

VAN HELSING

The year is 1891, the beginning of the decline of the Victorian Era. Technology in this world is drastically different, having followed the teachings of one Nikola

Tesla, leading to an unorthodox - but great - leap in technology. Coil cannons of electricity, electric tram-rails, all made and crafted in the style of the Victorian era. An era that will end in conflict and fire.

In six years time, the powerful Lord Dracula will seek to expand from his domain in the Carpathian Mountains to England, so he may find new blood and spread the undead curse that grips him - and much of his homeland, Transylvania.

Abraham Van Helsing - the Dutch doctor, professor, and the original vampire slayer - will move to head off the Count's dire scheme, and kick off the end of a long war between humanity and the monsters that hide in the dark.

But between now and then, you will have a part to play in this world. Whether as monster or man, you will be encouraged to take part in the history and events of this Earth. Fight on, and remember. No matter which side you fight for...

The night is darkest before the dawn.

+1,000 CP

LOCATIONS

You have three options here: By default, wake up in Great Britain.

Roll a 1d8 to see where Fate places you, or pay 100 CP to choose anywhere in the world.

1- Transylvania, Romania:

Ah, you unlucky sod. You've landed smack dab in the land of Lord Dracula, and the countryside shows it. It is bleak - far bleaker than one would think even at first glance. Clouds obscure the sun, allowing vampires and other children of the shadows to walk about freely. The citizenry lives in fear, and no hope remains for freedom.

2- Paris, France:

Ah, yes. Paris, the city of lights. The city of splendor and grandeur, with nobles and pageantry galore. Also, the home of numerous high-blooded covens of vampires, well-dressed witches, noble-blooded ghosts, & a certain monster, the bloodthirsty ogre known as Mr. Hyde. Ready or not, here violence must be used in equal proportions with politics.

3- Borgova, Borgovia:

This place you might not recognize - And you wouldn't want to. This city has been warped into a mechanized hellhole, with electrically-enhanced werewolves and clockwork knights patrolling the streets day and night. The citizenry - when not hauled off to be experimented upon and twisted into monsters - barely leave their homes for fear of the creatures that now rule.

4- Black Forest, Germany:

Ah yes, the fabled Black Forest of Germany. Feral monsters and deranged undead wander these woods, and nobody dares to venture into it. You? Wake up right in the smack dab middle of the Black Forest, and it's nightfall. I hope you're ready for whatever may come.

LOCATIONS

(Cont)

5- Venice, Italy:

The wine, the women, the song, truly a magnificent city to behold under the sunset. Once that sun's gone though, the monsters come to play - the extensive canal and sewer system are the home of vampires and ghouls alike, preying on the party-goers and workers of the Canal City.

6- Pittsburgh, Massachusetts:

Ah, yes. The colonies, now called the United States of America. When colonization began on America's shores, the spread of darkness continued over there as well - particularly the vampiric kind.

7- Victoria, Canada:

Founded in 1843, the second oldest city of Canada is your destination. Relatively free from oppression by Dracula and his brethren, you occasionally still have the rogue vampire, werewolf, or wight. Still not a bad place to settle down, you know?

8- Free Choice:

Welp. Pick your poison.

IDENTITIES

Everyone has a face. What is yours?

Age: Roll 1d8+24 for your age. Or pay 50 CP to choose. Gender: Keep your current one, or exchange for 50 CP.

Gentleman Adventurer (Free):

Dropped in with nought but your wits, your skills, and a dashing top hat and monocle. You wake up in a well-lit, well-run bar, with an old fellow polishing a bourbon glass close by. He finishes, pours an almost golden draft of 'the good stuff' and sliding it your way. "Mornin' to ya. Now's time to work."

Hunter (50 CP):

You lost everything at a young age, and were driven on two goals: Protect others from suffering the same, and taking vengeance on the monsters who took everything from you. To this end, you have practiced countless methods and arts on destroying the denizens of the night.

Cleric (50 CP):

A man of the cloth, a man of God. You've dedicated your life to protecting and guiding the people around you, even when it seems politics within your ruling Church have been consumed by corruption. You know the methods behind exorcisms, consecrations, and protective wards, on top of powerful healing prayers. And you can bash a foolish monster upside the head with your cane for good measure.

Gypsy (50 CP):

People speak of 'gypsy black magics' as being almost entirely foolish strings of gibberish and the waving of chicken bones. Others say this is a stereotypical view. You're... somewhere in between. You know occult magicks as a result of your wandering lifestyle, with varying effects. Be they ever-lingering curses and hexes, or even the calling of the dead, your powers are a bane for your enemies.

IDENTITIES

(Cont)

Monster (50 CP):

Spawn of Dracula, new-blooded werewolf, or some other flavor of undead or other monster, you find yourself freshly turned or spawned upon arrival. Your powers - varying based on your new and horrific form - all have some hellish or dark origin. Yet this does not define you, nor should it - for you are not your birth. Go, child of the night. Forge your own path.

Mad Doctor (50 CP):

A crazed patron of the sciences, you've twisted the inventions of the modern world towards your own purposes - be they twisting dead cadavers into hulking golems, or creating devilish traps and alchemical creations that twist the mind and create monsters of simple, simple men.

GENTLEMAN ADVENTURER PERKS

Your skills, proficiencies and talents. 100 CP Perks are free for that origin. Discounted Perks cost 50% of their full price.

A Sense of Class

No matter your origins, you always have a sense of nobility and class around you. You are simultaneously a charismatic gentleman, immune to the sly taunts and ridicule of lesser men, and always maintain a calm and cool sense of professionalism no matter the situation. Comes with a free set of mutton chops and moustache for the men, an elegant & stylish ponytail for women.

100 CP

Daring of Speech

The louder, bolder, and more distinguished your words, the more likely your words and their message are to be taken seriously - no matter how campy, sarcastic, or ridiculous they may be. In fact, you can extend this to anyone you deem an ally!

100 CP

Adventurous Engineering

You know the ins, outs, secrets, and quirks of the technology inherent in this age. As a result, you can engineer just about anything that will run on electricity, from a horseless carriage to the ever-powerful Tesla-Coil Cannon. You just need the parts, which shouldn't be hard to come by... Right? A quirk of Adventurous Engineering is that your technology always gains a bit of a Victorian flair to it.

300 CP

Allons-y!

When you set your mind to a task, it takes a distraction of Herculean proportions to drive you away from it! Your drive for success and the willpower to achieve this success has skyrocketed, and no damned mangy cur will stand in your road!

300 CP

A Right Proper One-Man Cannon

No proper gentleman (or woman) gets their hands dirty in the thick of combat, least of all you. No, your preferred form is from afar - with elegance and poise, and also the greatest of guns modern science has created. Not necessarily restricted to firearms, your ability to wield any ranged weaponry is increased drastically. You have an odd aura to you as well - the projectiles you fire seem to be heavily amplified in speed and force, as well as gaining a variety of properties based on the make of the weapon firing them.

