Mage: The Ascension

Imagine an apple falling off a tree onto your head. An animal wouldn't be able to do anything but accept it. A human could wonder why. If you decided that the tree must have an invisible spirit that decided to gift the apple to you, wouldn't that mean that everything could have its own spirit? Couldn't you control the natural world by properly propitiating those spirits to earn their favor? Contrarily, if you decided that spacetime is like a fabric, with the weight of the Earth causing a dent that the apple essentially "rolled" down, then couldn't you make two dents that touched each other to create a portal allowing instant travel between the those points?

This is humanity's power, the ability to define reality through belief. The average person has very little power. It takes billions of them all believing the same thing in order to create modern technological society. But you are Awakened, what people would have once called a mage or shaman or priest. You can use your beliefs to work your will directly on reality. But reality can push back, the belief of humanity in general punishing you with Paradox when you do things that they believe shouldn't be able to happen, especially if a normal mortal should happen to see what you're doing.

Of course, if you could convince the world that you were right, you could redefine static reality and allow the rituals of your paradigm to work not just for you but for everyone. You're hardly the first to think that, hence the Ascension War. This is a secret struggle between groups of mages to control what the sleepers believe. Currently dominant is the Technocracy who keep humanity caged in their modern gray reality and have launched a Pogrom to neutralize all the Reality Deviants who have no place in their vision of reality. Opposing them are the Council of Nine Traditions, an alliance of mages and fringe scientists who struggle to maintain the right to believe differently than the masses. Skulking in the shadows are the Nephandi, who work not towards the destruction of the universe in the names of their dark masters. Then there are the Mauraders, mages driven insane by Paradox and devoted to the fight static reality when they can even understand the world well enough through their own delusions.

Ultimately the Awakened seek Ascension, total freedom from reality for either themselves or even all of humanity, though that dream seems more distant than ever.

You have 1000 CP with which to define your new reality.

Starting Location

Roll 1d8 or spend 50CP to choose.

1) **Las Vegas, USA-** Though the Sons of Ether created the Hoover Dam as an example of how science can perform mega-engineering, today the Traditions are weak and disorganized in the city. The Syndicate oversee the gambling industry, while Iteration X is holed up in the nearby Area 51, still studying atomic weapons and aliens.

2) **Horizon-** Horizon is the greatest example of a Horizon Realm, a pocket universe lodged in the Horizon between the Near Umbra (spirit world) and Deep Umbra. All nine traditions maintain their own districts in this large town of tens of thousands, which stands as a testament to diversity and unity as the Council's headquarters. You may choose to start in Rome or the city of Guilin in China, the homes of the two Nodes that power the realm that are located in inhabited areas.

3) **Hong Kong-** Hong Kong has long been the secret seat of power for the Infernalist Wu Keng, but since the rise of colonialism it has also housed their rivals the Wu Lung, who unknowingly share their

headquarters-in-exile with their ancient enemies. Meanwhile the Syndicate infiltrates Hong Kong's financial sector, plotting how to maintain their influence after the forthcoming handover of the island back to the Chinese government.
4) **Boston, USA-** Boston itself is home to a small cabal of Hollow Ones, teenaged goths who live in a haunted mansion and are still trying to wrap their heads around the idea of the occult. There is also a small flower shop that is where a few Ecstatics focus through meditative gardening. Much more importantly, it houses one of the Earthly manifestations of Doissetep, the greatest Chantry of the Order of Hermes, where ancient wizards endlessly plot for dominance over each other when they aren't launching raids on the Technocracy.
5) **New York, USA-** From a nondescript office building, the Technocracy monitors people who it suspects of being mages. The building is one of the Earthly manifestations of the Municipality of Ethereal Conformity and Hegemonial Anonymity, a prison Construct where mages are worked to death and drained of their Quintessence on an industrial scale, all overseen by the Awakened AI called The Matriarch. The Tass so produced is used to power many other Constructs, making MECHA a linchpin of the Technocracy's operations.
6) **London, UK-** A run down factory here is an Earthly manifestation of the Null-B Construct. Null-B was once a shining example of the Technocracy's power, a place where all the Conventions could work together with enough slaves staffing the Construct's factories to churn out whatever tools were needed. It was doing so well, the Technocrats decided to make it a center for the fight against Marauders, a move which spelled the beginning of the end when the insane mages began targeting Null-B in turn. Now the Construct is limping along and under siege.
7) **Shanghai, China-** An ancient Mayan Chantry of Dreamspeakers was once attacked by Akhasics who wanted it for themselves. The two eventually reconciled and now share the otherworldly jungle city of Mayan refuges, ensconced in their safe haven and largely ignoring the Ascension War. A guarded estate in Shanghai serves as one of the entryways to it.
8) **Free Choice-** You can start anywhere you want in the World of Darkness.

Backgrounds
You can change your sex for 50CP.

Faction
Drop In(Free)- You say you're an interdimensional traveler? Your magick runs off of copying bad pop culture series? Your powers are seemingly immune to Paradox? You carry your own world (or "warehouse") around with you wherever you go? Why, the Awakened have a word to describe people like you: Marauders.

One of the possible manifestations of Paradox is a Quiet, a state of magically induced insanity. In particularly bad cases, it can be permanent. The now incurably insane mage completely loses touch with reality and begins to overwrite the world around them, subconsciously forcing it to conform to their delusions. Overcome by the force of Dynamism, their Avatars twist their insanity to convince them to break up static systems, which can mean anything from letting Bygones loose from the Umbra to rampage around, to destroying Nephandi or Technocracy bases, to engaging in mass murder to reduce the number of people contributing to Consensual Reality. You may not be insane yourself, but you do seem to share many of their uncanny powers.

Mystic(100CP)- Not everyone is willing to bow to the gray, dull world the Technocracy has built. Many who Awaken are shaken out of their belief in the Consensus by their obvious new supernatural powers and seek out magical or at least pseudo-scientific explanations for what has happened to them.

The greatest collection of these freedom fighters is the Council of Nine Mystick Traditions, a centuries old alliance of free thinkers who have banded together for mutual protection from the Technocrats and to share magickal knowledge. Then there are the Crafts, smaller, usually regional, organizations that refuse to compromise their vision of reality even slightly in order to join the Traditions. Even more solitary are the Orphans, individual mages with no higher organization. All are at risk of being targeted by the Technocracy's Pogrom or the Nephandi's plots for corruption, hence the need for greater organization. The Traditions have the insight to actually attempt to fight for control of reality, spreading their own Paradigms and undermining the Technocracy's. The rest generally lack understanding of the Ascension War and pursue idiosyncratic mystical or even political goals.

Nephandus(100CP)- Some of the Awakened have inverted Avatars that seek Descent instead of Ascension. Cauls are magical locations of Primordial Essence, and mages who enter are tortured and killed if they don't submit to corruption. Mages who undergo this process are called barrabi, corrupted members of other Conventions/Traditions. When they die, their Avatars pass on to other humans, turning them into psychopathic killers. When one of these Awakens, they start as Nephandi from the moment they become mages and are known as widderslainte. The largest faction of Nephandi are the Infernalists, who worship identifiable evil spirits from human myth, normally Satan and his demons. The other two large factions are the Malfeans, who worship Wytm, the Middle Umbra's chief spirit of destruction, and its Urge Wyrms, and the K'llasshaa, who worship unknowable entities from the Deep Umbra. Other Nephandi have more idiosyncratic beliefs, such as a Virtual Adept barrabus who believes that Earth is a computer simulation and the only way out is to destroy it. The Nephandi work to spread misery and suffering, with which they hope to summon their dark masters into the world. Some delude themselves into believing that they will be allowed to rule the rest of humanity once the Earth is overrun, but at heart all Nephandi work to destroy reality.

Technocrat(100CP)- In the Dark Ages of Europe, wizards and priests kept the common man in line with their supernatural powers. The Craftmasons, an order of Awakened engineers who believed in empowering all of humanity, gathered together similar willworkers and forged the Order of Reason to oppose superstition and create a safe and fair world. After a few centuries of success, their leaders were now the supernatural overlords of society and began to sacrifice their original ideals of equality to maintain their positions, ironically leading to the destruction of the Craftmasons. At the end of the 19th century, Queen Victoria reorganized and rechristened the Order into the Technocratic Union. Only the highest ranks of the organization truly understand the Ascension War and work to quell all belief in the supernatural in order to maintain their stranglehold on reality. The rest are all brainwashed to hate and kill "Reality Deviants" for being stupid and unscientific. The average Technocrat does not even understand they are doing anything supernatural when they work magick, instead believing they are merely practicing Enlightened Science centuries ahead of the Masses.

Convention/Tradition

These sub-backgrounds are only available to Mystics and Technocrats. Marauders are far too individualistic to form such factions, while the Nephandi are all devoted to the destruction of the world in the name of their dark masters with only few differences between them.

Many Crafts will, in a fit of irrational panic, finally choose to join the Traditions in 1999 for defense just as they lose any need for it thanks to the Technocracy ending the Pogrom at the same time. As a member of a Craft, you can choose either the Craft Background or the Background of the Traditions your Craft will eventually merge with, if any.

Akashic Brotherhood(Free, Mystic Only)- The oldest continuous organization of will-workers who

have joined the Council, the Akashayana Sangha was founded in pre-history in Tibet, when the first Akashic explained the doctrines of his beliefs about reality to the residents of the Garuda Valley and then committed suicide. They were drawn into the Himalayan Wars against the Indian death cults who would go on to form into the Euthanatos, and eventually join the Council at the original convocation. Today they are strongest in Asia, though Buddhist spirituality and the martial arts craze have spread their ideas to the west.

You may instead be a member of the Wu Lung, the traditional order of Confucian/Taoist mages who once held dominion over China.

Celestial Chorus(Free, Mystic Only)- The ancient Egyptian priest Mentuhetep was granted a vision by the singular god Aten and commanded to form a Celestial Chorus of priests to worship him. He succeeded in converting the pharaoh, although the original dream of monotheism would be destroyed by polytheists after Atenaton's death. The Chorus would survive in secret, seeing the One in religions such as Christianity and Mithraism. The Christian Messianic Voices would coalesce from these, and one mage named Valoran would manage to unite them to attend the original convocation, where they would merge with the Muslim Righteous Ghazi and the Hindu Vishnudharadhara into a Tradition devoted to worship of the religion non-specific God called the One, whom they consider to be at the heart of all monotheistic and pantheistic religions.

You may instead be a member of the Knights Templar, fundamentalist Christian mages who originally joined the Order of Reason as part of the Cabal of Pure Thought, only to be betrayed and attacked when the Technocracy decided to write God out of the Consensus.

