on the second level and everything the front business needs to keep up a legitimate appearance, it's also got a few facilities that are slightly more desirable for a criminal: a hidden trapdoor to a basement level, complete with access to the sewer/drainage system for discreet escapes, concealed safes for your ill-gotten gains, and two separate side entrances for the types of people who don't want to be seen coming in the front door.
It's also heavily reinforced, so if a rival gang (or the Guard!) think you're ripe for a raid, they'll have quite the surprise – the wooden door is actually steel, all the ground floor windows are heavily barred, and all the walls are solid brick or stonework. I'm sure you'll want to add a few surprises of your own, too.
The Front imports itself into each new jump in a suitable location.

The Other Hand - 200cp, Howler
A morbid relic, indeed – this is a dried and shrivelled witch's hand; while one of those hands is already accounted for, this is the other. It allows you to transform into a swarm of white rats at will – though naturally you should avoid being observed using this, as it is obviously witchcraft. Each of the twenty or so rats holds a portion of your life, but are as vulnerable to harm as a normal rat, so while this transformation is an excellent way to sneak through tight areas, escape into the sewers and even bring down an isolated opponent, you should be wary that you do not expose your swarm to too much danger. If this relic doesn't sense its owner nearby, it will lunge out at whoever happens to be close, trying to claw and strangle them with the malice of the one whose body provided it.

The 'Rusty Bucket' – 400cp, Howler
A large steamer of Gristol make, the Rusty Bucket is steel-hulled and outfitted with timber and brass. She's not the fastest ship in the water, but she's got it where it counts – stamina and reliability. With three distinct interior levels, she's very spacious considering she can be helmed by one person. She also comes with a small skiff that can carry a few people or a small cargo quickly even in narrow, shallow canals. Her main draw, however, is not on her decks, but below them – she's got a sizeable smuggler's hold, capable of concealing several crates of contraband – even a few politicals, if you aren't adverse to smuggling people – from any search that can't see through walls.
The Rusty Bucket counts as a 'building' or as your Cosmic Warehouse for the purposes of attaching rooms – if you had a laboratory or a personal room that sits in your warehouse, you could instead attach it to the Rusty Bucket, though it's not as large as the warehouse, so you can't attach any rooms that won't fit in it. It usually rests anchored just at sea when you arrive in a new jump.



The Morning Rags – 50cp, Free Grand Serkonan Guard
A few of this world's newspapers are always delivered to your warehouse's door in the morning. The Dunwall Courier, the Karnaca Gazette and The Silver Spike proclaim the world's daily news, something that will persist no matter where you might find yourself. Aside from articles that are unique to each paper, they each have a different spin on the same events – perhaps when taken altogether you might get something approaching a balanced perspective.





A Pair of Wolfhounds – 100cp, Grand Serkonan Guard
With a distinctive long muzzle and greyhound-like build, Tyvian Wolfhounds are excellent guard animals and loyal to their masters. Their keen senses will pick out any but the most elusive skulkers, and they are as ferocious on the attack as they are friendly to their master (and master's friends, of course). They also make great company, as content to bask in front of a fire as they are to hunt through fields or alleys.
This is an exceptionally well-bred pair, both of different bloodlines, so if you fancied yourself a hound breeder they would certainly give you a robust litter.

Munitions Locker - 200cp, Grand Serkonan Guard
A steel box, secured with a study lock. Inside this box lies a small armoury worth of weapons and munitions – steel swords, pistols, bullets both standard and of every unusual variation, springrazors, stun mines and hand grenades by the dozen…there's something for every situation in this box. A squad of men armed with the plentiful contents of this box could surely take on any kind of troublemaker – after all, you've yet to hear of a lucky charm that can stop a grenade.

Brass Whistle - 400cp, Grand Serkonan Guard
Blowing this whistle will call forth a cadre of Serkonos' Finest from the woodwork, all carrying crates and wheelbarrows of equipment. At your direction, they will fully assemble a complete security checkpoint at your location; a watchtower, two Walls of Light, an Arc Pylon, numerous barricades and roadblocks, and even a small sheltered station to oversee the area. Once the checkpoint is assembled, a half-dozen Grand Guard will man it until further notice, overseen by a grizzled Captain. The signal to disassemble and pack the checkpoint away is another note from the whistle, and they will disappear whence they came. If you happened to make some upgrades to the checkpoint's equipment while it was assembled, then the next time the Guards are called back, they will re-assemble the equipment, modifications included.

Whale Oil – 50cp, Free Natural Philosopher
Each purchase provides three containers of refined Whale Oil, known throughout the Isles as a fantastic source of power…as well as for its instability. As long as you're careful with it, it should be simplicity itself to convert any electrical device to accept this form of power. There are many other uses of whale oil as well – actually, it seems to substitute for anything resembling gasoline or gunpowder, and it converts quite cleanly into electricity. Keep away from sharp impacts, naked flames and sparks, or they might, um, explode.





Workshop - 100cp, Natural Philosopher
An excellent work area, with wide benches and shelves stocked with all sorts of tools and the various bits needed to put things together. Trivialities – screws, nails, glue, wire – never seem to run out if you're building things from them, though if you're making things on an industrial level this space might be a little cramped and short-supplied. This workshop attaches to your Cosmic Warehouse, or another property which follows you between jumps.

Hypatia's Special Serum – 200cp, Natural Philosopher
Despite the original formula's alarming side effects, Hypatia's serum, intended to treat lung conditions in dust-addled miners, is a powerful restorative agent. This vial contains a perfected version of the formula, without the side effects, and cures any non-magical disease, returning health and vigor even to those at death's door. Patients will even see a mild, temporary enhancement to their physique and stamina.

The Clockwork X – 400cp, Natural Philosopher
This upgrade may be applied to any structure you own, such as your Cosmic Warehouse or a home that follows you between jumps. The Clockwork X can turn each room or distinct area of the property into a dual-use area, which can be swapped between with a lever or button, cleverly retracting and storing the previous room's furnishings and contents before unfolding the new room's items from hidden seams and panels as onlookers watch in amazement.
At the throw of the switch, your foyer could transform into an art gallery; your office into a private love nest, or turn your laboratory into a kitchen.
Even though the size of each room is a bit smaller (to store the mechanisms in the walls), the dual volume more than makes up for it.
Just be careful that no savvy infiltrators get 'behind the walls', where they could get up to all kinds of mischief.





Bloodfly Nest – 50cp, Free Occultist
Made from woody pulp and the bodies of former hive guards, this large bloodfly nest hums with the wings of dozens of adult bloodflies, who pay you no more heed than a rock. If regularly supplied with blood – or the bodies of your victims – this nest will continually produce chunks of valuable Blood Amber over time, which can be carefully harvested without destroying it. Blood Amber can be traded for coin or used in jewellery like a semi-precious stone, and the amber and bloodflies themselves seem to have an occult significance. The nest may be installed in your warehouse, or in another of your properties.

Raw Whalebone – 100cp, Occultist
Several pieces of pristine whalebone, ideal for crafting bonecharms, runes, and other occult paraphernalia that sing with their resonance to the Void. While you could trade this collection for a reasonable sum at any black market dealer, I wouldn't advise it – only pieces that were expended in crafting will be restocked in your warehouse.

Whalebone Blade – 200cp, Occultist
An ancient blade, carved in one piece from the jawbone of those sea creatures and scrimshawed with vine-like designs. This blade has a number of curious features, as the great whales themselves are said to exist in both the real world and the Void simultaneously. While you carry this blade, it resonates with other bonecharms, producing marked improvements on all of them – a charm to increase your mana will deepen your well further, a charm to improve your swimming will see you swim like a fish.
Yet when it pierces the flesh of an enemy, the blade will curse their charms to blacken and turn against them; a lucky bonecharm becomes unlucky, one for fortune will produce loss, a charm for sweet dreams will create nightmares; a truly unfavourable fate.



