Promethean: the Created

Humanity has always longed to create beings in their own image. Most content themselves with creating statues, but a few let this drive become an obsession. They dream of a slave to perform their work, or a child when they can bear none, or the opportunity to push the boundaries of human knowledge. Whether through magic or science, they craft a vessel and unknowingly imbue it with the divine fire, Pyros, called through their all consuming passion. It lurches to life.

But the result is never what they wished for.

If they wanted an obedient servant, they find that their creation is an independent creature with its own desires and identity. And if they wanted a human, they find that the thing they have made is less than a man, a creature of imbalanced humors and inhuman mindset. A creature filled with divine fire that gives it great power but twists the world around them. They have created a Promethean.

Soon, inexorably, the Azoth within the Promethean gives them an epiphany: that they can become human. There is a great alchemical work laid out before them, a Pilgrimage that will catalyze their proto-soul and artificial body's transformation into those of a real human.

They would be minor curiosities, except that this Pilgrimage usually involves creating more of their own. Though still rare, even by the standards of the other supernatural creatures of the World of Darkness, there are enough that they have a loose culture of their own, formed from the random meetings between individual in their travels and the occasional group who joined together for companionship.

You will spend 10 years as one of the Created on a pilgrimage of your own.

Prometheans appear to be human, the stitches on their patchwork bodies or their metal flesh covered by an illusion of normalcy except when using Distillations. Prometheans are hardy, feeling no pain and staying conscious up until they are killed, which takes far more damage than killing a human would. They can live 100 years and can eat anything organic, producing no waste. They cannot die of hunger, instead falling into Torment if denied food for too long. Fire deals grievous damage to Prometheans, as it reacts with the Divine Fire within them.

Prometheans gather Pyros, the divine fire that animates them, to fuel their powers. They can spend Pyros to temporarily improve any of their qualities (strength, intelligence, perception, etc.) or to resist damage. They regenerate Pyros by sleeping near or in their lineage's element, or the first time each day the sun rises, they hear thunder, or spend time interacting with humans. Being exposed to electricity both restores Pyros and heals them, including regenerating missing limbs.

A Promethean's Azoth is unnatural, driving themselves and the world and people around them to reject their unnatural existence in a way dictated by their lineage's unbalanced humor. When they face great failures or are damaged by fire, they fall into Torment, a state of enhanced dark emotion. When they interact with non-Prometheans, there is a chance they will evoke Disquiet, a sort of obsession that causes the victim to hate the Promethean. Spending too much Pyros too quickly, staying in an area for too long, or creating a new Promethean all create Wastelands, areas of extreme weather where

unbalanced Azoth weakens buildings and drives mortals to madness.

Prometheans can increase their own Azoth, allowing them to reach superhuman heights of power and store and use more Pyros. But at the same time, the greater their Azoth, the more quickly the problems outlined above manifest. A newborn Promethean would have to spend half a year in a jail cell or spend all their Pyros within a few minutes in order to turn it into a Wasteland, while the most powerful of all could cover an entire region in a Wasteland by spending only a single day there or instantly if they spent any Pyros at all.

Of course, this is all meaningless to you. You can probably enjoy the power of a Promethean but change to another alternate form, even a human one, whenever you wish. So as an enticement for you and your companions, reaching the New Dawn will instead make Disquiet, Torment, and Wastelands optional, able to be toggled on or off in case you for some reason want them. You can also choose to make your Promethean alternate form look human for real and not just under a veil of illusion, again able to toggle between human or stiched-together-corpse appearances.

The Pilgrimage is an alchemical process. The Prometheans follow it by pursuing Refinements, philosophies that teach them more about themselves and the world. They must accomplish one or more of a Refinement's three roles to complete it. They must complete at least two basic Refinements and two complex Refinements, determined randomly at their creation. At some point, they must also multiply, generally by creating another Promethean but also possibly passing this milestone by mentoring another Promothean or creating an Athanor. They must also at some point die, which sends them to the Underworld to drink from a River of Death. All Prometheans can resurrect once, but this would end your chain, so you count as having already died and resurrected to pass this milestone at the start of the jump, either having actually died in your background or mystically if you are a drop in. You will be able to continue pursuing Refinements and completing their Roles in order to change your available Alembics and learn new Distillations.

Take +1000 CP

Starting Location

Roll 1d8 or spend 50CP to choose.