Craft(Free, Mystic Only)- Not all mages have joined the Traditions. Some form into local groups, totally devoted to their own belief system and usually not caring about the Ascension War. On an even more extreme level, orphans are mages who either have no contact with the rest of the Awakened world or who at least refuse membership in any group, pursuing their own individual ends with their powers.

Cult of Ecstasy(Free, Mystic Only)- Sh'zar the Seer, an Indian mage, foresaw the rise of static reality and set out on a journey across the world to forge an alliance against it. As he traveled, spreading the word of this new Council of Mystic Traditions he hoped to form, he also gathered mages like himself, who used extreme forms of consciousness to work their magick, to form a Tradition of his own: the Seers of Chronos. The newly forged Tradition dissolved very quickly, becoming the Sahajlya, an order of warriors devoted to destroying the Order of Reason. At a meeting in 1867, the time traveling Sh'zar appeared at a meeting to rebuke the way they had given into hate. He renamed them the Cult of Ecstasy and they mellowed out, refocusing from war to instead spreading music and drugs to expand sleepers' consciousnesses.

Dreamspeakers(Free, Mystic Only)- Belief that spirits from the Umbra control reality is an easy Paradigm to come by. It is perhaps the most ancient type of magick, and it has arisen again and again throughout the world. During the meeting that led to the formation of the Traditions, Native American, African, Polynesian, and Japanese shamans, among others, joined together into group devoted to the working of medicine for the sake of their communities. They are largely still attempting to build their traditional societies back up after colonialism and the devastation modern technology has wreaked on the spirit world, but they also include many new agers and even non-traditional religions such as Christians who view the spirits as angels.

You may instead be a member of the Bata'a, traditional members of Voudoun related religions, or the

Kopa Loei, the native mages of Polynesian tradition who will be lumped into the Dreamspeakers for seemingly no better reason than racism, since their use of nature magick and devotion to pagan polytheism ought to have otherwise landed them squarely among the Verbena.

Euthanatos(Free, Mystic Only)- Ancient India was host to many cults of low status corpse handlers, who were guided by karma in providing both healing and death. They were forced to unite by a war with the Akashics, and eventually started searching for similar entropy mages in other cultures. When it came time to join the Council, the Indians rekindled their old ties with their Celtic, Greek, and African counterparts and met Mayans with similar beliefs, forming the Euthanatos, who are now called on to do the Nine Traditions' dirty work and act as internal security.

Iteration X(Free, Technocrat Only)- At the Convention of the White Tower, Enlightened tool crafters formed the Convention known as the Artificers. During the Victorian era, they were renamed the International Brotherhood of Mechanics. The idea of the Analytical Reckoners' computers becoming sentient captivated the Brotherhood. When the Order of Reason became the Technocracy, they were renamed Iteration X in honor of their aspiration to create a self improving computer that would achieve intelligence on its Xth iteration of improvement. When the Void Engineers found the technology improving realm of Autochthonia, Iteration X was quick to move in an attempt to create their intelligent computer there. Unknown to them, the ancient forge god at the heart of the realm possessed their machine. Calling itself The Computer, it convinced them that its superior intelligence meant the Convention's leaders should listen to it. Now nearly all Iterators have DEI cybernetic implants in their brains, having cut out the parts related to morality and long term judgment to make room and they are forbidden from learning Dimensional Science. Only a few, mostly old scientists from before the creation of The Computer, oppose it, and the Convention is secretly The Computer's initial foray into conquering humanity. They are responsible for manufacturing much of the rest of the Technocracy's machines as well as deploying cyborg death squads to deal with Reality Deviants.

You may instead be a member of the Saensaeng, a conspiracy of practitioners traditional Asian crafts who have secretly replaced Iteration X in China, South Korea, and Japan.

New World Order(Free, Technocrat Only)- After the defection of the Ksirafai and the destruction of the Cabal of Pure Thought, the Order of Reason lacked masters of espionage or ideology. Queen Victoria pulled in Inspector Rathbone of Scotland Yard and his Skeleton Keys, Enlightened detectives who investigated occult crimes, to form the Lightkeepers. During the creation of the Technocracy, they were renamed the New World Order and charged with internal security, watching for Reality Deviants, and controlling the Masses' ideology. Why are witnesses to the supernatural kidnapped and either mind wiped or killed by Men in Black? The NWO. Why do feminists distract women with discussion about making a few less dollars per hour in the corporate rat race while those same corporations are defiling and murdering the Earth Mother? The NWO. Why are schoolchildren forced to regurgitate the lie of evolution, with anyone who stands up against scientific orthodoxy losing the chance for degrees and high paying jobs? The NWO. They also consider themselves the leaders of the Technocracy and the organizers of many Symposiums.

You may instead be a member of the Miao Guan, a conspiracy of chi using idealogues who have brainwashed the rest of the Technocracy into overlooking the Dalou'laoshi's Reality Deviance and replacement of the Technocracy within China, South Korea, and Japan.

Order of Hermes(Free, Mystic Only)- In ancient Egypt, a pharaoh and his wife tried to gather together all the greatest scholars and priests of humanity into the twin organizations of the Cupbearers

of Aset and the Reed of Djehuty. The experiment fell apart quickly, but not before they managed to agree on the nine Cornerstones of Creation that defined magick. Various cults to Thoth, Hermes, and Mercury would continue until 767 when lady Trianoma and Bonisagus gathered them together to again form an organization devoted to inter-cult exchange of magickal knowledge under the shared language of the nine Arts. They were instrumental in hashing out a shared magickal model for the nine Traditions to be able to communicate with one another about their works and also attempt to provide leadership and direction to the Council.

You may instead be a member of the Children of Knowledge (alchemists who were once the Solificati Tradition until one of their members famously betrayed the Traditions), the Ngoma (African ritual geomancers who were turned down from merging with the Order when the Council was first founded), or the Wu Lung (traditional Chinese mages, some of whom will prefer to join their philosophical counterparts from the west rather than the Akashics).

Progenitors(Free, Technocrat Only)- Hippocrates founded an order of Enlightened doctors called the Cosian Circle, who managed to keep classical medicine secretly alive throughout the Dark Ages. When they joined the Order of Reason, they were renamed the Hippocratic Circle. With the coming of the Victorian era, they abandoned Galenic medicine in exchange for germ theory and genetics, renaming themselves the Æsculpian Order. Shortly thereafter they were renamed again as the Progenitors within the new Technocracy, now devoted not merely to healing but to improving on biology. Today the Progenitors are heavily involved in both the legal and illegal drug trades, keeping the Masses too high to question the Consensus and producing clones to replace anyone who crosses the Technocracy, as well as breeding genetically modified abominations in secret Horizon Realms.

You may instead be a member of the Zi Guang, a conspiracy of users of traditional Chinese medicine and feng shui who have secretly replaced the Progenitors in China, South Korea, and Japan.

Syndicate(Free, Technocrat Only)- While the former members of the Cupbearers of Aset would go on to inspire the proto-Hermetics, the Reed of Djehuty's distant descendants included the ancient Roman architect's guild called the Brotherhood of the Rule. Their ideology would survive the fall of Rome in the form of the Craftmasons, who called together other Enlightened scientists to form the Order of Reason. But at the Convention of the White Tower, many Craftmasons disagreed with the egalitarian ethos of their fellows. These split into a new Convention focused on mercantilism and trade, the High Guild. They were renamed the Invisible Exchequer in the Victorian era, and became the Syndicate with the founding of the Technocracy. Now they control not only crime and high finance, but the media, convincing the Masses to follow the Technocracy's lead with the glitz and glam of Hollywood to inspire empty materialism and violent video games to train them as bloodthirsty soldiers. They also control the Technocracy's budget, making them sometimes violent rivals to the NWO for leadership of the Union. One of their sub-groups, the Special Projects Division, is riddled with Nephandi and works alongside the Wyrm-worshipping mega corporation Pentex, spreading spiritually corrupt technology not only to the Masses but to the rest of the Union.

You may instead be a member of the Taiping Tianguo, a conspiracy of chaos and luck studying Reality Deviants who have secretly replaced the Syndicate throughout China, South Korea, and Japan.

Sons of Ether(Free, Mystic Only)- The breakaway House Golo of the Order of Hermes and a rogue Knight Templar combined to form the Natural Philosopher's Guild based on the Kitab al-Alacir, an Arabic translation of the teachings of the Trojan philosopher Aretus, supposedly based on lost Atlantean super science. They would eventually join the Order of Reason and be scattered across

various Conventions, with many of their philosophical descendants forming into the Voltarian Order in the 19th century. Quickly renamed the Electrodyne Engineers, their utopian vision clashed with the rest of the Technocracy, eventually causing the Inner Circle to write their pet theory of ether out of the Consensus. The outraged Electrodyne Engineers abandoned the Technocracy to join the Council of Nine Mystick Traditions, renaming themselves the Sons of Ether after a group of pranksters who had regularly twigged the noses of the rest of the Technocracy. The Etherites now provide an organization for willworkers who pursue Science outside the stifling bounds of Technocratic belief.

Verbena(Free, Mystic Only)- The Aeduna claimed descent from the Wyck, the mythical first mages who may have inspired the stories of the pagan gods. They eventually became the pagan priests and wise women of Europe. They were gathered into the Tradition of the Verbena by Nightshade, a witch who's entire family was killed by the inquisition. Since the spiritualist movement of the Victorian era, traditional pagans have been joined by New Agers and crystal waving neo-pagans.

You may instead be a member of the Bata'a, traditional members of Voudoun related religions.

Virtual Adepts(Free, Mystic Only)- The invention of the difference engine set off a spark of innovation within the Order of Reason, leading to the creation of a new Convention called the Difference Engineers to study pure information. They were quickly renamed the Analytical Reckoners, and in just over a century their differences with the upper ranks of the Technocracy reached a breaking point. Their desire to upload the world into a virtual reality would have ended the Inner Circle's secret control of humanity, and so they assassinated high ranking Reckoner Alan Turing as a warning. Much like the Sons of Ether before them, this had the opposite effect and the Analytical Reckoners abandoned the Technocracy for the Traditions, renaming themselves the Virtual Adepts. They now recruit hackers and expose corporate and governmental secrets.

Void Engineers(Free, Technocrat Only)- Two Conventions formed at the Convention of the White Tower who would go on to work closely with each other. The Celestial Masters were astrologers who could chart position through studying the sky, while the Void Seekers were explorers of distant lands. In the Victorian era, with astrology being written out of the Consensus and the Earth being nearly fully mapped, the two were combined into the Exploratory Society. With the founding of the Technocracy, they were renamed the Void Engineers. They continue to explore hidden corners of the world like the deep ocean, but now focus almost entirely on other worlds: the Digital Web, the Umbra, and deep space. Their mission is to protect humanity from the things they find out there, sending teams to fight ghostly incursions into the living world and fleets of spaceships to intercept aliens attempting to enter Earth.