Ritual Pigments – 400cp, Occultist
A selection of paint pigments in more than a dozen colours, each colour conveniently prepared from precise ingredients and according to very specific methods needed to use paintings as a ritual for conducting sympathetic magic – no need to wait for certain phases of the moon, nor collect certain weeds in a container made of a human skull.
Put simply, what you paint in the painting can be imposed onto reality, or what is in reality can be transferred into the painting. There are enough pigments here to do one painting which affects a room-sized area, allowing goods to be conjured, things within the area to be altered or removed, or to turn the painting itself into a room-sized pocket dimension.
You could paint a painting of an empty room and add in a pile of silver to the painting, to sympathetically conjure a pile of silver into the real room, or you could paint a picture of the room without its door, which will magically remove the door from the wall of the real room, preventing all access. Unfortunately painting ephemeral things – souls, magic, auras, power – still does not make them appear in reality.
You could also use these paints to "move" something out of reality and into the painting, such as valuables or a prisoner, concealing or trapping them inside it.
If you should possess Voidheart and Endless Black, you will find the scale of this power magnified – you could create an entire world of phantasy within the painting to enter, or call forth from your canvas a change to affect an entire city.

Battle Overseer's Mask – 50cp, Free Overseer
An overseer's mask of brightly polished steel, it is forged thick enough to stop a bullet from the front. Even those not of the Church may find this mask can open doors that only the authority of the Overseers can, as people tend to see the mask – and thus, see the authority of the Overseers – without really paying attention to the person beneath it.



Introspection Chamber – 100cp, Overseer
This solemn chamber is designed for prayer and meditation. The oak walls hold plaques of each of the Seven Strictures, lit with scores of candles, while the black marble floor is blessedly covered with a thick rug.
Acts of introspection and soul-searching within this space are remarkably easier to undertake, allowing those within to grapple with their flaws and failures in a nearly impartial manner. This room can be attached to your Cosmic Warehouse or another property.



Modernised Music Box – 200cp, Overseer
This modernised version of the overseer's music is very much lighter to carry around, as the notes are played through an indented wheel system instead of a rotating drum. A product of more advanced times and materials, this music box has a slightly larger range than the model available a decade and a half ago; if you know of the Ancient Music, you could exchange the wheel with one that plays whatever scale you have devised.

The Good Books - 400cp, Overseer
Leather-bound copies of some of the Church's finest works; The Seven Strictures, Sayings of the Overseers, The Litany of the White Cliff, The Tome of Objects, and several more. This collection of works, if disseminated, will find new converts to the cause anywhere it is read or heard – allowing you to build up a new Abbey in any world you care to preach in. Even without you to stand as a figurehead, these works contain everything an aspiring Overseer needs to know, and what may start as a small congregation may spread throughout the world, and grow to include orders militant, oracular, and inquisitive. With time, your new sect of the Abbey will become not just a means of directing the people's spirituality, but also become a force backed by their beliefs – one which will not suffer the witch to live.



Companions

Companions cannot take drawbacks or purchase other companion options. You may purchase multiples of companion options, but obviously can't have multiples of the same character.

Import – 50cp

Imports an existing companion with a background, the first three perks of that background, freebie items, and 400cp to spend. Or, swap the 400cp for an Outsider's Mark and access to one power set.

Canon Companion – 100cp (no Mark) or 200cp (with Mark)

Allows you to bring any canon person with you as a companion, bar the Outsider, who is tied to the Void. They have whatever abilities Dishonored 2 shows them to have, but if they are marked by the Outsider, the higher price must be paid. You can take Corvo or Emily as either 'Marked' or 'Unmarked' versions. Those whose powers depend on others – like Delilah's witches, or Daud's Whalers – will have this link turned into a full Mark.

OC Companions – 100cp each

The gender, age and other specifics of OC companions are up to you to fill in. You can buy multiple OC's of the same type (eg: Two 'Gangers'), and they will of course be different people, though with similar origins and life stories.

Heir To A (Business) Empire

This former member of high society recently lost it all in a bold power play by their rivals – they literally had their vast holdings bought out from under them in a move of dubious legality. With a burning desire for revenge, they'll put to good use all those 'wasted hours' practicing for duels and shooting bottles on the wall, but I dare say they'll long for excitement after this taste rather than return to their manor.
They have the Outcast background, the first three Outcast perks, freebie items, and 400cp to spend. Or, swap the 400cp for an Outsider's Mark and access to one power set.

Ganger

This former sailor wears their history tattooed on their arms – here, an anchor for their first navy posting; there, waves and diving whales for their time as a whaler, and eventually on their hand, a hound to show they ended up in Paolo's employ. They're well-regarded by the black market dealers and smugglers of Karnaca, are a deft hand on a ship, and have absolutely no qualms about getting their able hands dirty.
They have the Howler background, the first three Howler perks, freebie items, and 400cp to spend. Or, swap the 400cp for an Outsider's Mark and access to one power set.

Royal Serkonos Guard

This member of the Guard was a rising star until they pissed off the wrong senior officer one day, and were thereafter assigned permanent street patrol duty in the Dust District. Unlike many of their contemporaries, they have a strong desire to see Karnaca return to the glory of days under the old Duke, and at least can be trusted to do their best to help the common citizen and carry out justice.
They have the Grand Serkonen Guard background, the first three Grand Serkonen Guard perks, freebie items, and 400cp to spend. Or, swap the 400cp for an Outsider's Mark and access to one power set.

Inventor
This irreverent tinker runs a black market shop in the Laguna District. Sceptical of anything they can't put under a microscope and practical to a fault – don't expect them to blend in to any black dress or white-tie affair. They're not a particularly good shot and are likely to get the snot beaten out of them in a brawl, but they have been known to crack the occasional safe, and make most of the merchandise they sell. They have the Natural Philosopher background, the first three Natural Philosopher perks, freebie items, and 400cp to spend. Or, swap the 400cp for an Outsider's Mark and access to one power set.

A Dabbler In The Arcane
A lean person with an unusual condition brought on by their forbidden research – melanochromia of the eyes – so they are forced to wear tinted glasses in public. While they have a lack of practical experience, they are hungry for knowledge, prepared for any theoretical question you might spring on them, and are certainly capable of conducting séances and rituals, if unpractised. Just be sure they aren't getting in too deep for themselves. They have the Occultist background, the first three Occultist perks, freebie items, and 400cp to spend. Or, swap the 400cp for an Outsider's Mark and access to one power set.

Initiate
A fresh recruit to the ranks of the Battle Overseers, this Initiate has proven themselves worthy to don the mask and assume duties for the Abbey throughout the city. They possess exactly the kind of promising zeal the senior Overseers look for, though it's likely that their inexperience will be the source of some naivety until they get a few skirmishes and executions under their belt.
They have the Overseer background, the first three Overseer perks, freebie items, and 400cp to spend. Or, swap the 400cp for an Outsider's Mark and access to one power set.



Drawbacks

You can obtain up to +600cp worth of drawbacks; any in excess are simply to increase the difficulty of your stay.

+0cp - Continuation

If you took the Dishonored jump directly before this one and selected the Old Acquaintance welcome, you may spend the intervening five years in this world, bringing your stay to 25 years across both jumps. However, you will not receive the new gifts you purchased in this jump until the 15th Anniversary, relying on what you already had in the meantime.

+100cp - Dust Sickness

For the duration of your stay you will be ridden with a bad case of dust sickness; it's severe enough that any exercise strenuous enough to leave you out of breath will certainly set off an attack of coughing and make stealth nearly impossible, and sometimes just for no reason. I hear the prescribed treatment is to take it easy at the beach.

+100cp - The Face On Every Wall

Perhaps not every wall, but many of the walls that line the streets feature 'Wanted' posters with your face and name on it - a call for your capture from one of the larger organisations. You might be branded as a witch by the Church, a criminal by the Empire, or a snitch by the crime syndicates. Regardless of who's out for your neck, you can be sure that a lot of people will want to cash in on a reward with that many zeros on it. You can probably still trust whoever is opposing your hunters not to turn you in. Probably.

+100cp – Scoured

This drawback is only available if you accepted the Outsider's Mark. Despite Duke Abele keeping them on a short leash, the Overseers of the Church have done an exceedingly good job of scouring the cities of any supernatural items and imprisoning (if not executing) any suspected practitioners of the occult arts. Bonecharms, Runes, lay occultists and their notes, shrines to the Outsider, even raw whalebone itself are all much scarcer, and what little is available is far harder get your hands on – the few occultists now keep their coded notes secure in heavy safes; blackmarket prices for bonecharms, runes and whalebone have skyrocketed; Overseers directly monitor the slaughter of whales and incinerate the bone immediately afterwards. Unless you are of extraordinary means, the unlocking and upgrading of your powers will take far longer than usual. Delilah and her coven seem unaffected by this shortage.