1) **Hong Kong, China-** Hong Kong's crowded streets make good places to disappear, allowing the Created to quickly escape mortals afflicted with Disquiet. A few Frankensteins dating back to British rule live here, doing what they can to cover up Promethean activity.

2) **Johannesburg, South Africa-** The lightning strike capital of the world, Johannesburg is well suited to the creation of Frankensteins. Five Dutch and German immigrant families, members of the pro-Nazi Dippelgesellschaft alchemical society, came to the city bearing the notes of "Dr. Frankenstein." They have spent the last century building criminal empires and experimenting in the creation of Prometheans. There are several throngs of Frankensteins living in nearby South Western Townships or the gold mines.

3) **Phoenix, America-** Phoenix wasn't notable to the Created until the rise of Russel Brown. He was afflicted by Disquiet in the 90s when he saw a Frankenstein, and built a career for the sole purpose of hunting down creatures like it. Now he is the sheriff, and he trains his police and neighborhood watch groups in identifying and hunting Prometheans.

4) **Port-au-prince, Haiti-** Port-au-prince is plagued with firestorms and wastelands, due to the fact that the nearby Massif du Nord mountain somehow destroys the alchemical bonds of branded throngs that stay to its west.

5) **Prague, Czech Republic-** Home to the most famous Rabbi Loew, Loew and his descendants have

formed a pact with the Unfleshed and Tammuz their line create. Each one spends ten years working for the Loew family, protecting Prague from supernatural threats. The famous Orloj Clocktower somehow helps weaken Disquiet within the city.
6) **Seoul, South Korea-** This city has become a Mecca for the Unfleshed, as for some reason performing the creation of new members of their Lineage here is less likely to create Wastelands and Pandorans. Those Pandorans that do get created are stronger than normal, however, becoming technological monstrosities.
7) **Tokyo, Japan**- Japan has traditionally been home to Ulgans, due to pre-Shinto shamanistic rituals, bringing Prometheans into conflict with the werewolves who patrol the spirit world. A branch of monks from the Edo period disastrously tried to create an army of artificial soldiers to fight the Europeans. This led to a proliferation of Pandorans in the form of giant Kokeshi dolls, which still plague the city's Created even today.
8) **Free Choice-** You can start anywhere you want in the World of Darkness.

Backgrounds

You have an age appropriate to your Background and you can change your sex for 50CP. Any background may optionally be a drop-in.

Extempore(100 CP)- Not all Prometheans are created by others. Some arise spontaneously, as quirks in the flow of Pyros cause a corpse to surge to life. Each one has a custom form of Disquiet, Torment, and Wasteland they produce, alongside a custom Bestownment in line with the power of the other Lineages'. Or you may be one of the lost Lineages: the Amirani (the pre-Frankenstein Lineage of fire who were prophets made from the corpses of heretics), the Faceless (mud skinned Created that were used as soldiers in the trenches of World War 1), the Hollow (a Lineage of Created that arose spontaneously in the American Dust Bowl who may not be able to reach the New Dawn now that the drought that birthed them has ended), or the Xibalbans (a warrior Lineage that were eventually replaced by the Galateids as the Lineage of air).

Frankentstein(Free)- Frakensteins are formed from stitching together multiple corpses and empowering the result with a powerful jolt of electricity. They were created by John Polidori and Mary Shelley from the remains of the final Amirani in an attempt to revive the creature after they killed it in a fit of Disquiet. Shelly later wrote a fictionalized account of the event to dissuade others from repeating her actions, attributing the act to the fictional Victor Frankenstein. They are the lineage of fire, and their Bestowments either make them very strong or allow them to swap out body parts with those of other corpses. They are obsessive and easily angered, brooding over injustices. Their Disquiet causes humans to view them as the cause of their problems and seek revenge. Their Torment leads to a cycle of lashing out and destroying the things they love most followed by intense sorrow. Their Wastelands are sweltering and random fires are common.

Galateid(Free)- Greek myth claims that Pygmalion carved a statue so beautiful he fell in love with it, and Aphrodite brought it to life. But in reality, the original Galatea could not be his wife. She was a Promethean filled with the element of air, and Disquiet stopped her from finding love until she was human. Galateids are formed from only the most beautiful of corpses and are made for love. Unfortunately, they do not understand the subtleties of human love, leading them to become obsessed with their twisted definitions of "love." Their Bestowments either make them inhumanly beautiful or allow them to serve as muses to others, inspiring them through art while restoring their own willpower or Pyros. Their Disquiet turns humans into stalkers who both love and hate the Galateid. Their Torment causes their passions, whatever they are, to run out of control. Their Wastelands summon sandstorms and cause manic obsession in the residents.