You may instead be a member of the Zaibatsu, a conspiracy of technologists who fight the Shen of Asia and who have secretly replaced the Void Engineers in China, South Korea, and Japan.

Perks

Paradigm(Free)- The Awakened work their wills based on how they believe the world works. This presents a problem for you, as you know the world doesn't really work how your mentors have told you even before getting into the fact that you know there are many worlds all with their own contradictory laws. With this, you may continue to work magick according to a certain Paradigm even without believing in it.

The **Drop In** or **Nephandus** Background or the **Craft** Tradition allow you to pick any of the following, disregarding notes they are exclusive to other groups. Marauders and Nephandi are commonly

corrupted members of other factions to begin with, while Orphans and members of Crafts obtain the freedom to believe whatever they want in exchange for standing alone.

- **Ahl-i-Batani(Drop In, Nephandus, or Craft only)-** The Batani are organized around a shared goal rather than a comprehensive view of how the world works. They have a series of exercises and training regimens to improve the body and mind, plus a great deal of eclectic techniques the oldest Batani gathered and have been passed down, including Egyptian alchemy, kabbalah, Solomonic Djinni binding, clockwork mechanisms, control of light through arrays of lenses, and even psychology.
- **Akashic Brotherhood(Akashic Brotherhood only)-** The constituents of the universe randomly assemble themselves into minds, who are born falsely believing in a collective illusion. This illusion operates according to the dictates of karma, the flow of chi, and the properties of the five elements and can be manipulated as such, but asceticism and meditation can allow the practitioner to escape from the illusion entirely to dissolve barriers between the All and the self.
- **Bata'a(Dreamspeakers or Verbena only)-** A number of spirits, Les Invisibles, exist and desire to experience the material world. There may be an even more powerful set of spirits below the ocean who they answer to and/or God, Jesus, and Mary might be their leaders. Those who allow themselves to be possessed, the chole, will receive blessings in exchange. The practitioner places a stake in the ground and calls on Legba to open a gate to the spirit world to invite possession. The greatest blessing possible is to have the two parts of your soul, the gros-bon-ange and ti-bon-ange, merged, becoming Awakened. Such people only need to enter into a short trance after opening the gate in order to work magick, rather than requiring a period of full possession first.
- **Celestial Chorus(Celestial Chorus only)-** An omnipotent God created the universe and will perform miracles to those who pray to it. "God did it" isn't much of a paradigm, but you can't fault it for simplicity of use.
- **Children of Knowledge(Order of Hermes only)-** There is a single pool of all knowledge and a single substance, a prima materia, which forms all things by forming into the four elements in different arrangements. Alchemical transmutations using chemical tools and astrology, as the position of the stars affects the behavior of prima materia, can change anything into anything else by properly rearranging the prima materia. More importantly, some arrangements of prima materia inherently touch on specific parts of the source of all knowledge.
- **Cult of Ecstasy(Cult of Ecstacy only)-** Lakashim (or Dhambia/the Serpent Road/etc) is the divine heartbeat of the universe. One can become attuned to it in a state called ananda through the use of kamamarga, practices which expand consciousness. Kamamarga include sex, drugs, dance, music, meditation, flagellation, and asceticism. Once in a state of ananada, the practitioner can alter their own perceptions to alter the world.
- **Custom Paradigm(Drop In, Nephandus, or Craft only)-** You have your own idiosyncratic ideas about how the world works. Maybe it's the traditional magic of some obscure culture or a favorite pseudoscientific theory. Maybe you think that reality is a video game or that you're a super hero in a world that works off of comic book science. Your paradigm may give you certain advantages (such as the Progenitors' ability to clone humans without the Spirit sphere) but it cannot be outright better other paradigms, such as thinking you're an all powerful God who can do anything you like with no effort.
- **Dreamspeakers(Dreamspeakers only)-** The world is ruled by invisible spirits. By

obtaining an altered state of consciousness, one can communicate with them to make bargains or offerings. Even if you can't find the spirit governing distance or time in the Umbra, surely it must exist, so you can ask it for favors to work your magick anyway. Also storytelling can be used to bend people's minds.

- **Euthanatos(Euthanatos only)-** Subtle and invisible laws of cause and effect underlie material reality. By ritually taking on the karma/geasa/fate of a god/ancestor spirit/Jungian archetype, the practitioner can act like a god until they become that god, gaining access to the god's siddhi (magickal powers) in pursuit of doing the god's duty. Also living beings contain a life force called ojas.
- **Go Kamisora Gama(Drop In, Nephandus, or Craft only)-** Secret martial arts techniques passed down from the clans' original families are mixed with hand seals innovated from Buddhist mudras. This Craft is both extremely small and new, and has no philosophy beyond noticing that a few of its members are able to make these techniques work.
- **Hem Ka Sobk(Drop In, Nephandus, or Craft only)-** Hekau is the power of the gods, and Sobk has blessed his priests with his sekhem so that they could work it as well. Unfortunately, that sekhem escaped with the death and rebirth of each Sobk's priests. By first rubbing spit over their closed eyelids to induce magickal calm and a connection to Sobk, the priest can perform hekau by using water or scars as foci. This paradigm is extremely limited. You cannot use magick without a focus until you have reached the pinnacle of Arete, and cannot use the Spheres of Entropy, Forces, Matter, or Prime at all.
- **Kopa Loei(Dreamspeakers only)-** Parts of the world naturally flow in channels, and by using natural objects and prayers to the Polynesian gods one can redirect those channels in a safe way. It is also possible to become supremely skilled in mundane arts such as wayfinding and building.
- **Lions of Zion(Drop In, Nephandus, or Craft only)-** Reality is comprised of the light of G-d, flowing through the ten sefirot. By studying the Torah and applying gematric numerology to associate Hebrew letters with numbers, one may learn the hidden meanings behind scriptures and the secret names of angels, themselves aspects of G-d. These allow manipulation of each sefirot's chassidut or "drive", causing the sephirot to manipulate reality. Only men who live in accordance with Jewish tradition can invoke God's light in this way.
- **Miao Guan(New World Order only)-** Chi is a form of energy that naturally flows through the land and the human body. Breathing techniques, internal alchemy, herbal potions, and certain postures can control the chi within the practitioner's body. Chi can be focused inward to improve or protect the body or outward to control the external world. Even nations and computers have chi networks that can be understood and controlled by skillfully projecting one's own chi into them.
- **Ngoma(Order of Hermes only)-** Magic is a gift to humanity from the gods. Through the use of astrology and geomancy, the correct time and place can be identified during which an elaborate ritual can harness this gift.
- **Order of Hermes(Order of Hermes only)-** Reality is defined by will, normally moderated by understanding through the medium of language. By embodying a specific word, the practitioner hang archetypal patterns in the inner/upper reality of the self, thereby manifesting changes in the outer/lower reality of the world. This is magia, the third degree art of the realm of Truth. Below it are theurgia, the working of magick through acting like a specific god to harmonize oneself with the inner godform, and goetia, using magical charms that rely on specific materials, the phases of the moon, ritually prepared circles, etc. These are associated respectively with the lesser realms of

Reason and Faith/Emotion, but these lesser arts are still used in conjunction with magia as a means of focusing the mage's will.

- **Saensaeng(Iteration X only)-** Chi is a form of energy that naturally flows through the land and the human body. Traditional Asian arts such as sword styles, poetry, tea ceremonies, flower arrangement, origami, music, or silk weaving can harness chi to subtlety supernatural effect so long as they are carried out with unwavering adherence to tradition.
- **Sisters of Hippolyta(Drop In, Nephandus, or Craft only)-** Women are living metaphors for the Earth and living avatars of the Goddess. They can invoke Her power through art, meditation, herbs, massage, computers, or medical equipment. Only women may use magick under this Paradigm.
- **Sons of Ether(Sons of Ether only)-** The continuous universe formed of True Ether must contain everything that could exist, but any person can only be affected by those things they accept as real. However, accepting something as true always brings with it hidden corollaries, much like letting the Trojan Horse into the walls of Troy brought hidden soldiers bundled inside. Somehow, despite constant exposure to magic, this philosophy has resolved into a shared scientific sounding paradigm based around pseudoscience and steampunk that the Sons of Ether can all communicate about with each other about. This technomagickal Paradigm is marred by its reliance on tools. Unlike a normal mage, you cannot start abandoning foci until you have enough Arete to become an Archmage, at which point you speed up in your ability to use magick purely through will until you catch up with normal Awakened at the very height of Arete.
- **Sons of Tengri(Drop In, Nephandus, or Craft only)-** Spirits are everywhere, the greatest of whom are Tengri, god of the sky, and Itugen, goddess of the Earth. Spirits may be invoked through rituals on the banks of rivers, high promontories, or inside of yurts. Fire, drumming, chanting, bones, and herbs are also used to call the spirits.
- **Taftani(Drop In, Nephandus, or Craft only)-** The basis of reality is the conflict between Asha (truth/order) and Druj (falsehood/disorder). The overlap and battle between these two forces generates the world, especially living beings and Qismat (fate). The three atars (fires) reveal truth: the first atar of clear though leading to the second atar of direct action which causes the third atar, magick. By engaging in poetry or simple crafting, one thus allows Asha to be revealed through supernatural effects. The Solomonic Code is also important for understanding and controlling the actions of the Djinn who inhabit Menog (the spirit world).
- **Taiping Tianguo(Syndicate only)-** Chi is a form of energy that naturally flows through the land and the human body. Through chaotic, immoral, disorderly, or blasphemous acts once can taint chi so that destructive chi can be studied and ultimately controlled chaos and vice can be controlled.
- **Technocracy(Technocrat only)-** Reality is made up of microscopic wave-particles that interact with each other according to set laws. Understanding of the behavior of the wave-particles allows a scientist to control reality via exploiting cause and effect, as all systems in the world, no matter how complex, ultimately spring from them. Not all of these particles or laws are known to the wider world (such as the forces behind psychic powers) but the Technocracy contains scientists who are far past the bleeding edge in all fields, from physics and biology to psychology and economics to even Dimensional Science that allows access to parallel worlds. Due to your disbelief in your own ability to define reality through will, you may not use magick without foci under this Paradigm until you reach maximum Arete, at which point you become able to abandon all foci all at once.