+200cp - "Failure To Pay Inter-dimensional Travel Tax"

Corruption runs deep through many of the Guard, but this is something else entirely. Should they see you, they'll issue you a ticket for almost anything the Guard cares to imagine and you'll be forced to 'pay what you owe' through the nose, directly from your warehouse's coffers. Walking down the street? Slapped with a 'public nuisance' fine. Cleared out an apartment block of bloodflies? Have to pay a 'public sanitation' tax. New company setting up shop? The Guard will want regular 'fire insurance' payments. Cured the mine workers of dust inhalation? 'Practicing medicine without a licence'…and even if you do have a license, you missed out the 'stamp tax' and 'inspection fees' on your paperwork. I dare say you'll end this jump rather poorer than you entered it.

+200cp - Too Interesting For Your Own Good
Traveling through worlds beyond even the Void means you have already piqued the Outsider's interest, but this drawback guarantees 'interesting times', in the sense of the Chinese curse, for the duration of your stay. Your life for the next ten years will be a nexus of betrayal and strife, calamity and heroism, drama and fear, upheaval and revolution. Even if you strive to make the smallest ripples possible, your actions – even merely your arrival – will have far-reaching effects across the Isles which may not show themselves for years into your stay.

+300cp - Statuary
Each of your companions - of the standard eight, and any extras you might have via other means - has been frozen in stone and placed as ornaments in the lairs of separate occultists of great power. They are each roughly as capable in witchcraft as Delilah, if not so ambitious; she who could freeze a whole mob of overseers to stone, more than deftly handled a blade, and even twisting the minds of every citizen in the Empire might not be out of her grasp.
These occultists lie scattered around the world, from the frosty mountains of Wei-Ghon to deep in the jungles of Serkonos and even on the Pandyssian continent, in hidden dens, well-fortified mansions, and forgotten temples.
While each of these witches or warlocks has taken painstaking measures to prevent you directly spying their locations, rumours of their location will reach your ears if you devote any significant energy to the task, but promise a lengthy investigation to track them down. Defeat these dangerous foes, and you will free your companions, one at a time.
I bet you're thinking - "so I have to rescue my companions or fail the jump?". Not at all. If you don't rescue them, you'll still move on. Your un-rescued companions will just be staying here, as a lawn ornament...forever.

+300cp - The Stolen Mark
Just as you enter the jump, the witch Delilah, or perhaps The Outsider, seals the powers of you and your companions, even those acquired in Dishonored, if you have already been there. You are left with only your bodymod standard body and the perks, items and powers you selected in this jump. Your companions are given normal human bodies, and only have perks, items or powers if imported into or purchased in this jump. Don't complain – it's more than most people in this world have to go on with, to be frank.

Part 2: The Death of the Outsider

Choice Points gained in Part 1 cannot be spent on things in Part 2; likewise those gained in Part 2 cannot be used to buy things from Part 1 unless they have an entry in this part. You may not do Part 2 without first doing Part 1.

Months pass since the day of Delilah's coup, and one way or another, the world is settling back into its rhythms, but still all is not well.
Time itself was fractured in the aftershocks of Delilah's return in Stilton's manor, the effects still rippling out through the years since the event; though only a few individuals have realised this - Void scholars and cultists, mostly, and those whose lives and destinies have been tangled in the event itself.

Two primary timelines have diverged; one where Aramis Stilton attended the ritual, and his subsequent madness, causing Billie Lurk to lose her arm and eye...and one where a traveller from the future slipped back through the cracks in time and prevented his attendance, so that Billie's arm and eye are intact.

Precisely which timeline you're currently in will depend on what happened in the opening months of this jump; whether you allowed Corvo or Emily to travel back in time and save Stilton (or perhaps you did it yourself?), or whether that alteration was never made. Now which was it, again?

If, in your timeline, Aramis Stilton attended the ritual without interference ("Default timeline"):

- Gain +500cp to spend on Perks and Items in this section.
  You may take Part 2 Drawbacks for more cp.

However, if, in your timeline, Aramis Stilton was prevented from attending the ritual by a time traveller ("Altered timeline"):

- Something unusual has happened. Parts of you have crossed through to a timeline where you were grievously injured in some accident or deadly battle, and in place of your arm and eye are now...replacements. You now possess three Void Artifacts, described below.
  You may still take Part 2 Drawbacks for more cp.



Void Artifacts

If you interfered in the timeline (or allowed someone else to interfere), you now possess three Void Artifacts: The Arm, The Eye, and The Knife.
You are unable to upgrade these powers with whalebone Runes, but certain bonecharms will upgrade or alter their effects while equipped.



The Arm of Black Shards

Floating in place of your arm, the hand of brass wire and black stone at the end acts with all the flexibility and sensitivity of a real limb, though it might take some getting used to…the sensation is less like feeling the object you hold, and more like feeling where empty space *isn't*.
The Arm grants control of two powers:

Displace

As a being slightly untethered from time, you can 'mark' a nearby position you have an unimpeded path to; a place you might be or might have been in some other timeline. If you remain close and in line of sight to the marker, you may transpose yourself to it, even through windows and bars. You can place Displace markers where people are already standing, but Displacing there will 'telefrag' them and injure you.

Semblance

An infiltration ability, you copy the face and voice of someone in your reach and drape their identity over yours. This illusion persists until either you run out of the Void energy to support it, or witnesses catch you doing things that the original wouldn't have done and the spell's hold on them is broken. Other senses, like smell, can also break this illusion. This power puts those you've stolen the identity of to sleep, and cannot be used to steal a face more than once.

Sliver Of The Eye Of The Dead God

A sliver broken off an ancient Void entity, this surprisingly jagged chunk of vitreous stone is set in place of one of your eyes, and gleams with an inner light. Your sight seems to function just fine through it, but don't be surprised if it draws the wrong kind of attention. The Eye grants the following two powers:



Foresight

By expending Void Energy, you can pause time to investigate your surroundings through an out-of-body experience. Your free-floating spirit is still constrained by physical barriers like walls, but can fit through gaps not even a child could squeeze through. Should you roam too far, you will be forced to awaken. You can place Displace markers while using Foresight, giving you access to the far sides of obstacles.

Void Energy Pool

The Eye grants you an intrinsic connection with the Void; giving you a personal pool of energy to fuel the other powers. Unlike the Void Energy of witches and Marked, The Eye's connection to the Void is primal and direct; you have no need of spiritual restoratives to regain energy, for the Eye provides a replenishing supply when you aren't actively using it.

The Knife

Though, not necessarily a knife, or indeed a blade at all. Your favoured melee weapon has become infused with the Void as well. Though it cuts or strikes just as well, its appearance has been altered, and it seems as though it has been shattered to shards of black stone and the fragments are held together only by some invisible power. Whenever you choose to 'sheath' this weapon, it discorporates into fragments which spiral into nothingness, held in a space outside of spaces; undetectable to all.

Void Strike

The Knife's primary power is the *Void Strike*: the ability to send slashes of energy at your foes from afar. While minimally damaging, the Void Strike knocks and batters your enemies, throwing them around with each impact and unbalancing them for your final *coup de grace*.

Bonecharm Crafting

Using the point of your weapon, or perhaps merely one of its jagged fragments, you may carve new bonecharms and salvage the material and energy from existing ones. From the very beginning, you will be able to create bonecharms with up to four effects, though there is no way to remove the risk of its corruption during the crafting process.



Perks

The 100cp perk is free for the timeline that has come about, discounted 50% for the other perks.

Light Fingers – 100, Default Timeline

A talented pickpocket is always in demand by the street gangs. Keys, coin, and the other contents of pockets will all mysteriously disappear after people meet with you…or at least, that's what it seems like. You'll have no trouble lifting a pistol from a Grand Guard's holster in broad daylight, slipping loaded dice or marked cards into a street game, or tucking a letter into someone's pocket with an accidental jostle as you pass on the street. Fingers soft and strong as yours might lend themselves to other talents, besides.



Contractor – 200cp, Default Timeline

An old hand at the contract business, you've little trouble in tracking down even the most difficult of targets. You've an instinctual sense for what information is reliable in leading you to your target, and where you're likely to pick up further clues to their whereabouts. Generally speaking, if you've got a vague idea of where they were last seen or who they're involved with, it's only a matter of time before you're hot on their heels.