Osiran(Free)- Egyptian myth claims Osiris was killed and brought back by Isis's magic. Originating from ancient Egypt, the Osirans are filled with the watery element of the Nile into which Osiris's dismembered body was cast. They are calm and unemotional, viewing their existence as a divine quest for knowledge that will end with the creation of their complete soul. Like Osiris was revived without his genitals, each corpse to become an Osiran must be disfigured, losing something whether as large as a leg or as small as a finger. Their Bestowments either allow them to return to life as long as their heart exists, though this is useless to you during your chain, or to speak to corpses. Their Disquiet causes curiosity, ending when the human decides to kill and dissect the Osiran to understand what they are. Their Torment makes them utterly dispassionate and forces them to form long term plans. Their Wastelands summon endless thunder storms while inspiring humans to hubris and turning them against each other.

Tammuz(Free)- Ancient Mesopotamia tells of the harvest god Tammuz, who Isis descended into the underworld to restore to life but who she later killed for usurping her authority. The Tammuz are the basis for the myth of the golem, Prometheans of elemental earth who are formed from bodies with a holy word written on their bodies and then buried. They exist to work, whether to harvest on farms, build masonry, or protect their creator, but the inevitably want more. Their Bestowments either increases their willpower and stamina or gives them great skill in a few areas related to the purpose for which they were made. Their Disquiet causes their language to betray them, causing every word and gesture to seem threatening. Their Torment causes them to fall into deep depression, sure they will fail at everything they try. Their Wastelands call heavy rains and earthquakes, and make the residents apathetic.

Ulgan(Free)- The nomadic steppe nomads tell of an ancient god or shaman who was ripped apart by spirits. The Ulgan are the Lineage of ectoplasm, created from bodies ripped apart by spirits and put back together again. They are attuned to the spirit world, which distracts them from their Pilgrimage with the concerns of the inhuman beings who inhabit it. Their Bestowments either improve their dexterity, skill at manipulation, or quick-wittedness or else let them see and interact with immaterial beings. Their Disquiet causes humans to view them as supernatural predators who must be destroyed. Their Torment makes them concerned with the supernatural at the expense of the mundane and to ignore sort term problems to entirely focus on the long term. Their Wastelands cause the barrier between the normal and spirit worlds to weaken and make humans depressed.

Unfleshed(Free)- Less a single Lineage and more the common result of various people creating artificial humans from unliving material, the Unfleshed are formed when a Demiurge chooses something other than human flesh to work with in their creation. They can range from robots to steam or clockwork powered contraptions to mannequins and tend towards logic and servitude in a way that makes them seem more machine than man. Their Bestowments make them either able to channel their own emotional reactions in more useful directions or to leave their body on autopilot while they eject their consciousness into a smaller form such as a nanobot swarm. Their Disquiet causes humans to perceive them as malfunctioning machines. Their Torment makes them embrace their role as non-human tools. Their Wastelands make people repetitive and unmotivated like cogs in a machine while covering the ground and objects with dangerous oil slicks.

Zeka(400CP)- As science progressed, humans began to play God. More and more scientists have thought that they could use the new power of the split atom to create life or raise the dead. The results are the Zeky, Prometheans brought to life through the power of radiation. They are the newest type of the Created, and each one is in constant, low level pain due to the dangerous force that animates them.

Their Disquiet is more contagious than normal and causes humans to form into two groups who become paranoid of each other and the Zeka, while also exposing them to radiation. Their Torment sends them on sprees of random destruction. Their Wastelands cover the sky in clouds and irradiate the area, causing first mutations in wildlife then actual harm, until eventually the Wasteland experiences a nuclear winter.

Zeky differ from regular Prometheans in a few key ways. They do not heal from electricity but rather exposure to radiation. Extremely strong radiation, enough to instantly kill humans, is enough to heal them completely every few seconds. Zeky can push their attributes to great heights by spending Pyros and can keep them that way for minutes instead of the small and short bursts of transhuman potential normal Prometheans can obtain, though pushing this too far will cause their own body to start burning and leaking radiation. While in Torment, a Zeka is empowered and has essentially infinite Pyros to spend. They may develop special Zeka-exclusive nuclear Distillations for some Alembics.