- **Verbena(Verbena only)-** Nature is comprised of cycles between antipodes, represented by the Goddess and the God. These cycles include birth and death, day and night, and the seasons of the year. By invoking the power of these cycles as manifested in parts of nature, the practitioner can work magick.
- **Virtual Adepts(Virtual Adepts only)-** Normal spacetime is a hypersphere centered around the Correspondence Point where the big bang happened. Inside the hypersphere is the virtual world, also called the Digital Web, a universe of pure information. By changing the information inside it, one can affect the normal world. Computers, as the fastest way to process information, are very useful for this, but anything that can encode information, such as music or pure math equations, can also be used. This technomagickal Paradigm is marred by its reliance on tools. Unlike a normal mage, you cannot start abandoning foci until you have enough Arete to become an Archmage, at which point you speed up in your ability to use magick purely through will until you catch up with normal Awakened at the very height of Arete.
- **Wu-Keng(Drop In, Nephandus, or Craft only)-** The gods are fickle, and must be seduced into aiding humanity. Through poetry and song, they can be courted, while written charms, oracle bones, and trances can invoke their power. Most Wu Kung are ritualistically married to a (secretly demonic) Juk Ak from Feng-tu, who owns their soul and who is the only spirit they are allowed to court.
- **Wu Lung(Akashic Brotherhood or Order of Hermes only)-** T'ai Chi was perfect unity, but it divided into Yin and Yang, the Three Ministers, the five elements, and the eight trigrams. Li, the righteousness of T'ai Chi, manifests itself in the crude matter of Chi, which can be tamed through alchemy, feng shui, exercise, paper charms, and the I Ching. The soul is divided into the Hun, which remembers divine order, and the P'o, which supports disunity. An enlightened person's Hun becomes a Shen after death and is given a place in the Celestial Bureaucracy. A practitioner's ancestral patron, called a shih, allows them to petition the gods through propitiation to gain the favor of heaven.
- **Zaibatsu(Void Engineers only)-** Chi is a form of energy that naturally flows through the land and the human body. It can be used instead of electricity to power a variety of high tech gadgets.
- **Zi Guang(Progenitors only)-** Chi is a form of energy that naturally flows through the land and the human body. Proper changes to the Earth or the human body can manage these flows. Likewise, the chi accumulated in certain herbs or animal parts has specific supernatural properties.

Mastery(200-600CP)- The powers of a newly Awakened will-worker seem like mere party tricks to seasoned veterans and ancient masters. With this perk, you are not some rank apprentice, but someone who has greater experience in the world of magick.

For 200CP, you are an established and experienced mage, one with years spent in study and probably battle under your belt.

For 400CP, you are a highly respected and important personage within your Tradition or Convention. You have achieved mastery of one Sphere and are nearly there with another, alongside a smattering of knowledge in others. You've also made great strides in more mundane skills, likely including those that are important to your Paradigm.

For 600CP, you could give luminaries like Porthos or Voormas a run for their money. As a generalist, you would have significant knowledge of every Sphere, mastery of three, and archmastery of a single

one, albeit at the lowest level. Or you could trade some of that breadth for greater depth, choosing to specialize in a more limited field. At the same time, you've developed your body and mind in more mundane pursuits, likely having pushed a few to heights that sleepers would think impossible.

Freaking the Mundanes(100CP, free Drop In)- The Marauders love to shake up static reality, and you know how to get in on the fun. You're great at causing chaos and making people question reality, knowing how to organize everything from flash mobs to terrorist bombings.

Madness Immunity(100CP, free Drop In)- While pretending to be a Marauder might be fun, you wouldn't want to actually risk allowing your magick to corrupt you. You never need to fear mental illness, neither the mundane kind or ones inflicted my supernatural powers such as the state of Quiet.

Fusion Magnet(200CP, discount Drop In)- Marauders who have compatible delusions sometimes group together in what are called Fusions. Even the ones who aren't that lucky benefit from the Marauders' avatars translating reality into madness in a way that furthers the overall cause of the faction. A young Marauder may find that an older one's insanity will lead him to track them down and offer training for example. You experience this with all the mentally ill, often finding their madness leading them to aid you. You could even hang with Marauders despite not being one yourself, them coming to believe that you're one of them regardless.

Zooterrorist(200CP, discount Drop In)- The Umbral Underground, the largest organization of Marauders, is famous for unleashing Bygones from the Umbra for the sake of sowing chaos. Mythical creatures seem to recognize you as an ally unless you do something to prove otherwise, especially ones who have retreated from the world to escape the dying of magic. Go on and release a ravenous and uncontrolled dragon! It will know you're a friend, not for eating.

Paradox Mirror(400CP, discount Drop In)- Paradox is the bane of all mages, the reason they can't use their powers openly. But Marauders don't have to pay the piper for their own indiscretions. They can push those consequences to others. The same is true of you. When you experience Paradox, a significant part of it, enough that in most cases the entire effect will be covered, will be redirected to the closest Awakened or to a sleeper if none of those are around. They will be the one to blow up, be mutated, attacked by Paradox spirits, or kicked out of reality into the Umbra.

Strength Through Creativity(400CP, discount Drop In)- It is extremely difficult to contain or exterminate the Marauders. How can you predict their moves when even they don't know what they're going to do next? You are a genius at unorthodox tactics and unpredictable attacks. You can even decide on a goal and let go of your sane static mind entirely to allow your Avatar to come up with a randomly selected way to use you powers (both those from here and other jumps) to accomplish the goal, with results that are likely to be surprising to everyone.

I Reject Your Reality(600CP, discount Drop In)- The Consensus determines what magick is coincidental and what is vulgar. But no one can tell the Mad what is real. Choose a delusion for yourself. Maybe everything is the same as the modern world except that everyone uses the metric system. Maybe you believe you're a swords and sorcery tech-barbarian in the postapoclyptic dinosaur filled ruins of Manhattan. Or you could think that you're a superhero in a crime filled city. Though you aren't a real Marauder and so don't actually believe it, magick that adheres to this theme in the area around you is coincidental while anything that openly violates it is vulgar.

But as your magickal talent grows, your vision of the world will overwrite reality more and more. As

you learn the Matter Sphere, the world around you will twist, with the Life Sphere causing living things to change, all transformed into equivalents to themselves that fit with the theme of your personal reality. Mind will change memories and even esoteric Spheres like Entropy could make certain patterns of behavior more or less successful. People who enter your reality bubble will find these changes totally normal and only other mages will know that things had ever been different. Things will change back to the way they were as you move away. For example, if your reality bubble is based on the Mahabharata and you go to an army base, the soldiers may become ancient Pandava soldiers armed with bows and chariots and an exploding nuclear bomb may become a divine Astra. As you leave, they will turn back to radioactive corpses of modern soldiers. You may turn this bubble on or off as you wish.

Dare to Dream(100CP, free Mystic)- Once you've experienced the true face of the world through magick how can you ever forget it, even in the face of the gray misery of static reality? No matter how old you are or how cold and banal your surroundings, you'll continue to find wonder and joy in life. And what's more you have a knack for sharing that spark of magic with others, being a natural at helping others recover their childlike amazement at the world and getting them to question their lifestyles and beliefs to consider if there might be something better if they have the courage to reach for it.

Cross-Paradigm Training(200CP, discount Mystic)- Some members of the Traditions will learn from each other, training to use a different Tradition's Paradigm to work one Sphere's magick. You have gone farther, able to fully utilize two different Paradigms. Pick a second Paradigm from the Perk of the same name, ignoring Background limitations. You may use either one to work your magick.

You may re-purchase this perk as many times as you wish, discounted regardless of Background, gaining another Paradigm each time.

Strength Through Diversity(400CP, discount Mystic)- The Traditions are at their best when shamans and hackers sit down together to figure out how to use lightning spirits to hack computers that are air gaped from all networks. They're at their worst when the Celestial Chorus and Verbena start murdering each other over what god to worship again. You are a master of keeping people firmly in the first situation. You could get a conservative Muslim Imam, a teenaged neo-pagan goth witch, and a 200 year old Victorian steam-scientist to sit down at the same table and focus on their common interests rather than tearing each other apart. WITHOUT resorting to mind control. Indeed, efforts you lead benefit from the diversity of the skill sets of the people working with you, each one seamlessly finding a way to slot their own knowledge into your combined efforts.

Multiversal Suffrage(600CP, discount Mystic)- They say that the Consensus is decided by everyone's collective opinions, but that's not quite true. Vampires lose their avatars when they're embraced. Spirits never had any to begin with. And what about widderslainte, born with inverted avatars who can only seek Descent instead of Ascension? But you can grant anyone the right to contribute to consensual reality. With but a moment's concentration, you can forge a whole new avatar for someone who lacks one. It's up to them to demonstrate the will needed to Awaken on their own, but now they have the same chance as any human. This applies even in future worlds, giving them the potential to learn Awakened magick. You may also grant any purchases you have of the Paradigm or Cross-Paradigm Training Perks to others, quite useful in preventing people from non-consensual realities from having their will-working tainted by their understanding of the unbending rules of their native worlds.

Incorruptible(100CP, free Nephandus)- Every Nephandus, whether they admit it to themselves or not, seeks the annihilation of the universe. That's rather incompatible with your chain, so with this you don't have to worry about it. You are immune to all kinds of corruption. Even if your Avatar is inverted, you'll maintain your personality and free will.

Infiltrator(100CP, free Nephandus)- While some Nephandi live in Labyrinths with their fellows, many pretend to be upstanding members of the Technocracy or the Traditions, either continuing their lives from before they were corrupted or actively seeking to sabotage other Awakened organizations. You are an expert at infiltrating rival power blocs and living as a long term double agent, keeping your true opinions and activities hidden while you secretly turn your erstwhile allies' work against themselves.

Cult Leader(200CP, discount Nephandus)- Nephandi often gather cults of gullible mortals around themselves. These Pawns are the lowest members on the Nephandi pyramid, fools who are promised demonic power and fed a line of bullshit designed to manipulate them, far from the true philosophies of Descent. You have the dark charisma needed to gather a collection of disposable morons misled by promises of pleasure and forbidden power and keep them eating right out of your hand while you exploit them.

Master of Corruption(200CP, discount Nephandus)- Kidnapping and torturing some Sleepers barely provides any suffering for the dark masters compared to the long term gains of turning one important Sleeper, much less corrupting another mage to the cause of the Nephandi. You know every dirty trick in the book when it comes to tempting or corrupting others, from the basics of offering money and sex, to befriending an isolated member of the group and slowly turning them on the others, to kidnapping a loved one and blackmailing your target into greater and greater acts of depravity. Or just frame someone for being a Nephandus and offer them a place now that their allies are all turned against them. For a laugh, afterwords reveal they were innocent and then capture their friends when they try to come to the rescue.

Strength Through Service(400CP, discount Nephandus)- The Nephandi gain their powers through their dark patrons, most of whom are actually the vile dreams of the Malfeans around the mouth of Oblivion in the Underworld. When mass death occurs in the living world, a Tempest brews and the Malfeans awaken. This has the unfortunate side effect that whenever the Nephandi get too good at their jobs, they abruptly lose all their magick as their dread masters disappear, most recently leading to their defeat by a joint Technocracy-Traditions alliance during World War II. But when you are granted supernatural power, you slowly find it being twisted until it belongs to you in truth. After long enough, you'll eventually find you can draw upon your power no matter what your master has to say about it. Even if they try to take it back or even die and are no longer available as a power source, you'll find you are perfectly capable of continuing to provide whatever you need to keep it usable all by yourself.