One Last Job – 300cp, Default Timeline

Be it revenge or simply closure, you'll always see things through to the bitter end. Your will never relents under pressure, and your spirit is damnably difficult to separate from your body, and lingering on and spitting in death's eye when a lesser person would have given up its ghost.

Speaking of ghosts, you may always choose to remain as a ghost in the event of your death…as unlikely, or short-lived, as your death may be.

Trick Killer – 400cp, Default Timeline

Anyone can kill a roomful of people, but you do it with a panache that leaves witnesses with their jaws hanging – if you ever bothered to leave a witness alive.

You've got a thing for killing with flair; planning and setting up almost absurd Rube Golberg-like sequences of death that utilise your powers, equipment, and the local environment. Why merely stab someone when a shot to the knee will cause them to stumble into that fireplace? Would it not be more artful to drop from the roof to the balcony, snatch the pin off a grenade on a guardsman's belt, then kick him over the rail into a group of his fellows below? This sort of thing is child's play for you, leaving chaos and disorder wherever you pass.

To aid you, your sense of timing and accuracy, as well as your judgement of distance, mass, inertia and speed have all improved greatly, as well as giving you a nearly prescient sense of how the chaos will unfold once you set it off.

Peering Through The Cracks – 100cp, Free Altered Timeline
As time goes on, you will encounter occasional glimpses into alternate timelines, distorted, like a projection through broken glass, or some sort of…glitch? Perhaps a painting in your world has two people, but it flickers into a version with only one. Perhaps you'll glimpse a barren street as the lively version it could have been?
These 'Hollows' or glimpses through the cracks of time will reveal to you whether past events have been altered, differences between the timelines, as well as the places and people who have played the most important roles in its alteration. How many you encounter, and the scale of the changes, should clue you in as to how stable or unstable your local timeline is.



Gutter Friend – 200cp, Altered Timeline
It seems the local rodents have come to like you, Big Friend. You fed them crumbs and grain, and the bodies…yes, Ugly Friend, you were kind to them. And now they return the favour, Skulking Friend. Rodents of every stripe treat you with their peculiar kindness and gratitude; never do you need fear being swarmed by a ravenous horde of plague rats, and if a solitary mouse should find you starving, it will fetch you morsels or guide you to water. They might lead you along a safe path or even paw at your face when they sense your ship is sinking. Plus, they bring you shiny things! Okay, sure it's usually scraps of tin or small coins, but every once in a while, a diamond ring or lost pearls might be brought to you by tiny paws.

The Deserved Fate – 300cp, Altered Timeline
Who truly deserves death? And who deserves a stay of execution? In matters of justice, revenge and inquiries into the truth, you may push aside your biases, and with your words suppress those biases in all parties involved in the affair, from the alleged victim, to the jury and general public, to the judge and executioner, to the alleged perpetrator themselves. With your words, reason and mercy can prevail instead of blind revenge.
Mind, you will need to communicate with those involved, and it is so hard to be heard over a lynching mob.

...Or, Find Another Way – 400cp, Altered Timeline
If there's one thing that black-eyed bastard has always been honest about, it's that he doesn't make our choices - we do. We were free to accept his Mark, or reject it. And when we use our knives and our power to take a life, we are the ones who must beg forgiveness, not him.
But you don't have to take lives. No matter who your target is, or why you need the world to be rid of them, there is always a way that doesn't involve killing them. Though it may be convoluted and obscure, or require an exactly perfect sequence of events to accomplish, if you look hard enough, you'll find that a way exists.
Just mind; not having to kill someone is not the same as a happy ending, as being able to be with the ones you know. You might find the only possible way to 'remove' someone without killing them subjects them to a fate worse than death, or the erasure of something which makes them…'them'.



Corrupted Perks

Corrupted Perks can be taken at 50% discount if the 'Corruption' effect is also taken for the jump; otherwise full price must be paid. Corruption effects count as Drawbacks, and end at the end of the jump, unless you wish to keep them.

Le Vin Mort – 200cp



The best hope most people have of encountering the Void and its powers is when they are at the cusp of death – but why bring them to death, when you can bring death to them? By using 'death' as the ingredient in drugs, alcohol or food and drink, you can bestow the most exquisite glimpses of the supernatural to those who partake in it. Whether brewing booze from live rats, cutting the meat from a whale kept animated by science, or injecting the blood of dying men, your food will have at least a hint of exotic sensation, and your hallucinogens throw them headlong into visions of far places.

Corruption: You have a morbid fascination with death and the dying. As an assassin you might forgo a quick kill in order to watch rapturously as your target bleeds out, as a performer your songs focus on death as a theme, or maybe you simply enjoy lingering in graveyards and funeral parlours.

Parasite Of The City – 300cp

Like a tick stabbing into an unfortunate host, your gang is a parasite. Under your direction, your crew can worm its way into any level of society; from the lowest alley gangs to the most exclusive upper-class clubs; and once you have your hooks into one particular strata, its influence will only grow. Rich patrons will open even more exclusive doors; a lower-class thug provides access into the underground fight rings, a dock worker opens the smuggling market to you, who in turn expose the black marketeers.

Corruption: You never could go clean, could you? All of your social and interest groups, organisations and businesses have some link to the criminal networks. You could say these networks are *necessary* for all of your organisations and social circles to function. So watch out, if the Grand Guard do their job too well, a raid in the docks might lead to a string of arrests, culminating in yours and the dashing of any 'honest' reputation you had against the rocks.



The Taste Of Power – 400cp

Any occult boons you can grant to other people – whether power directly, or opening their minds to magical visions through drugs or ritual you provide – may be tainted with an addictive force. Those who sip from your cup will find themselves lining up for a second dose, and those who repeatedly call on your occult power will find themselves enthralled with the experience, to the point where they will suffer withdrawal symptoms if they cannot get enough of it.

Corruption: Your own powers are likewise addictive to you. Using them provides a 'hit' of pleasure, each one pulling at you to use them again. And again. Do this long enough, and being forced to stop using your power will trigger withdrawal symptoms.

Stellar Vigilance – 200cp

The cultists' studies place great importance on the diligence of stargazing, foretelling great events not only by the motion of these stellar bodies, but by their vanishing. You, too, are capable of forecasting times of change and upheaval, calamity and ruin, by the observation of the night sky, and with mathematical precision brace yourself for the dark times to come – or attempt to avert them.

Corruption: I guess you would call yourself a night owl? Your day/night cycle is completely reversed to the norm, being barely able to rouse yourself into bleary-eyed action during the day, and unable to sleep during the night. Alas, I doubt anyone else is going to appreciate your difficulties.



Hues of the Void – 300cp

Only the most ignorant of observers could describe the void merely as "dark", for its depths hold richness and variety that cannot simply be described in one word. Stony grey and velvety black, ghostly reflections, shadowy and wetly gleaming, these shades are not just the colours of the Void, but the very colours of magic itself in this world. Just like the artist Cienfuegos, you can learn a lot from the colours of the Void and of magic or other occult phenomena – the subtle variations betraying its type and source, and whether wicked things taint it.

Corruption: Only sensations which find their source and inspiration in the Void hold any vividness to you. A song composed during a sanguine infusion; a painting of an out of body dream, the flavours of something caught in its dying moments. All else is bland: sounds fall flat in your ears, food is tasteless, sights are drab.

Envisioned One – 400cp

Transformed by their exposure to the Void, the ancient Envisioned are no longer considered living beings. More like golems or elementals of stone illuminated with an inner spark of power, the paltry concerns of mortals are beneath them.

You have at least partly assumed the form of an Envisioned: a stone being at least eight feet tall, with the strength to crush a man in one blow. While parts of you remain flesh and blood, you have the ability to call forth a handful of smaller Effigies of your own and blast your foes with raw Void energy. Even lacking in combat skill, you could easily take down a group of elite Grand Guard, and your ghostly steps make light of mere physical barriers.

Corruption: Each time you call on your Envisioned abilities to summon Effigies or blast your enemies, your body undergoes a tiny step of further petrification; small patches of your remaining human body beginning to turn into stone, robbing the flesh of sensation and life.

How many doses of petrification you can handle can vary; two dozen? Three dozen?

Quite aside from obviously marking you as a cultist, too much of this exposure may turn you into an Envisioned completely, and you will no longer care for the world of men and life, choosing to remain forever in the Void.