600 CP

Bold as Brass

With bombastic heart and almost-insane approach, your victory is assured. The more bombastic, bold, and audacious your actions, words, and plans are, the more it will bolster: Your chances of success in any venture; Your skill in your preferred form of combat; Your physical & mental attributes; and the skill in your favored profession. Stiff upper lip, good fellow, for your enemies will seek to deflate your bold approach.

600 CP

HUNTER PERKS

Your skills, proficiencies and talents. 100 CP Perks are free for that origin. Discounted Perks cost 50% of their full price.

Predator

You have dedicated yourself to hunting the monsters of the night, and as such you've specialized in tracking them. And to track them properly, one needs to be able to follow them. You can track your prey in even the most denselypacked urban setting, and can give chase with a variety of learned gymnastics and freerunning capabilities.

100 CP

Smith of the Order

Let the people like Friar Carl deal with the technical things, like an automatic crossbow. You are the one who makes, salvages, and creates the primary weapon of the Knights of Holy Order: Firearms. You are a gunsmith and knowledgeable in the ways of blackpowder and flintlock weaponry, and can expand this knowledge to other weaponry.

100 CP

He Who Fights Monsters...

...should see to it that he himself does not become a monster. Your beliefs in your quest steel your body in such a way: Any forced transformations or conversions - such as to that of a vampire thrall or werewolf 'pup,' will find no purchase on your body. Eventually you can train this to such a point that you are capable of defying hypnotic effects and other, stronger attempts at domination.

300CP

Weapon Maestro

The best defense against the darkness is a good offense, to make sure they can never group together, to sow their chaos amongst the world. To this end you've mastered a weapon of choice, and have weapon knowledge in a variety of other styles. Primarily: Dual-wielding (especially those weapons that are heavily impractical to dual-wield). No matter the size, they can be drawn almost instantaneously from whatever holster or sling you carry them in.

300 CP

Against the Dark

To face the children of darkness is to condemn yourself to an eternal hunt, never retiring until Death comes to take you. And thus you will stand against them for all time. When surrounded by monsters, you are empowered, whether it is a swarm or a single, powerful champion. And until that foe - or swarm of foes - is dead, you will not falter, and in fact become a strong beacon of hope for all who fight alongside you. Should you fall in battle against the night, your final stand will be immortalized as a legend of defiance - and countless others will follow the path you took, for glory or to continue the mission you undertook.

600 CP

Weakness Expansion

You know the weaknesses of your prey, and can learn others at the drop of a hat. As well, you have a peculiar ability; In your presence, the weaknesses of foes - both supernatural and physical - expand to a great number of things. A werewolf is normally weak to merely silver, but in your presence any number of precious metals will be strong against them. A vampire's famous for being allergic to garlic, but with you around it expands to any onion.

600 CP

CLERIC PERKS

Your skills, proficiencies and talents. 100 CP Perks are free for that origin. Discounted Perks cost 50% of their full price.

Guardian

It is the duty of a shepherd to protect those under their charge, and you have the skills to back it up. A set of skills, in fact: You know a variety of protective prayers and wards against monsters from the great book, and have combined them with a... surprising number of holy tactics involving your weapon of choice. Even a priest must protect themselves, after all.

100 CP

Sanctuary

Bring the lost, and let them finally know peace.

Once every ten years, you can mark out an area (half-mile diameter) as a sanctuary. Any sanctuary you create becomes an environment you deem comforting, which extends to any you deem friend: Their fear melts away, whilst sickness and pain are soothed or eradicated entirely.

100 CP

Healer

In a world of corruptive influences, tantalizing demons, and dominating vampires, one needs the ability to cleanse their corruption with precision and effectiveness. You know a variety of prayers and abilities dealing with healing - you can mend an ally's wounds with relative ease, as well as cleansing curses and mind-control effects from your targets.

300CP

Judge

With gavel and scale, let justice decide. At will, you can call forth the sins and wicked acts of your target as a list of tallies, and judge the opponent as follows: Should they be repentant, and seek redemption, you can put them forth on a quest you deem capable of redeeming them; A task that will test every ability and skill they have, but is not outright impossible. Foes who are unrepentant and malicious will be Shackled, bound with glowing chains that drag and burden them with the weight of their sins. Should the target be Innocent, they will be immediately released from the spell, and empowered with incredible stamina.

Note: The chains left on unrepentant targets have the base tensile strength of iron, and grow in strength the more magical power one has when using Judge.

300 CP

Paladin

When the monsters come to take their toll, who will stand but the holy man? You have gained the skills necessary to take the fight yourself to the enemy. You can consecrate the ground within a forty-foot radius, lighting any child of darkness who steps within on fire. You can Smite, each attack of yours dealing damage augmented by your faith and leaving a trail of holy flames in its wake. And when the darkness falls, you can become a blazing beacon - banishing the weakest of monsters from this plane of existence completely, and drastically weakening even the strongest of wicked creatures.

600 CP

Crusader

Into the darkness you march, and with you comes every warrior and knight who falls under your banner. When you have a goal to set out for, you attract them: Powerful individuals whose goals would even slightly align with yours. You presence empowers them further, and though their beliefs and values may be different - or outright oppose yours - they will not betray you unless driven to. Any cause you give forth - whether your own, or support for another's - will find supporters across any land you discover or explore.

Note: You cannot take these individuals with you unless made into Companions, but you will gather these individuals to you no matter the realm. As well, for those of you who like gathering your armies: It will take a while. Anywhere from a year, to a decade. Depends on the circumstances.

600 CP

GYPSY PERKS

Your skills, proficiencies and talents. 100 CP Perks are free for that origin. Discounted Perks cost 50% of their full price.

Fortune Favors The Bold

Or, really, any blowhard you can get some coin off of with a simple palm-reading or tarot display. Don't blow it off as completely useless however. You can tell the fortune and history of a person through your choice of medium: parting the mists within a crystal ball, deciphering the messages within the chosen tarot cards, or even reading the blood vessels and lines on the palm of a hand. These omen-readings are usually clouded, convoluted, and require lots of deciphering in order to truly determine their meaning. But they will never steer you wrong.

100 CP

Cursed Caravan

You find yourself a magnet for magical items, artifacts and the like. Only, these items will ALWAYS have some sort of curse on them, and the curse will always be nasty and debilitating. Or horrifying and murderous. Always depends. Good thing is, you can now always find that one complete bumbling fool who will buy it right off of you. Note: You can hold the cursed item without it’s curse taking hold, but attempting to use it will unleash the curse’s full effect on you.

100 CP

Necromancy

You know the art of the original Necromancy. That is, to speak with the spirits of the dead and learn the truth of any question you ask of them - after deciphering the countless whispers and groans. With time though, you can grow your art to begin raising them as soldiers - starting with a paltry few Skeletons, Ghouls, & Ghosts and becoming capable of creating powerful Wights and even Vampires. The rituals required for the stronger forms of Undead are lengthy, and require much time and material in order to do so.