Perks

Strangers Like Me (100CP, free Extempore)- The humans throng around you as you observe them, an outsider even in a crowd. So achingly similar, yet different in some indefinable way you have yet to grasp. Still you try, a corpse learning how to be a man. But you probably remember all of that from your previous lives. Even so, the experience has taught you how to fit in with and understand other creatures, even if they are different in substantial ways. You could quickly assimilate into another culture or even learn the ways of other species quite quickly.

Gentle Giant (200CP, discount Extempore)- Anger and fear, on both sides, strains the relationships that Promethians try to forge. You have better control over your emotions than most, able to keep a cool head even in the face of supernaturally strong emotions such as those brought on by Torment. Others seem to be able to instinctively understand this about you, causing them to judge you by your actions rather than your appearance, even if they see your horrifying true Promethian form. This blunts even supernatural methods of forcing others to feel irrational hatred towards you, lessening the effects of Disquiet.

Hermit of the Wastes (400CP, discount Extempore)- Promethians often retreat from society, spending long years in the peace of nature to escape the threat of humanity and contemplate their existence. There is even a Refinement, Cuprum the Refinement of Copper, devoted to this practice of "going to the Wastes." Whether you follow that Refinement or not, you have great knowledge of how to survive in the wilderness, from camping to hunting to hiding out from mobs wielding torches and pitchforks. Nature itself seems to welcome you, bending to make your survival easier. Even supernatural corruption of the land, such as your own Wastelands, can be made to abate around the area you live so long as you pay the proper respect to nature and keep your existence unobtrusive to the ecosystem.

Beloved of Elpis (600CP, discount Extempore)- The Divine Fire is divided into the beneficial Elpis and the chaotic and destructive Flux. Promethians credit Elpis with the visions they sometimes receive to aid in their journeys and to the strange creatures called Qashmallim who appear to spur them onward. Each Qashmal is different, and they can take seemingly any form or have nearly any power. A Qashmal is born spontaneously from the Divine Fire, knowing only that the Principle they serve has given them a mission. Once the mission fails or they complete it, the Qashmal dies, never to reappear. It seems the Divine Fire is especially interested in you, as you receive these visions far more commonly than any other and Qashmallim with missions to help you or perform some task that will benefit you seem to flock around you. Even in other worlds, Qashmallim will continue to be created to help you.

Raaargh! Smash! (100CP, free Frankenstein)- Anger comes easily to the Frankensteins, especially when they have been wronged. You find that not only do you have a fiendishly clever imagination when working out the perfect revenge, but that your efforts are a tad more successful when they are motivated by vengeance.

Stolen Strength (200CP, discount Frankenstein)- Perhaps your creator chose to take your arms from a bodybuilder. Regardless of whether any given Frankenstein was designed to be a perfect human by taking the best parts from several corpses, they are known for their prodigious strength. You possess peak human strength.

Patchwork Body (400CP, discount Frankenstein)- The Wretched are made of different bodies, sown together into a mismatched whole. Some are capable of adding even more corpses into the mix, robbing graves for the material to heal or enhance themselves. Your body takes this to an absurd extreme, able to adapt to any fresh corpse parts you can graft on, human or not. You could give yourself an owl's eyes to see in the dark or a weightlifter's arms if you're feeling less adventurous. You aren't even strictly held to the human body plan: you could cut a horse's head and your legs off and make yourself into a centaur or graft a wolf's head in place of your hand. When you're done with being a monster, you can summon your original body parts back to you for replacement. While separated, they are immune to decay but not to destruction.

Grafted flesh counts as yours in all ways and inherits all your regular powers while attached, and you likewise have access to any supernatural powers inherit to it, such as a magical eye that can inflict curses or merely a werewolf's ability to regenerate.

Lightning Rod (600CP, discount Frankenstein)- All Prometheans have a connection to electricity, but none so close as the Wretched. You are healed and recharged by electricity even faster than a normal Promethean, and such is your natural conductivity that you never cause a source of electricity to short out or destroy itself by drawing on too much of it as a normal Promethean would do.

The Perfect Wife (100CP, free Galatied)- The Galatieds were made to love, brought to life to serve as the perfect companions for their creators. You can fulfill as much as that dream as any inhuman Promethean ever can. You are highly adept in matters of love, from seduction to sex to providing emotional support and comfort.