Items

Discounts: Of the following items, select one 50cp item to gain for free, and one discount each on a 100cp, 200cp and 400cp item.
You may also purchase items from Part 1, but at full price, no discounts or freebies.

The Lonely Rat Boy, and Other Tales – 50cp
An anthology of several publications of this world, beginning with its titular story and followed by many others. Each time you turn to the contents page, a new story appears for you to peruse. It seems to pick up a few fairy tales and other children's stories from each world you visit. A little entertainment, and nothing more.

Fine Tobacco – 50cp
Something to ease your sleep and quiet your mind. Smoking this tobacco temporarily eases most mental and emotional issue, quickly drawing you into a restful slumber.

Karnacan Liquor – 50cp
Perhaps if the tobacco doesn't do it, this will quiet your slumber? A small cabinet holding a range of local liquor, from the ~~disgusting~~ acquired taste of Plagued Spirit Bull Rat Liquor to Sailor's Rum (rum with lime for vitamin C) to highly flammable Morley Whiskey. The cabinet restocks each time you close it.

Coilgun – 100cp
Just the thing to keep up your sleeve; a small coilgun with the punch of a pistol and the versatility of a crossbow. It accelerates bullets to lethal speeds with a set of electromagnets, yet is small and light enough to wear on the inside of your arm. It can be easily modified to fire pretty much anything with a bit of metal in it, but obviously you'll get the most range and accuracy out of something aerodynamic. When fired at high velocity, you may indeed prove a mere fountain pen to be greater than the sword. It comes with 10 standard bullets.



The Squeaking Heart – 100cp
A charm crafted from a mummified rat's corpse, bound with a lock of hair. While carrying this, you can listen to the voices of rats and mice, to listen to what they've seen, where they've been, who they've encountered and how they move about. These crafty rodents sometimes witness far more than anyone else realises. They speak (squeak?) with the voice of a lost friend; just don't expect them to be too intellectual, okay?

Blindfold of the Oracular Order – 100cp
A simple strip of red cloth, which appears to blindfold you but is actually perfectly see-through. While wearing this blindfold, your senses are nearly impossible to fool with illusions and false sensations, and sensory extremes – like blinding light or excruciating pain – are dulled to tolerable levels.

Grenadier's Belt – 100cp
A strapping leather bandolier, on which are secured a few new implements of pain and death. It holds five hypobaric grenades (check spelling), which produce a concussive shockwave around their blast to throw foes off their feet, as well as five Hook Mines – little limpet-mine like devices which use gravitics to 'hook' the first unlucky target that comes along in a high-powered tractor beam, drawing them to the mine at high speed. They can be set for both non-lethal and lethal strengths. Both the hypobaric grenades and hook mines replenish by the week.

Sanguine Infusor – 200cp
A machine with a morbid use. It consists of a tank of blood, regulatory valves and plumbing, and three needles to be inserted in the veins of up to three users. On its own, it provides unlimited uses of a 'sanguine infusion', infusing the blood of a dying person into the recipients to grant them blissful occult visions. Unlike the machine used by the Eyeless, you don't need a victim to drain of their life.
However, if you do supply your own captive for use with it, the visions the users see are directed towards the scenes and secrets of their mind, even if they don't clearly remember those scenes themselves.

String of Hagpearls – 200cp
A string of Hagpearls, seven of them, to wear around your wrist or hide in your pocket. These rubbery spheres hold the power to briefly turn luck into misfortune for a day; all you've got to do is hit your target with one of these innocent spheres, and watch as their luck inverts and they stumble on loose cobblestones, bet on the wrong horse or even try to throw a malfunctioning grenade. The beads replenish after a week.

Abandoned Dock – 200cp
A safe harbor for a ship, and those aboard her. The Abandoned Dock is not a fixed location; rather, it will appear whenever you need a place to hide your vessel, be it a ship that sails the seas – or the skies, or the stars. What the dock lacks in facilities it makes up for in seclusion – impossible for others to find, even for those looking for it, and always sheltered from the wider environment like storms and other disasters.



Grand Library – 400cp
Built of dark grey stone and the rich wood of Serkonos's mountain forests, the grand library seems embedded with a chasm, crossed with catwalks and bridges.
It contains thousands of books, painstakingly hand-written on occult and metaphysical topics, and hundreds of years of research on the astronomy and metaphysics of the world can be found in their leather covers. While rare diamonds of practical knowledge are scattered between the books, the more academic literature is likely to help you in developing your own magics or rituals.
The Grand Library updates for each new jump, adding further shelves of books along grey stone escarpments, and providing a comprehensive academic knowledge base of the metaphysics, magic and dimensions of your local setting, though it will not contain books which already exist. The Grand Library attaches to your Cosmic Warehouse or other pocket dimension.

Suppressor Cell – 400cp
A containment cell for the treatment of witches and others with mystical powers. Barely eight paces by eight paces across, but features a steel-framed, padded chair similar to a dentist's chair, complete with strong restraints and shackles. Speakers mounted on the walls play recordings of the Ancient Music in order to suppress the use of occult powers.
Those with working knowledge of the Ancient Music can fine-tune the recordings in order to "drive out" forbidden magic from the subject with prolonged sessions rendering them permanently unable to use their black magics – but be warned, many dark magics drive their hooks in deep and for life, and careless or inexpert use may extinguish their life along with their dark powers. The cell may be attached to your warehouse or any of your other properties.

Ledger of Proscribed Works – 400cp
This age-yellowed and heavy leatherbound ledger records a list of all existing books proscribed by the Abbey or containing forbidden arts. Even manuscripts and unpublished works are listed here; everything from the near-famous "The Metaphysika Mysterium" to one "Personal Diary of Delilah Copperspoon" or "Untitled Notes On A Napkin (3) by Polina Roszakova".
Works destroyed are automatically struck out, and works you have collected are likewise checked off. In future worlds, this ledger updates with a list of all forbidden books and tomes; that is, all literary works containing outlawed knowledge. Should make it easier to seek out and burn it all...or covet for your own purposes.

Bank of Jumper – 400cp
A magnificent, huge sandstone building for the purposes of storing and transacting money and valuables, its size befitting a national head branch. An impressive lobby greets every visitor, all polished marble and metal fixtures, and the teller booths are both discreet and secure. Under its professional exterior, it is guarded by many lethal and non-lethal systems, from a platoon of guards to areas of electrified floor to clockwork sentinels and arc pylons, and has plenty of office space for clerks and managers.
It contains several areas devoted to secure deposit boxes and currency vaults, but its crowning feature is a specially-constructed high security vault for only the most important clients.
The bank imports into new jumps; the human staff are locals. The technology of the bank (such as its security systems, construction materials and automated sentinals) updates to remain 'state of the art secure' for your current setting, but will never be lower-tech than it is here. Just remember that this is a business, and even though it may have millions of dollars worth of gold in its vaults, most of it is your clients', not yours.



Companions

All companions bought in this section receive the same discounts as a Jumper - ie: discounts on one timeline of your choice (may be different to yours), one 50cp item free and discounts on items at each price level above.
They may take Corrupted Perks at discount by accepting the price of the corruption.

Import – 50cp
See Part 1.

Canon Companion – 100cp (no Mark) or 200cp (with Mark, or Void Artifacts)
See Part 1.

OC Companions – 100cp Each.

Ex-Witch
A former witch cut off from her abilities. Whether this is a result of Delilah's demise, or from a more personal slight from the one she owed her powers to depends on how things unfolded in your timeline. There is almost nothing they won't do to get back a Mark or some similar measure of power.
They have the first three Occultist perks (as described in *Part 1*) and 400cp to spend as they will.

Wayward Sister
This Sister of the Oracular Order is on the verge of falling from grace. While as pious as any other Sister, she is highly insubordinate when it comes to her superiors; believing that sometimes the sisters deliberate too long when action is required.
She has Orator, Oracular and Deserved Fate perks, and 300cp to spend on perks and items.

A Servant Late Of The Stilton Estate
A servant from the Stilton Manor, they were in fact present on the night that changed everything. Despite being an exceptional assistant, their more remarkable qualities are a result of being so close to the nexus of temporal instabilities. Partially detached from the flow of time, their strange visions of alternate timelines has both shocked them and given them odd insights into the way of things.
They have the first three Altered Timeline perks and either 400cp to spend on perks and items, OR the three Void Artifacts.