300CP

Devilish Deals

I know, I know. Cutting a contract with a devil - or for that matter any of the other monsters of the world - is a fairly bad idea. But you? Oh you stand out from the other shmucks who make their deals with not a care in the world. You can come out of a contract with The Devil (relatively) scot-free. Even profiting a bit! The same can be applied to your fellow humans as well. But let’s not stop there: Any sort of contract, deal, armistice, or treaty you aid in forging? Well, your side will usually come out for the better. Note: You will still have to uphold your end of any agreement, you know. Even if you have the better deal. Although if they break their end of it, well anything’s possible from there.

300 CP

Hexer

When you hear ‘gypsy curse,’ you think of goats dying and plagues of fleas. However, you’re capable of much more as a Hexer, although killing off goats is still in the realm of possibility. Any unfortunate fate you wish to strike any individual you mark will be possible, and are capable of strong and devastating effects. Anyone the victim kisses dies off soon after? Plausible. A pack of werewolves inexorably drawn to the target no matter where they are? Feasible. Want someone to flat-out die? Well, the curse will engineer that but it will take a while. Other such fates include being Dragged into Hell, haunted by malevolent spirits, even their food turning to ash in their mouths. On top of inflicting these flavorful variety of curses, you know counter-curses: Spells that can eliminate them with ease.

Note: Your victims are fully capable of shaking off the curse if finding a related counter-curse. This will take... well, a damn given time. Each curse has a unique ‘solution’ to it, on top of long time however.

600 CP

Ancestral Guardian

An ancestor from your long, colorful, and most-likely tangled past lingers on as a ghostly protector of you and yours. Normally, they manifest as a simple ghost: A mentor-figure with the ability to manifest in the real world as a revenant capable of demolishing their way through a city. There’s a... uh... Minor detail as well, considering your no-doubt tangled lineage: For each ancestral bloodline you can claim descendent of, the Guardian will change in minute ways, becoming stronger and wiser to better serve as guardian and mentor. Remember: Though they will intervene when necessary, the ancestor’s purpose is as a guide and mentor.

600 CP

MONSTER PERKS

Your skills, proficiencies and talents. 100 CP Perks are free for that origin. Discounted Perks cost 50% of their full price.

Infectious Bite

The classic method of conversion for many a poor sod who is turned into a vampire, ghoul, or werewolf. With a bite, you can spread your horrific to condition to your poor victim. If not a monster, I... Look. I have no idea how this works for you if you don't have a monstrous condition like Vampirism or Lycanthropy. Whatever monstrous shape is cursed upon the bitten individual, they cannot control their transformations. (Note: excusing the flavor text, basically this lets you pick an alt-form to be inflicted on another via biting).

100 CP

Chainbreaker

Whether you are vampire, werewolf, or some other child of the night, you will find yourself imprisoned - both by those who would use you, and by those who would see you slain. With this, you will find yourself easily escaping their traps and imprisonment, whether it's handily avoiding their wards or smashing your way through prison walls and chains.

100 CP

Beast Domination

Where is a werewolf without their pack of subservient wolves & dogs, or a vampire without their swarm of bats or a flock of crows? With this, you can mentally dominate beasts to follow your will. The effect varies based on the number: A group of beasts are going to instead be roused by your emotion and display of dominance, while a singular beast will instead be completely controlled - capable of no resistance.

300CP

Old Foe's Curse

You have defeated a powerful creature, and your cursed existence now takes after this monster's form. You can bring a past kill to life as your new shape, warped to fit the existing archetypes of the children of night; becoming either undead, lycanthropic, demonic, or a creature sewn from metal and flesh in a manner similar to Adam, the son of Frankenstein. This form will be kept to about human size, with a maximum of two to four times that in both bulk and height. (Completely mechanical / golem-construct creatures will have a similar origin to Adam / Frankenstein's monster as well).

Those who have not taken the Monster origin simply obtain this form as part of their own curse. Those of Monster Origin, however, will find themselves empowered - and their abilities strengthened by the power and grace of their fallen enemy.

300 CP

Cursed Existence

Never forget what you are now. The rest of the world will never forgive you for it. You will feel the hatred, fear, anger, and scorn of others, and where you would normally feel weakened, shaken by it - instead, you will be empowered. You will find your blows strengthened, your hive toughened, your power increased to dramatic levels when you are exposed to these emotions and reactions. Blows dealt with hateful intent will act as if hitting plated armor, their hate merely making their enemy stronger.

600 CP

Embrace the Night

You have fully sacrificed whatever humanity you may have had, and become the apex of your monstrous form. Your abilities while transformed eclipse the rest of your kind, becoming vastly more powerful. As well, while some monsters have the ability to convert other people (like werewolf bites creating other weres), you can dominate those you have converted (or actively corrupt them in turn), twisting them into willing servants who are empowered while in your presence. Your weaknesses while in this form are also greatly reduced, requiring the purest materials and blessings from Popes and Prophets to truly delay your wrath.

600 CP

MAD DOCTOR PERKS

Your skills, proficiencies and talents. 100 CP Perks are free for that origin. Discounted Perks cost 50% of their full price.

Crazed Physician

Amongst the many sciences and paths you know, aside from the usual Ominous Cackling, you... Can actually patch people up easily. As a Crazed Physician, you can use the plainest tools on hand to mend any variety of wounds and injuries. As well, you know the human anatomy down to the last blood vessel, and can learn the anatomy of any other creature you dissect more easily.

100 CP

Lunatic Trickster

You will have peasantry frequently knocking at your door with their torches and pitchforks, adventurers dashing through your laboratories, and your creations frequently trying to escape. Now you can prevent all of this from happening with your knowledge of creating fiendish, murderous traps of all damage ranges & variants! Those not entirely dependent on the environment, such as pitfall traps, can be stored in small silver discs to be used as weapons.

100 CP

Deranged Alchemist

You have mastered the medieval forerunner of chemistry, and know the transformation of matter via elaborate rituals and mysticism on top of your scientific approach. The greatest secrets of Alchemy still elude you, such as the fabled Panacea, but that can be found in due time. (Hint: Nobody's found it. At all.) However, you are capable of transmutation of many materials (although it requires that said materials be the same base) and can create Homunculi from following Paracelsus' studies into alchemy.

300CP

Mr. Hyde

You... may, or may not, have awakened some sort of alternate side to yourself, from some method or another. This side may or may not be malicious, bloodthirsty, cannibalistic, either way it's definitely NOT you when it's in control. But the good news is? It can tap supernatural stores of power you never knew existed within you, and access aspects of your existing powers that you never realized were capable.

300 CP

Lightning is my Art

TexYou have twisted Tesla's theorems, plans, and experiments to whole new levels, creating tools and gadgetry capable of warping lightning and electricity to ends unseen by the man himself. You can give life to stitched-together golems and clockwork automatons with your tools, use electricity to manipulate, warp, or fracture objects to your individual needs, and even twist people into your warped, hunchbacked goons with your favorite flavor of electroshock therapy. Any technology made by you can run off of any electrical source you have access to (and is, in-fact, empowered for it), and has a Gothic London theme to it on a completely unrelated note.