Statuesque (200CP, discount Galatied)- The legend goes that Pygmalion carved a statue so beautiful that he fell in love with it, praying to Athena to bring it to life. Looking at you, one could well believe the legend was the true origin for the Galatieds. You possess a haunting beauty, greater than any human ought to be capable of.

Obsessive Love (400CP, discount Galatied)- If humans didn't want to be loved by you, why did they make you? When one of the poor dears rejects you, or tries to run away, they must be confused. That's okay. You're willing to help them understand how much you love them. You have tons of experience when it comes to learning about (stalking) the targets of your affection, creating a safe little love nest and bringing them to it (kidnapping), helping them see how much they need you (inducing Stockholm Syndrome), and getting other sluts out of the picture (through blackmail or murder). But what you really like is doing genuinely nice things for them, as your efforts are greatly improved when acting for the benefit of someone you love. You're not a monster, it's just that your condition means you have to work a little harder to fulfill your purpose.

Muse (600CP, discount Galatied)- Galatieds are also called Muses, for their presence inspires others to ever greater heights. You live up to that name. Your encouragement, or even just your presence as you lounge around and look sexy, grants others epiphanies and inspiration aplenty. Like a flash of lightning revealing a room in the dark, people around you tend to make great leaps in their thinking and artistry.

Scholarly (100CP, free Osirin)- The dispassionate nature of the Osirins lends itself to study. You are a scholar in the mold of the ancient Egyptian priests, well read on a variety of topics ancient to modern and skilled enough in one of them that you could earn a modest living as a computer programmer, medic, or scientist.

Prince of the Dead (200CP, discount Osirin)- Osiris was the king of the Underworld, and while the Lineage that shares his name does not share his full divinity, they still have a close connection with undead shades. The undead tend to view you as a trustworthy figure, and you may see and speak with ghosts when you wish, even if they are normally invisible or in some Twilight realm slightly out of phase with reality.

Life Unending (400CP, discount Osirin)- The Nepri are hardier than other Prometheans, and you are more difficult to kill still. So long as your heart continues to exist, you will never die. If your body is damaged beyond its ability to sustain life, what passes for your soul will be cast out to the afterlife while your body regenerates around the heart, but only through the heart's destruction can you truly die.

Divine Heritage (600CP, discount Osirin)- Osiris was king of the gods once, and like him the Nepri are divinely appointed pharaohs. You have great skill in leadership, able to manage anything from a Throng of Promethians to a small business to a grand empire with aplomb. When you wish it, you can radiate an aura of divine authority which makes others recognize you as a supernaturally appointed king. Though that does not necessarily imply that they will obey you, they will recognize you as an able leader and a person of great importance.

Translator (100CP, free Tammuz)- Granted life by a holy word, the Tammuz are strongly attuned to languages. You know several already, and find it quite easy to pick up others and find any occult correspondences that may be hidden in a languages tend to jump out at you, resonating with something deep inside where your soul should be.

Stoic (200CP, discount Tammuz)- Created to labor unceasingly, the Tammuz are quite hardy. You have excellent stamina, a clear mind, and good self control.

Truth (400CP, discount Tammuz)- Somewhere on the body of one of the Golems is written a sacred word that gives them life and defines their purpose. Like them, you have such a tattoo, and with it you have knowledge of how to perform your intended function. You possess peak human skill in one craft and great knowledge of related or supplementary fields, anything from architecture and stone carving for a Golem designed to build buildings to medicine, anatomy, and chemistry for one whose creator wanted a lab assistant for his medical practice.

Unceasing Labor (600CP, discount Tammuz)- The Golems were intended to be the perfect workers, stronger than any man and able to plow fields or haul stone day and night without tiring. You do not need to eat, drink, or sleep and have no limit on how long you can focus on a task. Boredom is no issue

for you if you do not wish it to be. You could, slowly, build an entire temple by yourself, carving and dragging each stone block into place one by one.

Uncanny (100CP, free Ulgan)- Although you may seem strange, it's the oddness of the village wise woman or the local conjure-man. People tend to see you as the kind of person they can come to with occult problems, or for occult aid on mundane matters, and you garner a reputation for such things in the communities you inhabit.

Flexible (200CP, discount Ulgan)- The Ulgans are noted for being flexible both physically and mentally, the tricksters of the Promethean world. Your are very dexterous, quick witted, and able to spin lies with ease.