Eyeless
With both eyes, actually. This pugilist is one of the better bare-knuckle fighters (actually one of the better fighters, full stop) that the Albarca Baths produced, at least if you aren't comparing them directly to someone like the Black Magic Brute.
They have the first three Default Timeline perks and either 400cp to spend as they will, OR the three Void Artifacts.

Cultist of the Outsider
They always wanted to join a cult. Maybe they'll join yours instead? They have only a little bit of stone where skin should be, but they came from an aristocratic family – you'll find them to be very knowledgeable on the Void. They're just a little bit power hungry – but burning far brighter is their curiosity.
They have Light Fingers, Le Vin Mort, and Parasite of the City and either 400cp to spend as they will, OR the three Void Artifacts.

Part 2 Drawbacks

Drawbacks from Part 1 remain in effect; if you want to add to your troubles, select up to +600cp from below. They remain in effect until your jump ends. At least you didn't have to deal with these during the opening months of your stay here.

Stone Skin +100cp/+200cp

Like cultists exposed to years of working in the Void, part of your skin has been petrified. Small patches on your face and other areas of your body are frozen into immobility, insensitive and cold. You clearly carry the taint of the void, to an extent that folk on the street recognise it. Shapeshifting has no effect on these areas, and while they may be covered with a mask or clothing, no doubt people will become suspicious.

For +100cp, the stone grips more than your skin; it starts to take hold on your mind and heart. Emotions fall flat; intuition and imagination is replaced by logic and rote. These effects will steadily worsen as time goes on, though will not threaten your life or sanity (permanently).

Disturbing Dreams +100cp

Your sleep is frequently disturbed by waking nightmares and sensations of injury and peril. You often shoot awake with phantom pains so strong you'll swear you really were just stabbed in the heart or shot in the arm. There is nothing to be done to be rid of these nightmares and pains, except to stay awake until exhaustion takes you.

Rotten To The Core +100cp

For all its faults, the Empire does serve its people. Through unity, society does rise. But dig a little deeper, and you'll find all sorts of nasty business. Folks kidnapped for producing blood amber. Banks deliberately foreclosing on mortgages so they can seize property more valuable than the loan. Politicians disposing of nosy reporters. And these are just the tip of the iceberg. Stamping out these practices entirely will prove impossible, but it's at least in your power to keep them under control.

The Hollowing +200cp

Hollows, divisions in the world which cross between timelines, radiate out from you as you move through the world, time cracking beneath you like the ice on top of a frozen lake. Others in the area around you may see 'ghosts' or other phantasms superimposed on the real world, the effect spreading wider as time goes on, and eventually even you may become unable to tell which version of reality is the one you need to interact with. Fortunately the two are mostly the same, but expect conversations with people who aren't there or hitting doors that are closed but seem open; such distractions may prove dangerous in the heat of a fight.



Save The Whales +200cp

Hunted by fleets of ships for the ever-diminishing resource of their raw oil, bone, and flesh, the whales have been driven to the brink of extinction despite oil rationing measures. In the 9+ years you have left in this jump, you must ensure that the whale population does not go extinct in your time here, and measures are in place to ensure their continued recovery.

The irony is, the better you do at saving these majestic and mysterious beasts, the less important everyone else will think your mission is.

Death To The Black-Eyed Jumper +300cp
Now you've done it: You've meddled too much in this world; created too many changes, despite whatever measures you put in place or how fine your intentions were. A pair of supernaturally-equipped and highly skilled assassins are after your blood, Jumper.
One of them is old – but no less capable, for you only live to be an old assassin with a frankly uncomfortable level of skill and two sets of eyes on the back of your head. The other is their best apprentice, hardly youthful, but with all the bitter experience that surviving a dozen jobs gone wrong (and many more gone right) can bring them. One or both of them have Marks, and the one that doesn't (if any) will have the set of Void Artifacts. They are guaranteed to track you down at least once before the end of the jump, depending how well you go about hiding from them – cover all your tracks and they'll get only one opportunity to put you in the ground by the end of your stay; make no attempt to hide and they'll just keep coming back until it sticks.
Should you be able to dissuade them from killing you and give up in their mission – not an easy prospect, as your choices have directly impacted on their lives for the worse – one or both of them may ask to come with you. Just to keep an eye on you, mind.

It Hungers +300cp
Behind the Outsider, the Void is its own thing. Wild, howling emptiness without a reference to define it, a cosmic hunger which drags all things into its grasp. Without the Outsider to define it, it is simply that which isn't – a void.
But if you take this drawback, it is no longer simply existing behind the Outsider's facade; it is struggling to be free. The Outsider has been shackling it in place, but he's been losing control of it as time goes on, and now part of it has slipped his grasp.
Natural disasters will begin to wrack the face of the world. In addition to the nice, neat powers bestowed in the Outsider's marks, the Void's raw energy could be free to anyone with the will and the knowledge to grasp it, and its power is as tempestuous as a stormy sea.
There's one possible way to stop these disasters: A new Outsider could be made. A stronger Outsider. Where one such as this might be found, and how to perform the ritual to bind them in the Ritual Hold remains unknown…it might be simpler just to weather the storm.

The Wasting +600cp
Power has its price. The more you use supernatural powers, the more vitality the Void will sap from you. Abstain from your magicks and you'll last the full term of your stay with a few years to spare; lead the active life of a witch or supernatural assassin like Daud, and you'll find that your life will run out a lot sooner than that.
Notes: the use of items with their own power has no effect on The Wasting, but using items that channel your own power does accelerate it.



Scenario: The Race To The Ritual Hold

It looks like you've somehow become involved in Billie and Daud's final mission.
Perhaps one or the other has called in a favour, pulling in some chips for 'old time's sake'?
Or maybe you catch wind of their mission from a friend of a friend, and decide to intervene for your own purposes?

Either way, whispers finally reach your ears:
Two of the best assassins who have ever walked the Empire have their most difficult target yet:
They want to kill a god. They want to bring death to the Outsider.

Daud & Billie Lurk
Daud's been a bit…tied up in Karnaca, where Billie finds him and they begin their mission. Regardless of which timeline you're in, Billie will soon acquire a set of Void Artifacts and Daud's still got his old Mark, so this duo is as dangerous as ever, despite Daud's failing health.
The real question is whether you want to work cooperatively with Billie and Daud, or against them.

Working with them is certainly the easier option in the long run, but simply finding them and convincing them that you're working toward a common goal is going to be a difficult mission all on its own, and they likely have no reason to trust you, unless you became acquainted with them either in Dishonored 1 or the earlier part of Dishonored 2. Even trying to approach them on friendly terms is tricky if they haven't sought you out of their own accord – they'll be cautious of betrayal, due to the rewards on their heads.

Working by yourself might be easier in the short term, because you won't be associated with Billie or Daud, both known criminals. By avoiding association, you might be able to keep your activities under wraps longer, delaying the inevitable backlash from the sections of Karnaca held under the Eyeless's sway. However, sooner or later, you're going to cross paths with Billie and Daud, and it might be worth introducing yourself to them before you stumble into each other in a dark place with knives drawn. Things might get a little out of control in a situation like that.

Of course, your mission has one fairly significant hurdle: How does a mortal kill a god? And how do you get into the Void?

Karnaca, Jewel of the South
Daud has a lead on the knife that created the Outsider; the Twin-Bladed Knife he believes can undo what it made. It's here in Karnaca, somewhere, held secure by the leaders of the Eyeless, your main opponents.

Things never got quite so bad in the Altered timeline, with Aramis Stilton still in control of the silver mines, but even in the best case the Eyeless gang has rotted it under the surface.
They have risen to prominence in the city's underworld, steadily spreading its influence like a creeping patch of mould. They recruit members from every strata of society – from the gangs running underground fight clubs, to the aristocracy, to the former members of Delilah's coven (should they exist).
Prominent politicians, performers, artists, and businessmen all fall under their sway, returning to the corruption the city suffered prior to Delilah's coup.

The moment the Eyeless discover someone is trying to locate the Knife, they will immediately react.
Political and financial pressure will be placed on both you and your associates and supporters.
From the politicians in their pocket you'll be branded a criminal of Serkonos; they will have your face up next to Billie Lurk's in a very unflattering wanted poster. The local councils will do their utmost to have any support you might have from Dunwall revoked.
Financially, several prominent businesses and banks will turn against to your holdings - loans will be foreclosed, suppliers will stop doing business with you.
Criminal activity against your holdings will also increase, from petty vandalism and theft to arson. If you have a business, your employees may be harassed, mugged, or even kidnapped or murdered.