600 CP

The Laws are Mine

The laws of such trivial things as physics, biology, chemistry, really any sort of recognized science are mere guidelines to you. You can break an established rule of scientific nature so long as it supports your goals and abilities. Anything from conservation of energy, to the conservation of matter, to the second law of thermodynamics in that entropy increases over time. Just... still... try not dividing by zero. I can't trust what will happen.

600 CP

GENERAL PERKS

Transylvanian Horses

During a time of great peril, need, or trial, an ancient Transylvanian tune will echo behind you. You can adjust its ambient volume, and it can be turned on and off at will.

Free

Variable Accent

Though you won't look like a local at first glance, at least you can sound like one. Puts people at ease, you know? Your voice can switch realistic accents on the fly, without anyone thinking it fake. Now whether it's from an Australian accent to a Canadian or Russian? Well, people -do- notice extreme changes like that. All up to how you use it.

50 CP

EQUIPMENT AND PROPERTIES

Right. With that out of the way, how about we get into the rest of this? Discounted Items cost 50% of their full price.

Period-Appropriate Clothing

Corsetry and dresses or jackets and fine suits. You now have a wardrobe full of the Victorian Era's clothing, the finest tailored and made. Truly, the nobles of Great Britain would be driven to jealousy.

50 CP

Borislav's Guide to The Ink

The Ink is the term referred to the dark space between realities, at least in this world. Thing is, it's either a complete myth or not believed in at all in the rest of the world, as the only place where The Ink leaks through to Earth is in Borgovia. Luckily for you, the intrepid adventurer Borislav put all of his notes - gained from exploring the Ink thoroughly - within this handy guidebook!

50 CP

The Essentials

A length of rope with bunches of garlic strung to it, a bandolier of silver stakes, a massive crucifix, a barrel of holy water, and prayer beads. Not necessarily ALL one needs to fight monsters, but at the same time it gives one a good basis.

100 CP

Hunter's Crossbow

An automatic, gas-operated crossbow that fires silver stakes at a high rate from a rotating drum. The tank fitted in the crossbow's stock refills hourly with the gas required for the crossbow to function. Comes with a sling that carries three drums of stakes, totalling up to four drums total. Each drum requires one evening to reload with new stakes. Also comes with a schematic to recreate the crossbow & ammunition drums.

100 CP

Graverobber's Hood

It's a simple, ragged grey hood & mantle. Nothing special. Entirely inconspicuous - and it makes you inconspicuous as well! Wearing the hood makes it less likely for you to be noticed by even the supernaturally-enhanced. Do note, even with the Hood making you somewhat hidden, loud noises & violent actions WILL make you detected.

100 CP

Gabriel's Discs

TexTwo handheld, buzz saw-like discs run on some unseen force, useable as both a deadly melee weapon capable of slicing through an ogre's arm, and as a ranged weapon that can ricochet off of solid stone without losing its edge. The discs have an on-off switch, allowing them to be used as both buzz saws and simple blades. Includes a schematic to recreate the buzz saws, and still no explanation as to what powers them. They work regardless however.

150 CP

Holy Order's Map

The Knights of the Holy Order have caches of blessed weapons, warded safe houses, and allied sanctuaries in many, many lands. With this map, you can find the location of all of them with relative ease - no matter what world you may find yourself in.

As well, the *Underground Sanctuary* - when placed - shows up on the map.

200 CP

Gun Closet

A large armoire filled to the brim with Knights of the Holy Order commissioned firearms - each of them made with alchemical silver, oak wood from the British Isles, and blessed by a Prophet. Includes crates of ammunition that refill over one night, and said ammo ranges; Some of it is explosive ammunition, detonating after it hits a foe; Some of it emits an electric aura until it makes contact with either environment or foe; Still yet others have effects unknown, and require much study

150 CP

Rune-covered Wraps

Enough lengths of linen wrapping, covered in runes & ink-stains, that if wrapped one time around a person, can cover them entirely in linen - with a maximum height of thirteen feet tall. While clad in these wrappings, they'll prove to play host to a variety of protective charms - protecting against acids and corrosive fluids, sunlight, pretty much anything that isn't a solid strike. If damaged, repairs itself almost instantaneously.

100 CP

Stagecoach

A horse-drawn stagecoach, French-stylized and elegant. Nice, comfortable seats (both for the driver & for the passengers), and a nice comfortable interior with fine leather seating. And also a truly monstrous amount of weaponry stashed underneath the seating, in the stagecoach doors, in the roof, anywhere there's possibility of empty space. Includes a trapdoor in the roof and the floor, to allow for quick escapes should the need arise. Should the coach spontaneously explode for whatever reason, or indeed be destroyed by other means, it will reappear in your location good as new.

150 CP

Portable Examination Station

A portable study centre - magnifying glass, vials, all held within a tightly-locked briefcase. As well, comes with a variety of supernatural samples - from vials of different blood types of demons and werewolves, to vampire fangs, demonic horn shavings, ghoul teeth, and ectoplasm from a great variety of undead.

150 CP

Inkgate Schemata

Normally one only finds these in Borgovia, where the 'veil' between the real world and the Ink is thinnest. Also mostly as the 'Ink' is practically unknown outside of Borgovia. Regardless, the Inkgates you can learn to create with this schematic will allow you to use the inky blackness between worlds as a method of teleportation.

These gates, once made, are indestructible - but unfortunately (or fortunately) can be used by anyone so long as they know the command word. Note: Interplanetary Inkgate systems are slightly outside of the schematic parameters.

200 CP

EQUIPMENT AND PROPERTIES

Right. With that out of the way, how about we get into the rest of this? Discounted Items cost 50% of their full price.

Inkwalker's Bracer

Whereas the Inkgates use the black void of creation as a method of transportation, with the Bracer you can freely transport yourself between the Ink and the Material world. Note that your position within the Ink will correspond with a position in the Material world, but the two environments look NOTHING alike - prepare for a lot of experimentation with Inkwalking. The Ink itself resembles a black, fluid-like space, in which massive chunks of stone float at many different altitudes. One can swim within the Ink between these islands, without the requirement that one hold their breath like with water.

150 CP

Blueprints

An archive of scrolls, each holding the plans & blueprints for numerous gadgets & pieces of equipment notably used by vampire hunters - in particular, the Van Helsing clan. Spring-loaded blade traps hidden in one's hat are among the simplest of things one can make here.

200 CP Discount Hunter

Research Notes

A tome of notes compiled by numerous doctors in biology, including one Doctor Frankenstein. These notes detail much about biological make-up of different creatures. But... wait, what's this? A hidden flap in the last half of the tome reveals a smaller book - filled to the brim with dark, scientific knowledge. With this knowledge, you are capable of creating life - creating monsters like Adam, creatures sewn from flesh and defying the laws of reality by their mere existence.