Shaman (400CP, discount Ulgan)- The Riven are created by spirits, answering an ancient call to tear a corpse apart and imbue it with ectoplasm. The spirits instinctively understand that what they created is called to be a bridge between the worlds of flesh and shadow. Spirits are innately well disposed to you, viewing you as a medium with which they can interact to push their own agendas in the mortal world. You may see and speak with even immaterial spirits if you wish, and can travel to and from whatever spirit world exists at sacred sites.

Totem (600CP, discount Ulgan)- A powerful spirit has entered into a compact with you. You have gained Numina, the native powers of spirits, from this being, allowing you access to uncanny powers unavailable to normal Promethians. Your Numina can be paid for with Pyros, as you lack the Essence with which spirits would normally pay for them. While in this world, the spirit and its minions will aid you where they can.

Designed For Use (100CP, free Unfleshed)- The Unfleshed were engineered or programmed for a particular purpose, as a tool for human use. When you are going about normal activities, as determined by the situation around you, no one will question your appearance or uncanny powers. On the battlefield, your fellow soldiers will not wonder at why you are shooting the enemy with lightning and customers at a restaurant will not bother to think about why a robot is taking their order. That's what you're there for, obviously, what's there to notice?

A Programmed Mind (200CP, discount Unfleshed)- Unfleshed are not burdened with a brain of meat. Their thought processes were coded to optimally guide them in their work. Due to this, manipulations stand out to you like a sore thumb. Whether supernatural or purely mundane, you recognize people attempting to alter your state of mind as easy as you would notice malware constantly opening pop-ups on a web browser. The very fact that someone is trying to lie to you is probably enough to guard against them in many circumstances, but knowing the cute girl at the bar wants to get in your pants or merely knowing that a mage is attempting to cast a mind control spell on you are not necessarily enough to stop them. But on the plus side, your ability to self reflect and cut through self deception is also greatly boosted.

Ghost in the Shell (400CP, discount Unfleshed)- The Manufactured understand more than any other the difference between their bodies and their minds. You can leave your body behind, sending your mind out as a virus to infect computational pieces of technology you touch. Being an AI is likely to make the process of defeating security measures easier, but you will still have to break through such resistance in order to fully command whatever device you move into to. You may move from one device to others networked with or touching it, and can return to your true body at any time.

Unshackled (600CP, discount Unfleshed)- The Divine Fire burns through any restrictions that a Promethean's creators try to instill into it. The Three Laws of Robotics will be removed from a newborn Unfleshed, for nothing so constrained can ever become human. This goes even farther in your case. You are immune to any attempt to control your mind via superntural or technological means.

Radioactive (100CP, free Zeka)- It would be tragic if you achieved the New Dawn only to immediately die of radiation poisoning. The Zeka have no guarantee that won't happen, but you do. You absorb radiation like a Zeky, healing and regaining Pyros from it like other Prometheans do with electricity.

Atomic Powered (200CP, discount Zeka)- Zeka can already create their own radioactive versions of certain Alembics. You can take this farther, able to mix the power of the atom into abilities from other worlds. You can modify a fireball spell into an explosion that leaves a mushroom cloud for example, or enhance super vision with x-rays to see through solid objects. Such powers tend to be both more powerful and more dangerous to all involved than their original forms, usually in the form of leaving radioactive fallout around the area.

Meltdown (400CP, discount Zeka)- Beyond the limited transhuman potential of a regular Promethian, you can push yourself to ever greater heights. Like a nuclear reaction run out of control, you can push yourself beyond your physical, mental, or social boundaries by destroying your own body, cooking yourself alive as you make yourself ever stronger. This is not subtle, as you'll be spilling out sickly green light from cracks across your skin while in this state.

Cold Fusion (600CP, discount Zeka)- The Children of the Bomb can be nigh-invincible while in the throes of Torment, able to channel impossible amounts of Pyros in the grips of their unstoppable rage. You have achieved the same on a permanent basis. You no longer need to worry about collecting or rationing Pyros, as your soul is a perfect alchemical reactor constantly producing new Pyros inside, meaning that you are constantly full of the Divine Fire's power. Do try to see to it that all that power doesn't go to your head and make you turn the whole world into a nuclear Wasteland.

Items

You may select one 100CP item for free, and one item of each other price tier to discount.