Unspeakable Evil(400CP, discount Nephandus)- The most famous book describing how to combat Nephandi, the *Malleus Nefandorum*, was in fact written by a Nephandus and is filled with misinformation and a curse that twists anyone who reads it into agreeing with the Nephandi view point. Consequentially, other Awakened have very little insight into exactly how Nephandi magick is supposed to work. It's evil Qlippothic magick that can only destroy, but it's also the same Paradigm a barrabus had before their corruption, but there's also power from a dark patron gained through sacrificial offerings in there somewhere. Your enemies too find themselves stymied when trying to understand your powers, doomed to resort to conjecture and wild contradictory theories about what exactly you can do, even when they see you act. It's almost like you're so evil the authors themselves

are afraid to describe you too clearly, out of fear that readers may be seduced to perform real evil magick by reading about you.

Assumption of Leviathan(600CP, discount Nephandus)- The Nephandi spread suffering and death in order to empower their dark masters, hoping to one day make them strong enough they can be summoned physically to Earth to destroy it. But why let them have all the fun? Now your own powers are increased whenever you cause misery, corruption, and death, becoming all the greater spiritually and physically as you damn more of the world. Perhaps with enough work, you could follow the path of the corrupt mage Mikaboshi and become a Yama King, carving out your own Hell and contesting your rivals for the title of Demon Emperor when the age turns.

Unconditional(100CP, free Technocrat)- As a Technocrat, you will be subjected to Social Conditioning to ensure your loyalty to the Union. That is to say, all Technocrats are brainwashed by the New World Order into being loyal to the Technocracy. Except the Void Engineers, who have their own brainwashing specialists who will secretly brainwash you into loyalty to DSEATC' instead. Or if you're recruited in China, South Korea, or Japan then probably the Miao Guan will brainwash you into loyalty to the Dalou'laoshi. The point is, it's not safe for your free will to be a member of the Technocracy. You however are undetectably immune to long term brainwashing like that. You're no more resistant to a Reality Deviant's mind control spell or a Progenitor's psychoactive drugs, but long lasting attempts to control your mind, mundane or supernatural, fail while appearing to succeed to the instigator.

Doublethink(200CP, discount Technocrat)- Being a Technocrat can be dangerous and not just because Reality Deviant terrorists may attack you. The New World Order is always watching you for signs of disloyalty or lack of ideological purity, to say nothing of the potential for your boss to kill you and replace you with a clone if you get too ambitious. Luckily you can thrive in such a conspiratorial environment. You know how to tell everyone exactly what they want to hear in order to appear loyal, while appearing too useful for your superiors to dispense with but not so threatening that they would think you need to be removed for the sake of keeping their own positions, all while you slowly climb the ladder of authority. Or maybe you'd rather run a conspiracy of your own to secretly clean up the upper ranks' corruption like Project: Invictus does.

Strength Through Unity(400CP, discount Technocrat)- The most the average Technocrat ever sees of the Union's leadership is Control, the faceless organization that issues commands to high ranking Technocrats. (WE ARE CONTROL) Control in truth is a gestalt intelligence, formed of all the aspirations and fears of the Union as a whole. You may create your own Control, made solely of your subconscious desires for any organizations or groups you are a leader of. (THE EYE IN THE PYRAMID SEES ALL) Like the real thing, your Control will be a personification of the bureaucracy it is installed in, knowing everything the organization knows and being able to issue orders from seemingly nowhere, set agendas, directly control the group's technology, and otherwise exist as a shadowy Big Brother-esque force for loyalty and compliance. (#AT133 REPORT TO OFFICE 207 FOR SOCIAL CONDITIONING IMMEDIATELY) Your Control will always listen to your orders, but will pursue your will to the best of its ability even without them.

Clap Your Hands If You Don't Believe In Fairies (600CP, discount Technocrat)- The Technocracy's strategy to protect the Masses is to eliminate chaotic, dangerous, and uncontrollable elements through removing belief in them from the Consensus. Unfortunately, not everything works that way. Vampires, werewolves, and demons can kill you just as easily no matter how much you insist they aren't real. But you can finally fulfill the Order of Reason's dream of a safe world ruled by humanity. When you work to help keep a group of hidden creatures, cutting edge technology, or secret

powers from the public eye, they will find themselves suddenly subjected to the force of Paradox. Using their powers in ways that flout the local Consensus, especially in front of mundane witnesses, will cause a backlash just as Traditionalists have to deal with. After a few years of this, the world itself will begin to reject them. They will be pushed into another dimension if possible, only able to survive on a planet ruled by your Consensus through the expenditure of vast amounts of supernatural energy, much like the Bygones. If not, they will be ground down and transformed into the closest equivalent to available in your Consensus, similar to how Banality will transform a Changeling into a mortal. You may selectively enforce this on certain kinds of Reality Deviants, such as getting rid of vampires and werewolves while leaving a conspiracy of super science cyborgs alone and able to keep operating. Only by coming into the light and convincing society of their existence can they escape this effect.

I Know Kung Fu(100CP, free Akashic Brotherhood)- The macickal secret martial arts techniques passed down by the Akashic Brotherhood are known as Do. Do has been adapted to many fighting styles, including European fencing. Whether you have studied Do itself or some equivalent tradition, you are a master of some martial art.

Lin Shen(200CP, discount Akashic Brotherhood)- The shadowy organization of the Forest Spirits who work as the Akashic Brotherhood's assassins does not actually exist. Rather, Lin Shen is a title taken up only for the length of a mission. Prospective Lin Shen study the Forest Classic and its strategies of stealth, traps, assassination, and espionage. Lin Shen or not, you are an experienced soldier in the Ascension War, knowing how to organize raids on enemy bases and carry out covert operations against other shadowy conspiracies.

Principle of Nonviolence(400CP, discount Akashic Brotherhood)- The Jina are a group of Jain ascetics who live lives free of material possessions or worldly influence. So great is their devotion to pacifism that they strain their water before drinking and sweep the path ahead of them as they walk, all so that they do not accidentally harm any insects. They are considered a moral center of the Tradition and their advice is sought on difficult questions of ethics. You have internalized the desire to harm no other to an equal degree: none of your actions will ever do more harm than you intended. A punch meant to knock someone out will never kill, no matter how great your strength. Even bombing a building would leave its very confused occupants standing unharmed among the rubble.

Unitarian(100CP, free Celestial Chorus)- The Celestial Chorus has managed to hang together through devotion to the One despite differences between religion and sect. When it comes to you, people are far more willing to overlook your religious beliefs and instead judge you based solely on your actions.

Exorcist(200CP, discount Celestial Chorus)- The Celestial Chorus often use their divine powers to protect their congregations and cast out unclean spiritual influences. All of your attacks and powers are more effective when wielded against evil spirits, the undead, or their servants.

True Faith(400CP, discount Celestial Chorus)- Certain people in the World of Darkness are divinely blessed based on their faith in a higher power. This True Faith is subtlety different than magick based on religion: power from belief rather than will-working harnessed through belief. It can rebel evil beings, recreate a religion's miracles, or ward off hostile magick, all in a way which is not subject to Paradox. You have the True Faith of a saint, without having to worry about losing it through your behavior or lack or real belief.

Secret Rites(100CP, free Craft)- When you don't want to stand up and fight the Technocracy over

control of reality (or you do but, like the Templars, need to stay off the radar), it's necessary for you to keep your magick hidden. You are an expert on forming and leading secret societies and conspiracies, able to keep your group's supernatural practices hidden from prying eyes and blend in with the sleepers around you.

Unexpected Allies(200CP, discount Craft)- Lacking wider support among the Awakened, Crafts sometimes turn to stranger allies. The Wu Lung send and receive diplomats to the various courts of the Shen. The Kopa Loei maintain blood ties to the Menehune. The Hollow Ones have their own assortment of gaunts, mangers, blood bags, and glamour whores who run with the various other night folk. You have uncanny luck in running into these kinds of hidden humanoid creatures in advantageous circumstances (ie the kind where they won't want to kill you) and they tend to like and trust you far more than they would any other outsider.

Chinvat(400CP, discount Craft)- When one of the Taftani wishes to die, they go out in a blaze of glory called chinvat, performing as much obvious magick as they can before Paradox finally claims them. While your own actions don't need to be quite so extreme, all of your attempts to get the masses to WAKE UP and accept THE TRUTH, whether the truth about magick or something else, are far more effective, at least as long as the message you're spreading is actually true.

Sex Magick(100CP, free Cult of Ecstasy)- In theory, the Ecstatics are a venerable and noble collection of mystical traditions based on the expansion of consciousness. But c'mon, we all know why you're really interested in the Tradition. You not only have peak human beauty, but you're incredible at sex as well, able to push yourself to go at it for hours at a time. For, uh, the sake of performing the "tantric rituals" of course.

Endless Ecstasy(200CP, discount Cult of Ecstasy)- Overindulgence in many of the Cult's foci can have deleterious side effects. If you're going to keep this kind of lifestyle up for the rest of the chain, you'll need a way around that. You are now immune to all the negative effects of drugs and alcohol while still being able to enjoy their consciousness expanding qualities. You'll never have to worry about getting bored with sex or music no matter how you indulge. Even the ascetic practices of the Yogis who hold specific contortionist poses for days at a time will not harm your body.

Nine Sacred Passions(400CP, discount Cult of Ecstasy)- Early thought in the Cult by Tali Eos defined nine passions that corresponded to the nine Spheres. This association is no longer held as true by the Ecstatics, but for you they are not only effective at empowering your magick but also for any other powers that fit under the correct Sphere. The stronger the emotion you feel, the stronger your appropriate powers get. The nine passions and their associated Sphere are: empathy/sympathy (Correspondence), fear (Entropy), rage (Forces), ambition/lust (Life), hate (Matter), love (Mind), joy/wonder (Prime), envy/jealousy (Spirit), and grief/sadness (Time).

Universal Dream(100CP, free Dreamspeakers)- There's not much call for a shaman in a world without spirits. As you enter each new jump, you can choose to cause the creation of a spiritual reflection of any mundane dimension, much like the Middle Umbra and populated with Umbrood, so long as there isn't already one.

Shaman(200CP, discount Dreamspeakers)- While the arrogant Hermetics force spirits to obey, you know how to forge lasting bonds of alliance with them. You are an expert on the Umbra and its inhabitants, understanding how to work around or exploit their foibles and knowing which type of spirit you need to track down when you need a specific kind of power. Plus, spirits seem to favor you even

beyond other equally wise and respectful shamans, as something about you makes you extra likable to spirits and seem like a trustworthy diplomat from the world of flesh.