200 CP Discount Mad Doctor

Dark Journal

TAn inconspicuous, black leather journal. Not that big, so you wouldn't expect much. It's contents prove surprising however - for what you hold is no ordinary journal, but possibly the largest composition of necromantic rituals in existence. Each page details the rituals required to create - and control - a great variety of undead monsters. Ranging from ghouls, ghosts, and skeletons to vampires & even more monstrous beings, you'll have no lack of possible minions.

Note: The rituals for higher-powered undead will take more material - and more time - to enact.

200 CP Discount Gypsy

Note

The three items mentioned above each have a range of similarities that would seem coincidental at first glance. The name 'Fulmigati' appears in each, and his signature is found in the various sketches & essays written in all of them. As well, there are drawings & notes in each of the items that indicates possible connections to the others - for instance, some creations in the Research Notes indicate increased effectiveness if combined with necromantic energies... But one detail proves the most important.

The Blueprints, Research Notes, & Dark Journal each have one page - seemingly incomplete codes & key words. When the pages are laid over one another over a source of light, the missing pieces fit together to reveal a large cipher - Fulmigati's last, and greatest, accomplishment. He merged science, technology, and magic together in seamless harmony. Using the cipher in tandem with all three of the items mentioned above will allow you to create technological marvels and monstrous creatures unlike any other - and reminiscent of Fulmigati's own monstrosities. Possibly, you might be able to mimic his works with the disciplines of other worlds after one deciphers these codes. But who knows?

Holy Scripture

A collection of words & scripts from countless holy texts & books that detail the monsters, spirits, and demons of this world - and maybe countless others beyond. The words are ancient, coded, or in dead languages, and require much deciphering. However, the secrets revealed are powerful: Ancient seals to demonic prisons, spells to banish & destroy the undead and other such spirits, and even entire logs documenting weaknesses & strengths of these creatures.

200 CP Discount Cleric

EQUIPMENT AND PROPERTIES

Right. With that out of the way, how about we get into the rest of this? Discounted Items cost 50% of their full price.

The Dead Note

A simple logbook, oddly empty. Anything you write within it seems to... well. Disappear, shortly after. For it's purpose is not to document - you see, after your first kill of a humanoid, it will update with a list of all those related by blood (and living) to the one you just killed. On other pages, the Dead Note will document those individuals and groups actively dedicated to hunting you. A good way to keep track of enemies, ja?

200 CP Discount Monster

The Lord's Castle

I mean, not really much of a castle, is it? All you have right now is a rune-covered brick. But... BUT. Set it down for a moment. Just, find a good foundation. The runes will suddenly glow, and soon you will have the bricks multiplying. Configuring into the shape of walls & arches, doors soon appearing out of dust & furnishings gradually manifesting out of thin-air as the original brick finishes its duty. Soon, you have a massive fortress - a castle rivalling Lord Dracula's.

It takes a week for the castle to finish building from the original brick. You obtain one brick per jump (that cannot be used in the Warehouse), and the castle will naturally use its environment when building itself - shoring itself into cliff sides, using natural tunnels and caves to create rooms and hallways, the works. But once it's placed, you cannot move it. Note: The castle will not fit in the Warehouse.

400 CP Discount Mad Doctor & Monster

Underground Sanctuary

It's... a trapdoor. With a single glowing rune on it. But watch: Slap it down onto the ground, and suddenly... you can't move it anymore? A week later, opening the trapdoor reveals a ladder, and the truth of it: placing the trapdoor has created a massive underground sanctuary - complete with an underground river. The river is always running with clean water (and has fish), and the temperature within the sanctuary is always cool & comforting.

You have one trapdoor per jump (that cannot be used in the Warehouse), and the sanctuary conforms to the environment the trapdoor is placed in. Has no furniture compared to the Castle or the Manse, but is protected from attempts at tunnelling into it and comes with an already-stocked cache full of (setting-and-time-period-appropriate) mundane weaponry.

400 CP Discount Hunter & Cleric

The Caravan

You are now the proud owner of three large, wooden wagons, each pulled by a pitch-black horse. The wagons have a mysterious property: Instead of each being small and cramped on the inside, the door on each wagon is instead linked to the 'Caravan Space': an open area equivalent to the floor space of a large tavern. You can enter through one wagon's door, and exit through another with relative ease (due to the three doors in the Caravan Space being right next to each other).

Not as much room as the Manse, Sanctuary, or Castle, but it is made up for in that the Caravan is highly mobile, and can take a lot of damage. You receive three planks per jump that will grow into the wagons, which takes approximately a week. If one of the wagons is destroyed, another will take its place in half a week. The horses can be swapped out for pack animals of your choice, and if the wagon is left behind and the three animals will appear shortly after they complete. planks used to grow another, the horses / alternate pack

400 CP Discount Gypsy

Gentleman's Manse

A mansion befitting your right, proper, gentlemanly stature. Well... a mansion once you place the first cobblestone. You see, this rune-covered cobblestone will spawn the creation of your property, which will take... around a week's worth of waiting. Once finished, you will have an elaborate mansion & courtyard, complete with a fountain and stables.

You receive one cobblestone per jump, and the road, mansion, & courtyard conform to the environment the first stone is placed in. Has furniture equivalent to the Castle's. The road will grow on its own, connecting to any other road or place of civilization it can. Note: The Mansion will not fit in the Warehouse.

400 CP Discount Gentleman Adventurer

EQUIPMENT AND PROPERTIES

The properties, when combined, have some interesting interactions...

Underground Sanctuary + Lord's Castle

First, place the Sanctuary trapdoor in a well-hidden place. Wait for it to form, then place the rune-covered brick before exiting. The end result - after two weeks - will be a heavily fortified, underground fortress with an underground river supplying fresh water & steady supply of fish. It has furnishings that would spawn in the Castle - sparse, but comfortable - as well as a well-stocked armory and plentiful beds. In short, the perfect military base. Will spawn multiple trap door entrances beyond the first, each manipulating the environment to ensure that they are well hidden.

Underground Sanctuary + The Caravan

You put the trapdoor down in some corner of the Caravan Space, and it... Look. Do not look at this too closely. This violates every law of reality. Also note, you cannot place more than one Trapdoor in the Caravan Space.

Gentleman's Manse + Lord's Castle

Placing both the cobblestone and the brick side by side will activate this combination. Over a two week period, a fortified property will form - a lengthy road connecting to a nearby town or major roadway, made of cobblestone. A well-equipped stables, a pristine fountain, all that comes the Mansion. However, the end result is more of a fortified manor - capable of withstanding heavy siege like the castle, yet built still with elegance and prestige. Also with 1.5 times the space the Gentleman's Manse has, as well as a distinct Gothic feel to it now.

Lord's Castle + The Caravan

If you have purchased the Lord's Castle as well as The Caravan, in the Caravan Space you will find a small indentation in the wall. Place the brick within, and then exit the space for one week. After that week, you will find that the Caravan Space has effectively doubled - becoming big enough to equal a large restaurant (e.g. 1,375 feet by 4,250 feet). As well, the ramshackle wooden flooring, ceiling, and walls have been replaced with polished hardwood - with the walls replaced with fine, gleaming stone. As well, stacked around the edges of the Caravan Space, will be stacks of various types of furniture - benches, chairs, ottomans, etc. All of which are fancy enough that they would not look out of place in a high-society lounge.