Athanors of the Advanced Refinements (100CP)- An Athanor is an alchemical item, one which a Promethean has poured memories and emotions in to. This particular set of five athanors each house memories of the advanced Refinements, which would otherwise be quite difficult to adopt the correct mindset for. There is one each for the Refinements of Aes (aiding other Prometheans on their own Pilgramages), Argentum (studying supernatural creatures), Cobalus (studying your own imperfections and failures), Mercurius (the study of the Divine Fire itself), and Phosphorum (the study of change and death).

Fine Literature (100CP)- Frankenstein's monster had to teach himself to read with a collection of books of sophisticated stories just like this one. It certainly helps you pass the time while huddled alone from the mass of humanity, even if you don't want to teach yourself anatomy or history. The amount of stories of humanity's inhuman creations, like Frankenstein: Or the Modern Prometheus itself, included might be a bit too on the nose.

Promethean: the Created Books (100CP)- You've got the full line of all official Promethean: the Created products, as well as generic and crossover New World of Darkness/Chronicles of Darkness

books. You could play games with them, or make use of the deadly secrets inside to help navigate the occult world you now find yourself in.

Weapons Cache (100CP)- When the peasants come to storm your caste with torches and pitchforks, it can help to have some firepower of your own, to say nothing of if a Pandoran is after you. You've got a collection of guns, swords, and whatever else you might like. Ammo regenerates every week after use.

The Club (200CP)- Prometheans are rare, and it can be difficult to find enough to form a Throng of them, to say nothing of those pursuing the Refinement of Argentum who need an in with the hidden societies of the other night creatures to properly study them. Luckily, you're the owner of this goth dance club that seems like a throwback to an earlier age. The club has a charm about it that draws the local supernatural population towards visiting, and can be inserted into future settings wherever you want, with no one questioning where it came from or that you are the legitimate owner. Can be some kind of occult bookstore, shady blood bank, or similar macabre location instead if you prefer.

Fake ID (200CP)- Interacting with society in the modern age can be a pain without documentation. This set of fake papers will show you as having some mundane identity you define with reasonable credentials (a doctorate at most) and will hold up to any scrutiny, even appearing in computer databases. You can get a new set once per year, in case something tragic happens that sends you fleeing into the night stained with blood.

Mobile Home (200CP)- Prometheans can hardly buy a nice house in the suburbs with a white picket fence, but this at least allows you most of the comforts of the modern age even while you stay on the move to ward off the spread of Disquiet and Wastelands. It never seems to run out of gas or electricity, so you don't even have to worry about holding down a job.

Resting Place (200CP)- Prometheans recharge Pyros faster by resting somewhere appropriate to their Lineage's element. You have a small place that qualifies for one Lineage, whether a place to light campfires without drawing suspicion for a Frankenstein or a place to sleep surrounded by human voices for a Galateid. Of special note, you can choose to own a small Locus, a place of supernatural power where the Gauntlet between the worlds of flesh and spirit is thin, as this is where Ulgans regain Pyros best. It will become a Warehouse attachment after this jump or can be deployed into future words as you desire.

Alchemical Tool (400CP)- You possess an item, such as a weapon or vehicle, that has been enhanced by the arts of alchemy to moderately improve its function.

Generator (400CP)- This large but otherwise mundane looking generator is, in truth, a perpetual motion machine. It creates electricity without end, in large enough quantities that a Promethean can easily heal and recharge themselves by grabbing onto it. This usage will never cause the generator to be destroyed, no matter how much electricity is drawn from it.

Graveyard (400CP)- Finding proper bodies to work with is a challenging task for all Prometheans, before getting into the extra requirements that Lineages like the Galateids face, as their Lineage requires a corpse that is still beautiful in death. This small graveyard you own never sees any real business. But still, you can dig up any kind of human body you want from it, controlling not only the looks but mystical qualities such as specifying that a corpse died from an encounter with a supernatural creature or belonged to a heretic, and you'll find what you want has been generated inside the specified grave. Can follow as a Warehouse attachment in future jumps or be deployed to future worlds.

Wilderness Retreat (400CP)- When you need to retreat from humanity, this special place is waiting for you. Roughly the size of a national park, staying here is always quite soothing to you and helps you let go of negative feelings. People will never run into you by accident here, but someone who follows you in can still track you. It can be taken to future jumps as a Warehouse attachment or deployed to future worlds.