Only the very upper tier of the Eyeless know about the Twin-Bladed Knife, and they keep themselves well protected.
If you can penetrate the gang, you and Billie will soon discover it's held in Dolores Michaels Deposit & Loan Bank, supposedly the most secure structure in Karnaca, and needs keys from two separate Eyeless leaders to open.

Once you've got those keys, it's time to plan a bank job.
Infiltrating the bank is more like invading a military base, with the number of guards and the deadly security features it can deploy, but in the end, even the Vault will open to the right keys, and Billie will take the Twin-Bladed Knife.
In the very same vault lie clues to your next objective: a method of reaching the Void.

Back at their base aboard the Dreadful Wale, Daud's time has finally run out, and he passes away before Billie returns with the knife.
The best memorial Billie can give Daud is to use the Wale as his pyre; after which she'll create a temporary hideout near the Conservatory, her next target.

The Conservatory
This grand museum was a hotspot of witchcraft during Delilah's coup, and is now probably seized by the Overseers, unless Breanna Ashworth was never dealt with.
Either way, witches or Overseers, you're going to have to get in and steal Ashworth's correspondence and find a silvergraph projection slide revealing the Cult of the Outsider's base in Shindaerey North Quarry, far from civilization.
They won't be prepared for an assassin like Billie, let alone the two of you, but they're still dangerous, if only because in their ignorance they would rather destroy anything you've come for than let you get away with your prize.

Shindaerey North Quarry
A derelict quarry high up on Shindaerey peak, this mine and its surrounding structures lie derelict but repurposed by the Cult of the Outsider, the masters of the Eyeless.
The cultists of the Outsider will tolerate no interference with their studies, nor any chance that their secrets may be exposed to the world at large. They will react to any intrusion with lethal force, and while none of them are possessed of a Mark, they are more than skilled enough to create their own Bonecharms to augment their prowess.

You'll fight them amid the ruins of the mine, in the secret studies lined with books hundreds of years old, in caverns of uncut stone and beneath the giant rock-cutting conveyors.
Battle or slip past them to reach the Eye of the Dead God, a window into the Void itself.

The Void
The Void on the opposite side the Eye is a dark mirror of Shindaerey North Quarry; distorted and yet familiar at the same time.
More cultists reside in the Void here, studying its effects and simply basking in its glory. Some hope to become Envisioned, transformed into immortal stone monsters of great power. Both mortals and immortals will attempt to stop any intrusion.

Reaching the Void and the Cultist's outpost will bring you to the lost research of Malchiodi, who of all of the modern Cultists held the truth: that the Outsider's Mark was in fact his lost name.
With this discovery, a new avenue of ending the Outsider's influence on the world opens up:
If the Outsider's name is returned to him, he'll be freed from the Ritual Hold where he is imprisoned, and returned to his mortal body once more. The only thing you'll need is to convince a spirit of the dead to read it to him.

The Ancient Alphabet
In discovering the Ancient Alphabet, you may bestow upon individuals your own Mark, your own name. This Mark allows you to gift them up to six unique powers which you possess, plus grants them access to all the 'passive' powers described on Page 6 (Agility, Blood Thirst, Bonecharm Crafting, Reflexes, Shadow Kill, Strength & Vitality).

1. A Movement Power (eg: Blink, Far Reach, Displace)
2. A Summon Power (eg: Doppleganger, Devouring Swarm, Bloodbriar)
3. A Ranged Power (eg: Windblast, Mesmerize, Thorns, Void Strike)
4. A Sensory/Perception Power (eg: Dark Sight, Void Gaze, Foresight)
5. A Utility Power (eg: Bend Time, Shadow Walk, Semblance, Painted Flesh)
6. A Second Utility Power (eg: Domino, Possession, Scream)

A "Power" is a fairly limited supernatural effect, such as a single spell. You could bestow upon someone the ability to cast a 'fireball' as their ranged power, or listen to the surface thoughts of others as the sensory power, but not grant, say, a whole spellcasting system as a single power.
They must use their own reserves of mana/magical power to fuel these abilities, so mind you don't give people powers they can't fuel. If they don't have mana themselves, the Mark will unlock it.

Once you reach this point, there are only a few more obstacles to go before you can reach your objective: more Cultists and the Envisioned who will guard the Ritual Hold with everything they have.

The Ritual Hold
The ritual hold is a place of monolithic pillars and a black sea. It is empty of all life but for the rare whales – who swim through the sky instead of the water. Here, surrounded by the spirits of the dead lies the Outsider's body, caught for centuries in a frozen scream. Among the dead spirits is Daud's, patiently waiting to witness the end of his last job.

Make your choice – quickly, before Billie makes it for you.

Scenario End Options:

Death To The Outsider

If you allow Billie to kill the Outsider with the knife that made him, she will consider her task completed. Despite this closure, Daud's spirit will continue to linger in the Void, instead of passing on to oblivion, or wherever the souls of the restful dead go. Billie will let go of the knife driven into the Outsider's chest and leave, accepting that her life as an assassin is the truest identity she has ever known. The world hasn't seen the last of her.

> You may take The Outsider's Knife, or merge it with your own weapon. As far as blades go, it's not too bad; a little short, but with an undeniable power. It has the abilities listed under "The Knife" Void artifact, as well as an additional power.
>
> If you can drive it into the very body of a god, it will injure or slay them just like a mortal. Of course, getting the blade into their skin is probably going to be the hard part; not too many gods leave their bodies just lying around.

His Name, Whispered

By convincing Daud to accept the Outsider is blameless of the lives ended in his name, Daud will read the Outsider's name to him, he will be freed from his duties as the face of the Void. The Outsider returns to our world, thousands of years after he left it behind, finally unbound from his ceaseless existence in the Void.

Daud finds he can forgive the Outsider after all, his spirit moving on; while Billie accepts that her Meagan persona, the one she adopted while pretending to be a mere captain, is one she can live under, retiring from the life of a killer.

> If you altered events so that Billie frees the Outsider, you may take him as a companion. Lacking all power, just a young man far out of his time. I daresay, though, that with all he's seen he could take up studies of the esoteric arts quite ably…or maybe he's had more than enough of that business, and simply wishes to live his now-mortal life. It has been so long since he stood under a warm sun.

Even the Dead Have Their Duties

Neither can Daud take revenge for all those disrupted by the Outsider's influence, nor can the Outsider take respite from his eternal vigil.

To strip the Void of the Outsider would bare us to its faceless, empty howling and expose the world to its uncaring effects, while at least the Outsider can direct its influence somewhat. The status quo must be maintained, as undesirable as it is.

You turn your back on the Ritual Hold and take Billie with you, leaving the Outsider and Daud's spirit behind.

> Unable to take revenge for her master or free the Ousider, Billie Lurk no longer has an anchor in this world. She would readily agree to leave for other worlds, and may be taken as a companion for free. Wholly aside from the supernatural gifts bestowed by the Void Artifacts, she's a supremely skilled assassin, almost to the level that Daud was.

Avatar of the Void

Of course, there's always another solution…someone could always voluntarily take the Outsider's place in the Ritual Hold. Either slaying or freeing the Outsider and slaying yourself with his knife, you could take his place, holding the power of the infinite Void. You are both its Keeper and its Demagogue, responsible for containing its influence over the mortal world, and spreading it, in return for tying yourself to it in a permanent fashion.

> You will become the avatar from which the Void's power spreads into the material world. You gain the full measure of the Outsider's abilities, able to bestow powers freely, to see all that was and will be, and the only limit you will ever heed again is that you must remain in the Void.
>
> This is choosing to 'Retire' from your chain to this world, ending your journey.

Jump End

Your decade (or longer?) has come to a close. Any drawbacks no longer hold any power.
As a token of your stay, please accept this gift: A dignified portrait of yourself, painted by the master Sokolov himself, but under certain light it appears to be done in the lurid colours of Delilah's hand.

The Arm and Eye Void Artifacts can be incorporated into your normal form, as you desire.
The 'Void' appearance of the Knife, if you imported an existing weapon as your knife, can be toggled.

One more choice – for now.