Gentleman's Manse + Underground Sanctuary

Placing the trapdoor at the lowest point of the manor will not result in a converted sanctuary, like usual. Sure, it will still have the natural, underground river and the weapons stockpile. But now, the Underground Sanctuary will more resemble a well-maintained basement system - with rooms filled with simple cots, at least three tunnel systems to emergency exits, and an altar to a deity of your choice.

COMPANIONS

No one should ever travel alone during dark times. Or even hunt alone. You can take one (1) of the individuals below other than Abraham Vane Helsing for free, and each payment of 100 CP thereafter will let you take another.

Hugh Jackman **Occupation: Vampire Hunter**

"You know my superiors would like for me to bring you in alive. Personally? I'd rather just kill you and get the bloody thing over with." **A hunter in his golden years, Hugh Jackman has claimed a long list of accomplishments & bounties, hunting the deranged psychopath Mr. Hyde & countless other vampires. A heralded member of the Knights of the Holy Cross and a skilled master of weaponry, he comes equipped with an automatic crossbow and two razor-sharp, hand-held saw blades that can slice into stone and lop off an ogre's arm.**

Specialties:

- **Knows the strengths and weaknesses of every monster in Europe, and can deduce further weaknesses by watching a fight closely.**
- **Devilishly accurate with the automatic crossbow, and knows a variety of combat manoeuvres.**
- **Equally capable of duelling in melee combat, and can incorporate any combat forms he is capable of learning into a fluid style.**

Friar Carl **Occupation: Tinkerer**

"Well technically I'm a friar so I'm not bound to not swearing, not drinking... and certainly not from you, my dear." **His engineering skill & inventive wit is only matched by his ability to find himself in the weirdest, oddest, and most compromising positions. It was he that outfitted Hugh Jackman with all the vampire hunter is equipped, and can do the same for you. He's clad in a simple friar's robe and hood, with nought but his tools. Rest assured however, he is more than capable of creating anything you need.**

Specialties:

- **Tinkering is what he does best: He can create any number of gadgets & equipment pieces with whatever tools & materials are on hand. As well, he can learn the engineering & other gadgetry practices of whatever other lands you may come across.**
- **Lady Luck has blessed him since the beginning. Carl has astonishing luck in whatever venture he puts (or doesn't put) his mind to - be it tinkering, wooing, or even a simple act of throwing an important cure to lycanthropy to somebody who's swinging past him at high speeds.**
- **A humorous sort, Carl is proven to get along with many individuals - proving charming to even the cold-hearted vampires.**

Father Alexander **Occupation: Priest and Exorcist**

"Let the lost souls, no matter what monstrous shell, come. And I will guide them." **A kind man clad in silver, alchemically-enhanced plate armor and wielding a massive, two-handed war hammer that dances in his grasp, Father Alexander believes in redemption over outright exorcism & slaying. If a lost soul can be healed, he will do his best to give aid. Only the most cold-hearted individuals will receive his wrath - a blessed strike with the hammer.**

Specialties:

- **Despite his rugged appearance and powerful demeanor, Alexander's specialty is with words. He can calm a raging beast with soothing speech, bring the most sour individual to his cause with a few words, and spread a message of hope where he goes.**
- **When driven to combat, Alexander can channel the power of his faith to augment his strikes with holy fire, call down a rain of silver bayonets that explode with holy fire when they make contact, and can sanctify a location to ward against wicked creatures.**
- **Has the authority to sanctify and bless locations, water, and other such objects, making them either useful for healing, protection against evil, and other such uses.**

Katerina duPois **Occupation: Ghostly Noblewoman**

"I don't know what keeps me here... But I finally get to have fun without it causing a scandal!" Katerina duPois was once a rich representative of the noble houses in great France. Emphasis on once, as you can clearly see she is... dead. A spirit bound to the world that has found her way to you, her ghostly existence has given her newfound powers. Now these powers are in your favor - although do be warned. She does suffer from a few cases of the usual noblewoman mentality.

Specialties:

- **She has two transformations: A regular, well-dressed woman, and that of a snakehaired, medusoid devil. The womanly form is capable of giving off a variety of auras that aid allies - either through mending wounds or incapacitating & slowing enemies.**
- **The other form, the medusoid devil, is capable of dealing devastating damage to any mortal or constructed foe it comes across. While in this form, Katerina is capable of dealing melee damage while being still intangible herself, and the devil's shape is strong, stronger than any mortal man.**
- **She knows the ways of noble court, the intrigue and deception inherent in that system. She can guide you in courtly manners, methods of espionage and any other sort of social weaponry.**

COMPANIONS

(Cont)

Duchess Utarefson Occupation: Vampire

"Oh, do go on. Not like I haven't wasted thousands of years already, what's a minute?" **Clad in black leather armor that - while not skin-tight - forms to every contour, and with a royal-purple cloak to protect from the sun, Duchess Elizabeth Utarefson has decided that after thousands of years of an immortal existence... She is BORED with her current state of affairs. Congratulations, you have a vampire companion who has deigned to join you. Do watch the fangs however.**

Specialties:

- **Against the odds of the time she hails from, the Duchess proves quite the capable swordswoman, coming pre-packaged with an ornate, basket-hilted rapier which flows like liquid lightning in her grasp. Any other forms of sword-fighting she is capable of learning are incorporated into what she knows, combining into a fluid art of bladework.**
- **Besides the swordsmanship, it should be remembered that she is... well... A vampire. At will she can transform into a swarm of bats, a cloud of toxic fog, or a light-violet colored wolf. As well, this includes superior strength, immense speed, and everything usually associated with vampires.**
- **Say what you will about her decidedly... ahem, 'risqué' appearance, but she is actually quite the savvy businesswoman. If you need someone to teach you in the ways of economics and greater business, you'll find no better teacher. Assuming you can get her to pay attention during her own lecture.**

Professor Anneliese Grigobretz Occupation: Mildly Psychotic Doctor

"You see, if I don't keep a project going to entertain me, people wind up... 'contributing.'" A small, waif-ly professor with a deadly skill using a bonesaw, Grigobretz is a powerful contributor to the scientific community - a scientific genius & esteemed alchemist in her own right. All of this is within the context of the Victorian Era, however. Who knows what she might REALLY be capable of?

Specialties:

- Quick-witted, quick-to-learn, and quick to understand. Grigobretz is capable of easily understanding, studying, and experimenting with any new form of 'science' shown to her. As well, she can incorporate her teachings into other experiments and scientific creations.
- Above all else, she knows how to create constructs - both mechanical and biological. Her greatest example of this, the creature named Isaac, was even capable of both being a biological generator of electricity, and weaponizing it. She can incorporate other biological forms - and sources of technology - into creating other creatures.
- Surprisingly, she knows how to protect herself with nothing but a bonesaw and a double-barreled shotgun.