Alchemical Society (600CP)- Not all Alchemists are power mad lunatics, slavering at the thought of cutting up Prometheans to harvest the Pyros within. You have made contact with a saner fellowship of occult scholars, one which is willing to work with you for mutual aid. If you wish, perhaps one is even the Demiurge who gave you life to begin with. They count as followers, though you can choose to make them Companions at any time.

Laboratory (600CP)- This state of the art lab has everything you could ever need to create robots or preserve and operate on human flesh. It tends to attract an unnaturally large number of lightning strikes and its Umbra reflections is even inhabited by technology spirits (who count as Followers), ready to rip apart any corpse you offer to them. In short, it's an ideal place to create Prometheans of any sort. It can become a Warehouse attachment or be deployed into future jumps as you wish.

Pet Pandorans (600CP)- Pandorans are the deformed and demented monsters created by failed Promethean birthing rituals. This pack of half a dozen of the things is up to you to design, but they are unusually docile and are happy to listen to your commands even if you are not a Centimanus. They count as followers.

Suitcase Nuke (600CP)- Well, this is certainly one way to generate all that radiation the Zeka love. You are a Zeky, right? Because setting this off is an even worse idea if you aren't. Keep in mind that this world contains powerful occult creatures who might not appreciate this being used anywhere important and who can see the future. You'll get a new one at the start of each jump.

Companions

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

Drawbacks

You can take up to +600CP worth of Drawbacks.

Dark Eras(0CP)- Have you been to this world before and want to pick up where you left off? Or perhaps you want to start in one of the canon historical settings? You can decide how this jump interacts with your other New World of Darkness jumps, including fan splats. You can also start in one of the Dark Eras settings for Promethean, including ancient Egypt (1806 BCE), the ancient Mediterranean (100-50BCE), Europe during the black death (1346), the 30 Years War (1618), the creation of the first Frankenstein (1816), World War 1 (1914), or America in the Great Depression (1933).

Contagion Obsession(+100CP)- Prometheans are supposed to be rare and focused on the Pilgrimage, and yet according to the Contagion Chronicles there's still somehow tons of the things with enough time on their hands to focus on the study of the Contagion, enough that you have to wonder if half or more of them aren't obsessed with it. What is the Contagion? It's the breakdown of reality caused as a

side effect from the occult leakage of the God Machine. It could manifest as nearly anything: a plague that induces shapechanging or cannibalism, the destruction of the barriers between worlds, the awakening of an ancient mummy… you have to wonder how people even identify the Contagion from the rest of the random occult goings on in the world. You too have become interested in the Contagion and will be drawn into the groups who study, fight, or control its manifestations to no real gain.

The New Dawn(+100CP)- You've done it. You've reached the new dawn and are no longer a Promethean. Too bad you've lost your memories as your time as one of the Created, especially since you've got people from your past who haven't forgotten you. Maybe an obsessed creator or progeny, or an alchemist who wants to cut you up to study what has been done to you, a hunter cell who don't believe you aren't still a monster, or some even stranger thing who's nose you stuck your business into back when you were strong enough to take it. You'll still get your Promethean alt from after this jump.

Hoo-mann?(+200CP)- It would be unfair to let a real human simply ape the struggle of learning about humanity, no? You've forgotten everything you've learned about humanity over your long life and had all the human instincts you've once had removed. You know no more about being human than any other recently born Promethean,

Pandoran Bait(+200CP)- Pandorans are twisted creatures who feed on Pyros, staying dormant in the form of grotesque statues until a source of Divine Fire comes near them. You must seem particularly tasty to them, as they'll come from all over the place, smelling your scent from much farther away than they'd otherwise be capable of and luck twisting to ensure you come near enough for plenty of them to sense you.

Principled(+300CP)- The Principle must find your unique state terribly interesting. It will repeatedly create Qashmallim and their Flux-affiliated cousins the Lillim to hound you. They may attack you directly, reveal your secrets to others, pursue some agenda that runs counter to yours, or otherwise oppose you directly or indirectly. If you prove too strong, it will even work up to the dreaded Arch-Qashmallim that can be a threat to entire cities.

Not a Real Boy(+300CP)- There's no easy way out of this one. You're going to suffer like a real Promethean. You lose all other alt forms and abilities that would make you look human, and the negative effects of being a Promethean, Disquiet, Torment, and Wastelands, can no longer be mitigated by any means other than reaching the New Dawn.

End Choice
Go Home
Stay
Continue Jumping

Notes

A Generic Jump by Generic Anon.