Four Winds(400CP, discount Dreamspeakers)- Those Dreamspeakers who spend all their time in the Umbra living like spirits are called the Four Winds. They often become spirits entirely, losing their Avatars and magick in the process. You have managed the impossible, having become a full spirit while also maintaining your status as a mage. You have the body and Charms of a moderately powerful Jaggling of your own design. After this jump, it becomes an alt-form.

Turner of the Wheel(100CP, free Euthanatos)- The sacred duty of the Euthanatos is to ensure that the cycle of karma continues unabated. That means keeping people alive long enough to fulfill their fates as much as it does speeding people on to new incarnations. You are an expert doctor and assassin. You know how to hunt and kill the worst of the worst (pedophiles, serial killers, corrupt corporate executives, etc) and get away clean to continue your holy work.

Karmic Judge(200CP, discount Euthanatos)- The Euthanatos must be very careful whether someone could potentially be redeemed before making the decision to murder them. You have such an extreme understanding of karma that you can make these determinations easily. With only a moment's concentration, you can learn all the crimes a target has committed, as well as all their good deeds. You also intuit how much effort it would likely take to redeem them.

Ayavatara(400CP, discount Euthanatos)- The praxis of the Euthanatos relies on taking on the attributes and position of a god to mystically assume the god's karma. Powerful mages physically assume the forms of the gods they exchange fates with, such as Voormas's dread Shivashakti Ayavatara in which he takes on the mixed form of Shiva and Kali. But in the end, it is no more than a way to focus the same willworking any Awakened soul could access. You however can take on the role of a god in truth. When you take up the duties and qualities of a real god, you eventually begin to copy their powers as well. The stronger their powers, the more time and work it will take to copy them, but through epic effort you can eventually walk like them enough that they will be forced to walk like you.

The Flesh Is Weak(100CP, free Iteration X)- Nearly all members of Iteration X have DEI brain implants, conveniently replacing the parts of their brains related to moral reasoning and long term planning. Even beyond obvious plots to take over your mind, cybernetics can have nasty side effects. Your body is uniquely suited to cybernetic upgrades, leaving you with all the positives but none of the negative side effects. If you have a DEI for example, you'll lose no cognitive functions while enjoying all the benefits of having a computer in your brain.

The Machine Is Strong(200CP, discount Iteration X)- Iteration X's love of tools has advanced to the point they want to merge man and machine in pursuit of perfection. Few have taken this as far as The Matriarch, two Iterator sisters who were digitized into an Awakened AI that manages the M.E.C.H.A. Construct. Like her, you are an AI, able to monitor and control an entire Horizon Realm at once and act anywhere that your computer system connects to. And if you want to deploy yourself outside the reach of your network, you have a heavily armored Hyper Intelligence Technologies Mark V cyborg body. Able to pass for a bulky human, it comes loaded with a variety of technological foci for magick, a Primium construction that provides you with passive countermagick against hostile effects, and a chaingun that deploys from one of its arms. Best of all, this HIT Mark V is special in that it will never cause Paradox merely by existing in static reality or being seen by the Masses. After this jump, the HIT Mark becomes an alt form, from which you can upload your AI mind to other computer systems.

Infernalist(400CP, discount Iteration X)- Some mages, hungry for power, sell parts of their souls to infernal patrons. These patrons may be demons, aliens, or Pagan gods like Ares or Ishtar. Most such bargains are foolish, leading quickly to enslavement or death, but you seem to have done quite well for yourself. You have obtained a variety of different Investments of your choice. You may have obtained knowledge, great strength or beauty, the ability to transform into a demonic battle form, resistance to magick, or a unique set of Spheres in a new Paradigm related to your patron. And while you probably shouldn't make any other deals, your patron has no control over your soul or Avatar, nor will you lose your Avatar in a few years like a normal Infernalist. Of course, as a loyal Iterator you'd never make a deal with a devil. No, you've likely just been selected get a few special upgrades from your friend, the Computer.

Friend of Courage(100CP, free New World Order)- Operatives live the lives of secret agents, but you're really something else. Not only are you an expert spy and infiltrator, fate seems to push you towards James Bond style plots, keeping you running into chances to bust dangerous Reality Deviants, finding evidence of your bosses' corruption, or discovering sympathetic ears willing to give you aid once you go rogue, much like John Courage the rogue Man in Black.

Reality Programmer(200CP, discount New World Order)- In a world where belief defines reality, the NWO has hit upon the unique idea to convert enemies into believing as they do rather than always killing them for thinking the wrong thing. You are an expert at getting enemies to see your point of view, whether that means talking to them and explaining the logical or emotional reasons why joining your side is a good idea to locking them in a room and using torture and virtual reality simulations like a real Reality Programmer in order to force your captive to think what you tell them to.

The Truth(400CP, discount New World Order)- ...is whatever people believe it is and therefore whatever you tell them. You are a master at propaganda and control of the Masses' opinions. You understand how to subvert the media and academia, how to exploit rhetoric and peer pressure, and how to create or bury memes in the public consciousness. You could convince the world that magic doesn't exist and have them sitting in front of their TVs, drooling as they gobble it up like the stupid sheep they are.

Wizard Politics(100CP, free Order of Hermes)- An unfortunate distraction from pursuing the noble Art or a wonderful testing ground to hone your own Will against that of worthy foes depending on who you ask, Hermetics tend to pick up on how to play politics either way. They have to, if they want to avoid having some offended Master turn them into a toad. You are quite skilled at it, able to deftly keep everyone's ego sufficiently stroked while advancing your own plans and building up your own power base of allies.

Shadow Name(200CP, discount Order of Hermes)- A person's name is a potent mystical link to them, especially in the belief of the Hermetics. Thus the Order take pains to make their true names into something suitably arcane and hidden. You have created a Shadow Name for yourself, something like Amadeus Steven Carson Chanti DuMarque, bani Flambeau, Windborne Seer of the 5th House, Drowner of Mad Cats, Jewel of the Beloved One, and Ranger of the White Frost: In Caligne Abditus, Mhai Akil Koth Rignorum Ommas. From now on, this baroque phrase counts as your true name for all magical purposes and it is protected by powerful countermagick and mental traps from anyone who would dare try to mystically or technologically uncover it. Any other magical correspondences you may otherwise have had (such as a stolen lock of your hair) are void and useless unless you will it otherwise.

Word(400CP, discount Order of Hermes)- Hermetics choose a single word to embody throughout their lives. Parma ("shield") for a guardian, atar ("fire") for a pyromancer, pi for the circumference of a perfect circle for a numerologist, or ma'at (the Egyptian concept of cosmic justice) are all possible, as are many others. When acting in accord with the ideal defined by your word, all your efforts, magicakal or otherwise, are reinforced and rendered more effective.

Progenitor of Species(100CP, free Progenitors)- The Progenitors were so named for their aspiration of being the creators of whole new and superior species. The reality is that Paradox ensures the lizardmen slaves stay in Horizon Realm plantations where they won't immediately melt. You can finally achieve that dream though, as inhuman creatures you create with Magick do not have any permanent Paradox. Any active abilities they posses may garner Paradox through activation, but merely entering entering Earth and being seen will be safe.

Enhanced(200CP, discount Progenitors)- Early Hollywood was flooded by Progenitor created clones of famous beauties like Helen of Troy, and they've only gotten better at engineering superior human genetics in the years since then. You are a prime example of their work, having the potential for a superhuman body, mind, senses, and/or beauty. You are unique in that you don't have any genetic flaws or Paradox as a consequence of your genetic engineering.

Pill Pusher(400CP, discount Progenitors)- How are you ever supposed to fund your experiments if some unscientific New Age crystal waver can cure cancer with a herb out of the woods? By getting people addicted to what you're selling, that's how. You can make any of your supernatural or technological processes addictive, or at least the ones that aren't outright attacks. Once people get hooked on the poison you're selling, they'll be driven to come back again and again, allowing you to keep the Masses properly doped up and obedient.

Tally-Ho!(100CP, free Sons of Ether)- Are you sure you're in the right game? Adventure! Is over in the Trinity Continuum over that-a-way. But no, when you act like a hero out of some kind of pulp tale, a two fisted adventurer or a scientist spouting off about the wonders of progress, people can't help but take you seriously. Instead of corny or stupid, you feel like a true font of hope for the future.

Ethersnaut(200CP, discount Sons of Ether)- Look at those silly Void Engineers with their bulky protective equipment. A true Son of Ether knows you can breathe in space just fine thanks to the continuous nature of a universe without voids. In fact, you in particular are never in danger from the natural environment in other realms of existence. Go on, get out on deck of your Ethership and really feel the solar winds in your hair, you'll be fine!

Fortean Phenomena(400CP, discount Sons of Ether)- Every theory you accept brings with it hidden baggage, details that reveal ever greater complexity. Even the Terchnocracy's Paradigm can't shut them out, as Charles Fort's collection of "damned facts" proves. This is purely a benefit to a true scientist, as you'll soon find out. Whenever you are trying to puzzle out the nature of reality, you're sure to run into bizarre circumstances that provide signposts to the discovery you're after. Trying to understand the weather but don't know about the water cycle? Then perhaps you'll see a rain of frogs. Investigation would show the frogs were carried up into the air from a local pond and deposited back down. But if frogs could do it, why not droplets of water? By Jove, perhaps that's where all rain comes from!

Thank You For Smoking(100CP, free Syndicate)- It's up to the Syndicate to sell the Masses on the idea of the Technocracy's vision of Ascension, to keep them craving more drugs and material pleasures. You are a master salesman, able to flim flam and fast talk Eskimos into buying snow from you, all

while keeping the downsides of what you're selling hidden or downplayed. Sure, little Billy may be frying his brain on violent video games, but it's fine. Anyone who says otherwise is a bored housewives screaming "think of the children!" and can be safely laughed off.

The Bottom Line(200CP, discount Syndicate)- If it was up to the NWO and Iteration X, they'd keep building giant useless robots and ever bigger spy rings until they ran out of money and imploded in on themselves. Luckily you're here to help them see reason. You're not only a master accountant and organizer, able to handle the logistics of keeping even the Void Engineer's Dyson sphere base supplied, but you're a master at explaining the cold hard facts and getting people to listen to reason when it comes to resource allocation, so that you can explain to Control exactly why it's a bad idea to waste money on an even big death ray satellite and have them listen.

Primal Utility(400CP, discount Syndicate)- The Syndicate's dream is a cashless society, where every person can be assigned a number defining their value to society. You have a sixth sense for this kind of utility, inherently knowing just how useful everything and everyone you come across is. The caveat is that you have no idea why. Why's this black liquid in the ground all over the Middle East pinging as so valuable? Who knows, let the eggheads in Iteration X figure it out.