Isaac **Occupation: Lightning-channelling construct of Grigobretz**

"I want to live." **Soon after Grigobretz gave him life, the castle he was born in came under attack and Isaac fled after the Professor herself evacuated. Ever since, he has wandered Earth and explored most of what he can - and developed a philosophy that all life is precious, and worth protecting when he can. Beyond that, he has no goal or cause to devote himself to.**

Specialties:

- **A natural generator of electricity, to the point that he can channel it through his fists. He also proves a natural insulator from electricity, and if embracing a target that person is completely protected from electrical attacks.**
- **He's strong - stronger than a troll, as his muscles have been enhanced by alchemical and electrical means. At the same time, he is surprisingly delicate - capable of dextrous manipulation beyond what his large, brutish appearance indicates.**
- **Beyond those and his belief in the preciousness of life, Isaac is a flat slate. A ball of clay. How will you shape his beliefs, and what future can you promise him?**

Bigby **Occupation: Small-time investigator & werewolf**

"I can't change the past. But I can help make the future better." **Atoning for the years in which he was a wild, bloodthirsty animal, Bigby has done his best to hunt down the more unrepentant members of his species - starting with the alpha of a werewolf pack that twisted him. Since that point, he has proven a stalwart defender of the weak - while hunted by both the Church and the children of the night.**

Specialties:

- **Well, for one? He's a werewolf. That comes with the usual list of bonuses: Strength, agility, reflexes, and a host of boosts to his senses & capability. He can take shotgun fire like a man of iron and deal it back with raw knuckles. However, you'll find him making a lot of use of his increased sense of smell, sight, and hearing. Investigator and all that, y'know?**
- **The one who wields possibly the most powerful weapon: Common Sense. Well, when loaded with his numerous skills as a detective. He's capable of lightning-fast deductions and connecting seemingly unrelated dots within any case or scenario, and**
- **He has a particular quirk about his transformations - they vary with the phases of the moon. He's physically strongest with the full moon, being capable of devastating solid brick structures. During the new moon, he's obscenely quick - his speed making it appear as if he is teleporting from one spot to another. During the various phases, these qualities fluctuate.**

COMPANIONS

(Cont)

Mama Goodwise **Occupation: Witch**

"Don't worry, darling. My deals come at a cost, but it's always fair." A truly ancient witch wearing the glamour of a young, healthy woman, the ancient spellcaster called simple 'Mama Goodwise' has been a purveyor of curses, trinkets, potions, and city-devastating spells since her ascension. She prides herself on always maintaining at least the semblance of fairness and equality, in that every deal & trade with her will have a price equal to the service rendered. It is not known how she's extended her life - and I doubt she'll ever tell.

Specialties:

- **She can brew up an entire library of potions and elixirs that she has refined throughout the years. These potions have a massive variety of effects, both positive and negative, but all have one quality in common - they are VERY potent in the final result.**
- **Goodwise has had millennia to practice & refine the numerous spells available in her arsenal. Simple polymorphs & curses? Think grander, as she can call down plagues & enchants swords with the ability to bring down giants & trolls in a single swing. All depends on what she wants, really. She can even craft new spells based on observations & reagents available.**
- **Despite her healthy, vigorous appearance, she is actually not meant for melee combat at all. No, when driven to face opponents in a 'vulgar brawl,' she resorts to a powerful form - that of a massive, many-fanged spider whose speed belies its size.**

Call In The Cavalry (200CP - Varies)

What's this? Well, suppose you have a crew of individuals you already wish to bring in?
Why, that's what this option is for. A simple bulk purchase brings in any number of Companions you have waiting in the wings. Each Companion receives one of the Origins & all related free skills for free.
Additionally, one can sacrifice another 100, 200, or 300 CP to give these Companions 100, 200, or 300 CP per Companion, to spend on any item or perk in this jump. Origin discounts apply to Companions - Except for the properties: The Lord's Castle, the The Underground Sanctuary, The Caravan, and the Gentleman's Manse.
NOTE: The CP transfer can also apply to companions obtained from this section. However, if this method is chosen, they do not get a free Origin, as they have their own origins & benefits.

Abraham Van Helsing (300CP) Occupation: Vampire Hunter; Professor; Doctor of Medicine, Philosophy, and Letters; Scientist; and Lawyer

"Thus we are ministers of God's own wish: that the world, and men for whom His Son died, will not be given over to monsters, whose very existence would defame Him. He has allowed us to redeem one soul already, and we go out as the old knights of the Cross to redeem more. Like them we shall travel towards the sunrise; and like them, if we fall, we fall in good cause."

An aged Dutch doctor with a wide array of interests and accomplishments, Abraham Van Helsing is one of the more stalwart and feared hunters of the night's children. His hunts and achievements have given him nerves of iron, the temper and patience of a glacier, and the most shining heart - such that despite his hatred for what creatures such as Dracula represent, he will do everything in his power to aid someone who was turned into a monster against their will. It also helps his endeavors in that he's built like an ox.

- His endeavors in science and philosophy are such that he's quite the renaissance man - earning practice and expertise in most of the scientific fields of the 19th century. He keeps this knowledge consistently up to date as well - although keep in mind the jump in knowledge between the 19th and 20th centuries, it may take him a while to do so.
- He is a medical professional - capable of, with the limits of 19th Century medicine, keeping a man whose spine and skull are shattered just barely alive long enough to give his final testimony and words against his killer. And based off of medical examination, he can deduce many things about his patient - including whether they suffer from the supernatural, such as Lucy Westenra's blood being drained by a vampire.
- Don't assume that because he is a doctor and man of knowledge that this man doesn't know how to fight - when his war against Dracula and the night began, Abraham's strength and force made him a nightmare to the children of the shadows. Moreso than any holy order, dedicated hunter, or steadfast knight ever was in their lifetime. Even in a scant few years, he developed countermeasures, tactics, and methods of warding against evil to fill entire tomes.

DRAWBACKS

A thousand points proving to not be enough? Very well then. Subject yourself to a series of challenges & objectives to earn more, up to a maximum of +800 CP. And good luck.

Black Cat

You are a harbinger of bad luck - for practically everyone. And everyone knows it, too. Expect to be chased out & hated frequently for bringing bad omens upon everyone.

+100 CP (Flaw)

Thrall

You are a servant of Dracula through and through - and your Lord knows each and every one of your abilities. You will be used to your full capacity, but you will have no control over your actions - however, your mind is your own. You might fight back... But if Lord Dracula was capable of obtaining complete control over you in the first place, who knows what dark powers he now wields?

+100 CP (Flaw)

Solar Weakness

You are hated by the sun, burning while within its gaze.

+100 CP

Give Him Back

Professor Grigobretz abandoned Isaac after her workshop & castle were brought under siege. Now she wants him back, and has the power of many nobles benefiting from her technology at her beck and call.