- *Continue* onwards to a new jump, retaining what you purchased in this jump.
- *Stay* in this world to preside over you own destiny. If you did not accept the Outsider's Mark, you may choose to gain one now.
- *Return* to your world of origin, with all you have gained – hopefully with a little wisdom among it.



Optional Jump End

- *New Game Plus*

  Something is broken in time, torn open at the seams...but like all openings, it provides opportunity as well as risk.

  Perhaps you'd like to find out how something would have gone if you had been a touch more bloodthirsty, or maybe you didn't get there in time for a crucial event? Did you turn aside a gift, or accepted one you regretted? Then you require a New Game Plus.

  You may choose to loop back through this jump, selecting a Mark or not, selecting different powers, or not, and then spending the ten years over again. Everything is reset: You, the contents of your warehouse, the world, and the choices made in this jump document, each time ending up back at this End section (unless you died and went home sooner, of course). The *only* thing carried over between New Games Pluses are your memories of having gone through events previously.

  When you decide on another End option, that locks your most recent choices and what happened in the jump as "what actually happened", and you move on, stay or go home, as normal.

Notes:
v0.94. Jump by Myrmidont. Outsider's introductions by Red. With thanks to anons who provided constructive feedback.

Powers
Supernatural powers are fuelled by void energy, which is essentially mana.

The limits of the Protector and Ruler power sets are as per Dishonored 2 canon (Corvo's and Emily's powers respectively), but may have secondary effects not covered in the game that I leave to your fanwanking – I think it is entirely reasonable to fanwank Vitality makes it harder to catch diseases and easier shrug off poison, or Reflexes slowing time for a moment as a trap goes off, even though that's not a use we see in the game, for example.

Some of the Witch's powers have been enhanced above what they do in canon to make them more appealing as an option and a bit more balanced against the protagonists' power sets, so again, fanwank appropriately. If you need to figure out the gritty details like durations or how many runes to upgrade them, use Corvo's/Emily's equivalent powers as a guide.

If anyone's worried by the loss of the witches' powers, don't be – Delilah's witches owed their power to her, so when she was killed/banished into her painting world, that link was severed, while your power comes directly from your own Mark.

Perks

Scholar – doesn't decrypt coded handwriting, only abbreviated.

Endless Black
Basically, this perk sets you up as a mini-Outsider.
+ Vox Populi – basically get super good at manipulating people.
+ "Businessman" – Subtle but potent fear effect. May impress witches.
+ Wolfhound – normal senses can catch supernaturally concealed things, might see through illusions or sense magical danger coming.
+ Master of Engineering – make devices like the Oraculum, Piero's Door to Nowhere, the Heart, and maybe even something like the Outsider's Timepiece.
+ Voidheart – Become Delilah-tier witch.
+ The Ancient Music – reading strictures aloud has the effects of the Ancient Howl and Deep Howl crossbow bolts. You aren't quite as affected by powers - windblast won't knock you back as far, mesmerise won't hold you as long, thorns won't do quite as much damage to you.

Items

The S&J Health Elixirs and the Addermire Solutions are health and mana potions, respectively.

The personality of the soul stored in the Heart (The "Gift From The Outsider") can either be a copy of Jessamine Kaldwin (ie: an exact duplicate of the canon Heart) or an OC character related to your Background.
When it absorbs a piece of a soul from an object, the voice/personality it came with fades away and is replaced by that of the absorbed soul, but at the start of the next jump it is restored to its original condition.

The Rusty Bucket is based on the Dreadful Wale for its crunchy details, except where noted. It's approximately 80-90m long, 16m wide at its widest point and can make the trip from Dunwall to Karnaca in the same amount of time (~2 weeks), though its other details – exact appearance, configuration of decks, interior layout etc. is up to the Jumper.

Once installed, The Clockwork X can be transferred between properties manually – eg: if you put it on a house and then obtain a palace, you can move it from one to the other.

Bonecharms list: http://dishonored.wikia.com/wiki/Bone_Charms#Dishonored_2

Purchased bonecharms must be canon bonecharms; on the other hand, it is possible to craft your own bonecharms with non-canon effects.

What strange charms you make from the bones of whales from other worlds, I can't say. Outside of the Dishonored world, you can invent your own bonecharm powers provided they're on par with canon examples and interact with Dishonored effects and powers – so you're not going to be able to make a bonecharm that increases your Ki or gives you extra spell slots, without some other perk to apply it to a different magic system.
Take into account that with higher ranks of Bonecharm Crafting you can stack up to four effects (or four instances of the same effect) on one charm.
Also note that there are a few bonecharms said to exist in the setting in lorebooks that don't show up in the games (eg: enhance stamina, avoid pregnancy, enhance luck or dreams, etc.).

It is possible to craft bonecharms and runes without a Mark if you take the Ritualist perk, but this is a far longer, more delicate and unreliable procedure than using the Bonecharm Crafting power, and there's no guarantee you're not going to create corrupted charms, and it seems only charms made through the power can have multiple effects.
A lot of the charms you pick up in the game would have been created this way, given how it's described in the lore books, and how rare someone with a Mark is.

Dishonored 2 plays a bit fast and loose with the painting magic Delilah uses.
For example she uses it to conjure a tree in the chapel by first painting the room as it really is, then adding in the tree in the painting, so a tree appears in the real room.
She also attempts (copy to notepad) [ ]

Part 2

I'm not sure what happened in the jump prior to Part 2. How do I know which timeline I'm in?

Event	Likely Timeline
I didn't get involved in the plot, but I don't have anything to prevent disruptions sending events off course.	You're probably in the Altered timeline, but it's fine to fanwank you are in the Default timeline.
I didn't get involved in the plot, and I have perks to ensure canon events stay on track.	You're in the Altered Timeline.
I stopped Delilah's coup before it even started, or gave Corvo/Emily out of context information before they had to go to Stilton's manor.	You're most likely in the Default timeline, unless you went back in time to Stilton's manor yourself and intervened.
I destroyed the world/ate everyone before anything happened.	You're in the Default Timeline. You monster.
Most other cases, including 'I got involved in the plot and had no idea what I was doing'.	Fanwank. On average you're probably in the Altered Timeline, but there's still plenty of leeway to assume you're in the Default Timeline.

The difficulty of finding "the way" in *...Or, Find Another Way* scales with how 'dead' the target has to be. If a gangster wants a rival dead, it should be pretty easy to find a way to permanently remove the rival without killing them.
But if you're trying to conduct some ritual that needs a human sacrifice because their soul powers the magic, then you're probably going to have to jump through a lot of difficult hoops to replace that energy with something else.
Other situations – such as if an observer is monitoring you - might require you to erase the target's memories or change their personality ('identity death'), or given them a fate that others see as "as bad as death" or worse. But hey, at least you won't have killed anyone.

[redacted]

The Ancient Alphabet

You don't have to give everyone with your Mark the same set of powers.
You may withdraw your Mark from them, cutting them off from your power, at any time. The power is linked to you; if you die or your power is somehow bound, the Marks you bestow will be powerless. Your Marked Ones can use bonecharms and runes inscribed with your Mark to upgrade them.

Regardless of the Outsider's fate, the Jumper keeps the powers of any Marks purchased through jumps.

Chosing New Game Plus doesn't give you more cp to spend. It resets everything back to the start of the jump document.

Changelog:
0.9 Public Release

0.91
Corrected half dozen spelling mistakes.
All items – Elixirs, ammunition, bombs, whalebone, paint etc. – restock in your Cosmic Warehouse weekly if expended or destroyed.
All items, if upgraded, will retain their modifications if they need to be replaced after being damaged or lost.
Added some extra notes about Bonecharm Crafting in the notes.
Removed Pocket Change item, replaced with Upgraded.
One Bonecharm free with Outsider's Mark.
Used different font for text to try and improve readability.
Increased size of font where formatting permits.
>added bullets to the pistol item. Like all expended items, restocks weekly.

0.92
Added some dashes in the drawback headers.
Fixed Thorns header.
Eased up on Dust Sickness drawback.

0.93
Made Endless Black easier to use.
Added Part 2 for Dishonored: Death of the Outsider. Jump now gives you in total 1000cp, plus drawbacks.
Added notes for Part 2.

0.94
Changed color scheme of Corrupted perks text.
Added a couple more notes for Part 2/New Game Plus ending.