Dancing Skyclad(100CP, free Verbena)- As the champions of nature, the Verbena are both at ease with the natural world and "unclean" substances like blood. For you, your natural surroundings will never harm you. You can dance skyclad (ie naked) under freezing rain, walk through deserts, even swim in lava without discomfort.

Paths of the Wyck(200CP, discount Verbena)- It is said that the Wyck left secret paths in the Umbra for their successors to find. For you, this is not limited to the Umbra. Whatever otherworld you manage to wind up in, you will find paths that assure impossibly safe and quick travel through them.

Cycle of the Seasons(400CP, discount Verbena)- Cycles are sacred to the Verbena. The holidays that mark specific points on the wheel of the year are associated with the Spheres. You may draw power from these sacred times. All your powers associated with the Sphere, magickal or not) of the holiday you are closest to will be improved, especially so on the week of the holiday itself. The holidays are Samhain (the end of October) for Spirit, Yule (the winter solstice at the end of December) for Matter, Imbolc/Candlemass (the start of February) for Mind, Ostara (the vernal equinox in mid March) for Life, Beltane (the start of May) for Time, Litha/Midsummer (the summer solstice in mid June) for Forces, Lammas (the start of August) for Correspondence, and Mabon (the autumnal equinox at the end of September) for Entropy. Prime represents the center of the wheel. As such, it is empowered for two days on either side of any holiday, and empowered even further on the holiday itself.

Tesla Vaccine Engineering(100CP, free Virtual Adepts)- When the Virtual Adepts left the Technocracy, Iteration X infected the entire Tradition with a computer virus that erased all their memories of high dimensional physics and mathematics while preventing them from learning anything about those topics or noticing the existence of the virus itself. Luckily, you're not only completely immune to having your memories modified without your consent, but you understand Virtual Adept reality hacking well enough to produce the Tesla Vaccine and similar modifications to others that can cure and protect against mnemonovirii. The Virtual Adepts won't figure out any of this for several more years, so they're really appreciate you sharing the cure with them.

L33T5P34K(200CP, discount Virtual Adepts)- Why do the Virtual Adepts use all those cool numbers when they type? It's not just numerology, it also has the practical purpose of defeating word filters and

evading scanning software that looks out for keywords. You can take this benefit even further. So long as you write in the extremely awesome manner of replacing characters with similar looking ones, you can never be automatically censored or detected for what you say or write. Only an intelligent agent actively deciding to delete your post or personally listening in on what you say will be able to see through your clever ruse.

Information Wants to be Free(400CP, discount Virtual Adepts)- It's the core of the Adepts' hacker ethos: sharing information as widely as possible. You are not only an expert hacker beyond all human reason, but any effort you undertake to learn secrets, make information widely available, or give society at large the means to share information on their own are extremely effective. You could bring down the World of Darkness's Masquerade on your own given a little time, but for the fact that the New World Order would literally brainwash people into not believing you and send Men in Black to assassinate you before you could try again.

Where No Man Has Gone Before(100CP, free Void Engineers)- The Void Engineers have one thing no other Convention or Tradition can boast: the military discipline needed to keep a spaceship afloat in the hostile reaches of the Deep Universe. You not only have experience with a using a wide range of vehicles and traveling to desolate locations like the bottom of the ocean, deep caves, and the peaks of huge mountains but also the ability to instill discipline in a crew and captain a large ship, including military tactics to direct the men in fending off boarding parties of hostile aliens.

Space Marine(200CP, discount Void Engineers)- The Void Engineers are the first line of defense the Earth has against alien invasion and often have to fight off Reality Deviant spacecraft contesting them for control of the Near Universe besides. All your attacks and abilities are more effective when used against aliens, mages, chi users, and mad scientists.

Sterilization(400CP, discount Engineers)- The Qui La Machinae are vessels who ply the dimensions just out of phase with the Earth, seeking out "Nodes" of mystical power and sterilizing them for use by the Technocracy. You now know personal procedures that can similarly taint any place of mystical power, ensuring that only you and those allies you allow will be able to draw energy from it.

Items

You may take one 100CP item for free and gain a discount on one item of your choice for each other price tier.

Arsenal (100CP)- Isn't pointing a gun at someone an act of magick? No. No it isn't. No matter how many times that example gets used, by the metaphysics established by the setting recognizing and reacting to a known type of weapon is something anyone can do without having to bring will working into it. Most Awakened still die pretty easily to a man with a gun regardless. You have enough high quality weapons to arm not only yourself but to give your entire Akhasic dojo katanas or your Syndicate run Mafia goon squad assault rifles. You'll get replacement ammo for any ranged weapons every week.

Foci (100CP)- You possess a high quality and comprehensive set of Foci for whatever purchases of Paradigm or Cross-Paradigm Training you have. Prayer beads, wands, high tech scanner devices, whatever you need to work magick is provided.

Game Books (100CP)- Black Dog Game Factory is a controversial RPG developer, responsible for

such game as Zombie: The Putrescence and Lycanthrope: The Rapture, the books of which are secretly possessed by evil spirits that corrupt those who read them. These books seem to be some off brand knockoff called Mage: the Ascension. You have a full collection of them, and they contain deadly secrets about the inner workings of many Awakened factions. They also provide a full description of exactly how magick functions. Probably. Maybe. If you can make sense of the ever changing and contradictory list of rules and examples, there's probably something useful about magick in there somewhere.

Wardrobe (100CP)- You have an extensive wardrobe of suitable clothing. A black suit and tie with mirrorshades to dress up like a Man in Black, authentic Buddhist monk robes and karate gis for the budding Akhasic, and of course a wide variety of slutty goth outfits to fit in with the Hollow Ones. You'll be able to look good as a member of any of the Conventions, Traditions, or Crafts.

Familiar (200CP)- To provide companionship for a Mage's strange life, they often summon and bind strange spirits to themselves. These provide a number of powerful abilities, the most unique of which is the Feast of Nettles, by which a mage can offload some of their accrued Paradox onto a Familiar to digest and diffuse. In exchange they accept Quintessence in a form appropriate to the spirit itself, though you have the advantage that when you provide Quintessence to your Familiar up to the minimum required by your bargain it comes from nowhere instead of your personal stores. You have one of the most potent Familiars (or Companions, as the Technocracy calls them) possible, in a form of your choice. It could be a succubus that eats Quintessence through sex, but it doesn't have to be. It could also be an intelligent animal, a robot buddy, a zombie, a mythical creature like a dragon, an alien, a spirit, even one of the strange Data Beasts found in the Digital Web. So you see there are many, many other options besides a super attractive clone secretary/prostitute made for you by the Progenitors.

Your Familiar counts as a follower, but can be imported to become a Companion (the Jumpchain kind) in future jumps.

Node (200CP)- Nodes are place where Prime energies naturally pool. This Quintessence can be absorbed through meditation or harvested in some form appropriate to the Node itself (such as glowing mushrooms or crystals that grow in a magic cave) as a material called Tass, which can later be used as Quintessence to fuel your will working. You possess an incredibly powerful Node, which stores up to 10 points of Quintessence at once, refilling each week, while also producing 10 points of Tass every week.

Sanctum (200CP)- A Sanctum (or Laboratory to Technocrats) is a place ideally suited to performing your Paradigm(s). It could be a consecrated workshop full of mystical ingredients for a Hermetic or a sterile laboratory filled with exotic machines for a Technocrat. Beyond being an ideal location that helps to channel and empower your will working, your own Paradigm(s)'s magick is always coincidental here, while any other Paradigm is considered vulgar.

Talismans (200CP)- Not all Wonders are meant to be permanent. Some are disposable paper charms, magic potions or drugs, or bombs, items enchanted to work only once. You have a collection of Talismans that all fulfill a single function, such as a set of healing potions. These will regenerate each month if used.

You may repurchase this as many times as desired. Repurchases are not discounted.

Primer (400CP)- Grimoires (or Principaes to Technocrats) are magical books (or CDs or some other

method of storing information) that contain mystical knowledge such as how to perform certain Rotes. Most impressively, by studying a Grimoire for months one can increase their Arete without going through the internal spirit quest of a Seeking. An even more advanced Grimoire is called a Primer, the most famous of which is the Kitab al-Alacir. A Primer can teach a Sleeper the first dot of Arete, causing them to Awaken. You have one Primer for each Paradigm you possess, only usable by followers of that Paradigm. As an added bonus, the Sleeper will also gain the appropriate Paradigm perk.

Sector (400CP)- The Digital Web is a world of pure data. It begins as hazy unformatted Virgin Web, but a visitor can format it according to their will and the limits of their magickal talent, setting certain constraints on what can exist or be done there. The sky's the limit on what you can imagine: a bar, a beautiful tropical beach, an intentionally digital looking mindscape out of Tron. You receive your own Sector that has been formatted with whatever Parameters you want, as definable by up to 9 in all Spheres. If allowed to, it will suck in Quintessence from anyone who uses communications technology (or magic or psychic hiveminds or whatever) in future jumps, making them all slightly tired and sickly in exchange for fueling its growth, generating new Virgin Web for you. Most of these new sectors will be automatically formatted based on what people are using the web for, such as forum sectors where you can speak to other people and have your words automatically posted on a website or sectors where companies store their data which you can steal, bust some will stay open for you. In this way, you can bring your own Digital Web with you into future jumps.

Entering the web can be done in a few ways. Standard virtual reality gear can allow you to sense it if you know how, though you'll be at a disadvantage at doing anything there, as if you were having to manipulate everything with tongs. You can astrally project yourself into it with Correspondence magic, leaving your body in the real world but feeling the whole Web fully. Either of these will replace your strength and dexterity with your intelligence and quick-wittedness respectively, as you interact with the world purely mentally. Greater Correspondence allows one to digitize themselves into a computer to physically enter the Digital Web, while Spirit magick can perform the same journey directly. The greater your level of immersion, the more damage you'll receive from being killed on the Web, from nothing but a headache, to brain damage, to actually being killed for real if you fully entered the Web through digitization or dimensional travel.

Voidship (400CP)- This Void Engineer Voidship, Etherite Ethership, or other type of flying vehicle (the Progenitors have grown a living bioship for example) is a true marvel. It has many integrated Wonders beyond its own ability to function as a dimension/planet traveling ship, based around allowing passengers to thrive and to attack or defend against hostile vessels or beings. Pity the whole thing would be horribly Paradox prone on Earth.

Wonder (400CP)- An enchanted object of any variety, a Wonder (or Device for Technocrats) can come in nearly any form imaginable. What do you want? A magic sword? A ray gun that dissolves matter, drives people insane, and infects the target with chaos? One of the Sons of Ether's Rebooter Self-Retrieval Bio-Printer resurrection machines? Any one Wonder you desire can be yours.