+200 CP (Requires Isaac) (Objective)

Hunted

Roll a 1d8 - 1 on the list of notable villains below. You will not only be hunted by them, but you must foil their plans before they come to fruition. Failure to do so will result in being sent home. This drawback can be taken three times for a maximum of 600 CP.

+200 CP (Objective)

Hunted Progenitor

You find yourself the target of individuals who, through one method or another, have inherited -something- from you. They will come in groups, and by defeating the 'strongest one,' they believe they will be elevated in the eyes of the world. Varies by origin: See the list below.

+200 CP (Flaw)

Rebellion

The citizens of Borgovia will rise up in rebellion against the mad scientists that now rule it - in particular, Fulmigati. You must ensure this rebellion is successful, for they will face many challenges, ranging from Fulmigati's mechanical army to the mad witches of the woods surrounding the city, to the enigmatic General Harker who aims to take Borgovia for his own. Failure to ensure their rebellion is successful will result in being deported - sent home.

Note: This automatically changes your location to Borgovia.

+300 CP (Objective)

For Queen & Country

Dracula's plans to take Great Britain, and use it as the focal point for his transformation of the world into one of eternal night must not come to pass. You replace one of the characters of Bram Stoker's Dracula, and must ensure that the Lord Vampire's plan does not come to pass. Be warned however, for every dark creature of myth and legend is real, and fights for the dread nobleman.

Note: This automatically changes your location to Great Britain.

+300 CP (Objective)

Fragile

No object of yours is safe from this flaw. Everything, and I mean truly EVERYTHING, is fragile & prone to breaking at the most comedic, the worst possible, and the best possible times. Assume that everything is doomed to fall to pieces, and you would be mostly correct.

Yes, this includes that pretty little weapon of yours that you brought in.

+300 CP (Flaw)

DRAWBACKS

(Cont)

Explosive Carriages

Everywhere you go, no matter how advanced (or primitive) or elegant it is, every form of transportation you are capable of making use of will, at some point so long as you're near it, explode. Violently. This includes modes of transportation you bring in yourself, such as that fancy little motorcycle.

You will find carriages & stagecoaches will explode FAR more violently than any other form, and that horses only detonate when actively used as a method of transport. As well, it takes time - you won't be heralded by exploding vehicles everywhere you go, but if you linger? That train -will- combust.

+300 CP (Flaw)

All Is Lost

Dracula has won, and the world has been submerged in darkness. Humanity has but one safe haven left - far to the north in the wilds of Northern Russia. But you don't start anywhere near Russia, of course. I fare ye well, in a world that hunts mortals and tears each other apart over territory. Ten years of this ought to make things interesting, aye?

+400 CP (Flaw)

Bring The Dawn

Dracula has won, and you will not stand for this. This world can be saved - and you will be the one to start it. Your stay will not end after ten years - No, you move on once the world has been freed from eternal night. Be warned... All who fight under the Lord's banner are empowered by the moon & stars, and when the sun barely shines comes the chill of almost eternal winter.

Humanity has almost lost hope... What can you do to rekindle it?

+400 CP (Requires All Is Lost) (Objective)

THE END

Here we are at the end of your tale. You have hunted and been hunted, struggled through combat and danced with nobility as you carry on your no-doubt countless tasks and missions. But this chapter has come to a close. And now an age-old decision awaits...

Go Home

The darkness of this world has worn at your soul, and weary from the journey, you close the book on your story.

OR

Stay

Perhaps your actions have left some vague attachment to this world on your heart? Regardless, choosing to stay means you go missing back home, and you will be here until the end of days.

OR

Move On

Perhaps you conquered the darkness, or perhaps you revelled in it. Either way new worlds await, in need of your protection, or ripe for exploitation.

Regardless of which you choose, this adventure was a fun one to watch.

I bid you good luck in whatever you decide.

VILLAINS AND PROGENITORS

Villains—Roll 1d7 for each time you take the Hunted Drawback:

1. Mr. Hyde: The monstrous alter-ego of Dr. Jekyll is collecting the materials required for him to properly enslave one Queen Victoria as his bride. And in particular, something about you seems crucial to this plan.
2. Dracula: In order for his plan to cover the world in eternal night to succeed, the enigmatic vampire lord requires the blood of a powerful individual - you. Even the tiniest drop will be more than enough.
3. Professor Fulmigati: The current ruler of Borgovia, the mad scientist demands knows of your otherworldly origins and desires to implement your 'no doubt unique biology' into the creation of his armies. Make no mistake, he will complete it at some point - unless you stop him.
4. Adam: Something went wrong when Dr. Frankenstein's creature was given life. Instead of simply wanting to live on his own terms, the goliath monster now wishes to propagate more of his kind - at the expense of humanity. Somehow, your strength is a part of this plan.
5. Dr. Frankenstein: The masterful creator of Adam now seeks to create the most powerful monster the world has ever seen - and you're going to supply some of the parts for it, if he has any say in the matter.
6. The Brides: The Brides of Dracula - three sisters with venomous blood - have their own plots being woven whilst their Lord aims to control all. And somehow your death factors in, a crux within their machinations. Beware.
7. A-hah, truly you are lucky in this venture. Choose any of them as your antagonist.

Note: Multiple Hunters will result in them combining forces.

If you take the Hunted Progenitor Drawback one of the following groups will target you, based on your origin:

Monster: Somehow, you've inadvertently created thralls - even if you do not have Infectious Bite. Your spawn will aim to kill you to not only inherit your powers, but also as a form of vengeance.

Mad Doctor: It seems your experiments have twisted some poor victims into insane shells of their former selves, bearing new abilities and a vengeful heart.

Gypsy: Whether you've cursed one too many poor folk or stole from the wrong person, you're hunted by various individuals who've practiced the same dark arts you wield, and aim to make you 'taste your own medicine.'

Hunter: Well, it looks like your tales of monster-slaying valor have sparked a few mimics. They fight with your combat style & flair, and believe that by taking you out, they can gain great fame and fortune. (Yeah I don't get that logic either).

Cleric: It seems whatever church & Lord you serve has attracted the ire of another, and their zealots, crusaders, and warriors now come after you to 'quash your foul words.' Gentleman Adventurer: It appears you've offended the sensibilities of some, gravely insulted others, and regardless of whose honor you've besmirched, they want you to answer for it.

CLARIFICATIONS

Some things might not be too terribly clear. So that's what this is here for.

If choosing to go Construct of some sort (in a manner similar to Adam), your quirks and weaknesses would be:

-Deathly afraid of fire, no matter what kind.

-Lightning & electrical sources are actively attracted to you.

-Animals are afraid of you, even big ones.

-You, unlike vampires and werewolves, stick out like a sore thumb. A stitched up one, made of either bits and pieces of other people, or of metal.

Infectious Bite: I don't care anymore. Use it to give people your Omega Quadra-God Saiyan-Dragon-Boom alt-form amalgamations, use it to make people chihuahua-morphs, I hate this perk and everything it fucking stands for.

Companions: Their physical appearances are entirely up to your own imagination, so long as they look like they fit their Occupation .

MORE WILL BE ADDED AS NECESSARY.