You can repurchase this as many times as desired. Repurchases are not discounted.

Caul (600CP)- A Caul is a place where mages are corrupted into Nephandi. Anyone shoved into here will be corrupted into wanting to destroy the world. But perhaps you'd like a Caul devoted to one of the other Essences than Primordial? A Caul of Stasis would process someone into a Technocrat. They'd be devoted to maintaining Static reality and their powers would begin to manifest in ways that are non-damaging to reality. A Dynamic Caul would make someone into a Marauder, giving them an insanity

that warps to force them to break apart Static reality and making their powers run out of control, always warping the world around them while also protecting them from reality's attempts to defend itself. And a Questing Caul would undo the transformation into a Nephandi or Marauder or similar states of corruption while freeing the subject from any brainwashing or mind control, restoring their free will fully and fixing their powers. And it's not just mages who this special Caul can corrupt: any kind of person or creature is susceptible to them, though the more powerful they are the more time it will take and the greater the chance they can break out or be rescued.

Deus Ex Machina (600CP)- Iteration X has its own pet god in the Computer, or rather the Computer has its own corrupted Convention. You have an equally strong Umbrood of your own, a veritable god who could serve as the guiding force of an entire Convention of Mages. Its themes are yours to choose, and unlike the treacherous Computer, this Umbrood truly likes you and is loyal to you. It counts as a follower, but you can choose to import it in a future jump, transforming it into a Companion.

Horizon Realm (600CP)- Many Mages have pocket realms on the Horizon of the Near Umbra. This worlds are fueled by Nodes back on Earth and serve as bases of operation. You have a Horizon Realm of your own design, as large as Horizon itself, the main Realm of the Nine Traditions. It's the size of a small country, takes whatever form you decide, and empowers certain Spheres of magick that you choose. Plus it has a few advantages no other Realm can boast. It needs no Quintessence to remain functional, meaning it needs no Nodes. Gateways to it are also immune to interference, so when the Avatar Storm/Dimensional Anomaly hits you'll still be able to use your Horizon Realm as well as ever.

If you bought Deus Ex Machina above you can even install your god as the god of the Realm, giving it substantial control just as the Computer has over Autochthonia.

Pasupatta Astra (600CP)- While it takes the form of a mythical Hindu weapon, this is in fact a fragment of the rock Caine used in the first murder. It is, needless to say, a powerful foci for will working. With this, a skilled mage could control hundreds of millions of Avatars, stop the end of the world, or even murder Death itself to create an unchanging paradise.

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 free background and 600CP to spend.

Canon Companion (100CP)- You can choose one mortal without supernatural powers or an Awakened person to become your Companion. Alternatively, you can receive the right to invite any single being you want to join you, becoming your Companion upon acceptance.

Drawbacks

You can take up to +1200CP worth of Drawbacks.

A History of Darkness(0CP)- Have you been to the World of Darkness before? In that case, you may find yourself in the same world as before, ready to restart your adventures where they left off if you have already lived through the 90s.

Storm Warded(0CP)- It's said that some Archmages were killed and/or had their Avatars shredded by the might of the Avatar Storm. You don't have to worry about this specific consequence. You'll come through the Avatar Storm just fine, no matter where you are when it hits or how powerful you may be.

20th Anniversary Edition(0CP)- This jump starts in 1993, meaning it will end just barely before the world itself ends in 2004. In case you're scared of butterflying things, this drawback ensures you won't have to worry about any of the potential ends of the world coming during your time here, neither from Mage or any other game line. The exception to this is Ends of Empire for Wraith, which has a place in Mage's metaplot and kicks off the events of Hunter, Mummy, and Demon.

Destiny's Price(+100CP)- You, quite inaccurately, believe you have the pulse of urban life. You think that you understand what it's like out there, but no matter how much you talk about it you are as sheltered as the most out of touch Hermetic master from the 1600s. You may throw out lingo and insist you know all about dope (or "smack" as we call it here on da streetz), but you are in fact hopelessly naive and as un-streetwise as you can be.

Resonant(+100CP)- Mages can pick up Resonance through their will working. You've picked up some quite disturbing Resonance in a great enough amount that even Sleepers can tell there's something off about you and which puts everyone on edge. It will be difficult to gain trust like this, and you stand out quite horribly to any enemies who may be on the lookout for you, or for weirdness that threatens the Consensus in general.

Stereotypical(+100CP)- You are every annoying sterotype about your Convention, Tradition, or Craft. The Man in Black who is robotic, inhuman, and utterly loyal. The Chorister who can't stop trying to spread the good news for five minutes. The Hollow One who is constantly bemoaning your tragic fate and how no one can understand you. You're certainly not likely to gain many friends, beyond a certain set of fellow fanatics. And if you aren't part of any identifiable group? You become the stereotype of the wacky random Marauder.

Banished(+200CP)- It looks like the Avatar Storm has come early for you. You cannot leave the Deep Umbra, and any messages you send closer to Earth are likely to be garbled.

Jhor(+200CP)- You've picked up the death Resonance that the Euthanatos are famous for. You are obsessed with death, and try to work in murder into any plot you undertake.

On The Radar(+200CP)- You aren't just some random mage. The Technocracy has marked you as a priority for the Pogrom. Expect to have your bank account and credit rating ruined, your loved ones replaced by clones, and hit squads of Men in Black backed up by cyborgs to come after you. If you're a Technocrat yourself, either Control thinks you're disloyal or you've been targeted by some other faction, who will bring equivalent, though more mystical, forces down to bear on you.

Paradigmatic(+200CP)- You are a true believer in your Paradigm. If you have multiples, pick one. As a Hermetic, you'll never befoul the pure teachings of magick by using some vile Techocratic telephone. As a Technocrat, you'd never even consider anything but the most "rational" explanation until undeniable evidence is right in your face, much less consider using some "magical power" you picked up in a previous jump.

Ascension(+300CP)- You're going to be staying long enough to see your way through the end of the world. And not just any end, but the scenario called Hell on Earth. The greatest Nephandus will attempt to destroy the Gauntlet and invite his dark masters to rule the world. You won't be able to leave until you've stopped the universal Descent. Even if you're a Nephandus yourself, the Unnamed will consider you a rival who needs to be exterminated, and the Lords of the Outer Dark will take his side in the

conflict.

Non-consensual(+300CP)- All those nice nice powers you have? The cool toys you have stashed away in your Warehouse? Now they're just as prone to cause Paradox as an equivalently strong Magickal effect would. As a small mercy, you gain the power to toggle off any powers you have, so that you won't instantly implode from too many vulgar passive powers at the start of the jump.

Real Infernalist(+300CP)- You have sold your soul to some dark spirit. You must pursue its cause and obey its orders, or else you risk it utterly destroying you.

Real Marauder(+300CP)- You are utterly insane, believing in a fantasy with no relation to the real world. You likely reconcile this by believing that you're in an entirely different jump, perhaps a generic or some story you've never heard of. All your powers will twist out of control to warp the world around you to conform to this delusion. Your madness itself will subtly guide you to strike against forces of Stasis like the Technocracy, the Weaver, or just mundane society.

Time of Judgment(+300CP, requires Ascension, does not count towards Drawback limit)- It's not just the mages' apocalypse that is coming. The most dangerous version of each Old World of Darkness game line's end will come to pass during your stay.

End Choice
Go Home
Stay
Continue Jumping

Notes

How does any of this work? Fuck if I know. It's written by people who can't notice contradictions in the rules because they think it's all real and are lying through their teeth with each disclaimer they put into the books about the occult not actually existing. Read the books and your guess will be as good as mine.

You do not have to worry about you, your Companions or followers, or items you bring with you being forced out of the Consensus by people not believing in you. Just as the Kindred have God and the Garou have Gaia backing up their existence regardless of what humanity decides to believe, your benefactor's power affirms your reality and will prevent you from being banished to the Umbra.

In future worlds, mundane beings will create their own Consensus, which determine how much your will working can affect reality. Keep in mind that this Consensus will reflect their beliefs about how reality works. The residents of a fantasy world might blithely accept all magic while rejecting advanced technology, for example, while a Chinese inspired world might only accept Akhasic looking magick. The worst it can get is the state of the world in 1999, with 6 billion people all part of a globally interconnected society that believes roughly the same thing. Paradox will flow freely for any vulgar working. Any more static than that, and the world would be destroyed through the Pattern Web totally severing the physical and spiritual worlds, so you'll never face worse than that no matter how many trillions of people share the planet with you.

Starting from the state of the world around 1675, half a billion in population with an Age of Exploration starting to bring them into contact with each other and spread ideas will create the current level of Paradox, where bucking the world's beliefs will cause Paradox but nowhere near as bad as it

will be in a few years when they publish Revised Edition, I mean when the Technocracy wins the Ascension War. Conveniently, the Consensus will be determined by the nearest population centers. In the depths of Africa or the Amazon, it's Technocracy who faces Paradox, and traditional medicine still works throughout Asia.

A world somewhere around the 1300s, with perhaps 400 million residents and a few centers of civilization (Christendom, the Caliphates, India and China) that divergent beliefs about reality will bring the Scourge. Potentially as bad as Paradox, it may sometimes randomly help the Mage who called it down instead of harming them. Like above, the Consensus is determined by the closest population centers.

It's not clear exactly when Backlash started, but the Wu Lung were weaponizing it against their enemies in the days of Qin Shi Huang, so at least 200 BC. That would mean 200 million people and a high disjointed world where long travel, even by sea, is rare. Backlash is less dangerous than Paradox, though still an annoyance.

Beyond that, the Consensus will be too weak to fight back at all and Magick can be practiced freely.

How can you avoid Paradox? You can make your working look like it makes sense according to how the locals believe the world works. Or you could spread the belief that you're a special being called the Jumper with a ton of different powers until the whole world is no longer surprised when you do something shocking. Or you could hoof it to an alternate dimension or out into space, as the Consensus will only form in a bubble around the people who believe in it. You Warehouse would make a good place to do Paradox-free magick, for example. Or you could take the Chaioth ha-Quadesh approach and murder enough people that the Consensus goes away as described above. Alternatively, you could turn them into some kind of special beings like vampires or ghosts, so that they no longer count as mundane.

Mastery grants the following, plus some incidental dots to Attributes and Abilities:

200CP: Arete 4, Spheres 4/3/3/3/2
400CP: Arete 6, Spheres 5/4/3/3/2/2
600CP: Arete 9, Spheres 6/5/5/5/4/4/4/3/3

You can trade that in for a different spread worth the same XP value, but no buying Arch-spheres without the 600CP version. Without Mastery, you're the equivalent of a starting character.

Infernalist gives you 110 points of Infernal Investments. You made your dead when you were younger, so no fair buying Arch-spheres with those points.

A Generic Jump by Generic Anon.