

Mummy: The Resurrection Jump

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Welcome back to the Lands of the Living

In the year 2001 a great storm hit the Underworld, the Dja-Akh, which ravaged everything. Old orders which had stood for thousands of years were torn asunder and cast to the screaming winds of the Tempest. Among them was the Egyptian city, an island of stability in the shifting and labyrinthine hellscape of the dead, called 'Amenti.'

Glorious Amenti, where millions of ancient Egyptian souls hid from the worst of the storms that wracked the Underworld, or the forces of Apophis (Oblivion) and the many empires of the Dead could not subjugate them. It was also where the Undying, the Shemsu-Heru, existed when they died so they could gather energy for their miraculous Resurrections.

A Mage of the World of Darkness might call their miracle ‘Static Rebirth’ or something equally demeaning, given that it removes the subject from the wheel of reincarnation and instead grants them eternal existence in a cycle of ‘Live, Die, Repeat’ ad infinitum. But to a Mummy it is simply how things are.

Mummies are creatures of Balance, following the dictates of Ma’at as they try to bring that balance back to the world. Sadly? This world is so out of balance in favor of darkness and evil that such a task seems sisyphean in nature. Not only must they toil constantly through their lives, but now even their deaths are not exactly a vacation. Every death, they must answer for their sins against Ma’at, weighing their heart against the feather once again before the Judges of the Dead before being allowed to return.

For you? Well, you’ve got options at least. And the knowledge that you’ll only be here for a short while. Comparatively speaking.

You will be joining the Amenti, the newly renamed Undying immortals after the Dja-Akh’s terrible destruction. You will be a joint being created from an ancient Egyptian ghost and a modern soul. Like all Amenti, you are bound to the Web of Faith, a series of important points in the Middle East that defines the borders of Ancient Egypt (and some beyond) where you can exist comfortably and regain Lifeforce, the power which fuels your Hekau magics, more easily. If you choose to leave the Web’s area… well? Good luck, and take a Vessel with you. Can’t be too careful out there with the Bane Mummies and Vampires and everything.

You will be entering this world in the year 2000 right after waking up, probably in a stronghold of the Cult of Isis after they performed the New Spell of Life on you, and staying for 10 years. Time spent dead *does not count* for this time limit, so keep that in mind. As an Amenti, death is not the

end, and you can die and come back as many times as you like without it acting as a Chain Failure. The main way to fail this Jump is to have your soul eaten, fall to Apophis, or if you remain dead for more than 3 consecutive years.

In a setting like the 'World of Darkness' it's not like it can be as bad as the world you came from, right?

Right?

Here, take these **1,000 Choice Points**.

Origins

Here, we will decide who you've been, and who you might yet become. You might notice, if you're already familiar with this setting, that most of the names are in fact the Dynasty names! Congratulations. That is the Dynasty you fall under in this world.

After that, you can decide your age and gender.

1: *Drop-In (Udja-Sen) (+200)*: You have no memories of this world. No new memories or old memories. For a being defined by their memories? This is a great burden to bear. Your entry to this world was imperfect, and whether you have a Tem-Akh or not makes very little difference, as the 'Completing Spirit' was annihilated when it joined with your damaged soul, covering the spiritual wounds like a bandaid over a bullet-hole.

Udja-Sen have no set specialty when it comes to Hekau Magic, and tend to bastardize things when they need to because they don't have ancient memories to fall back on, but it still works… Usually.

While they are more able to travel, recovering Lifeforce no matter where they are in the world every day at dawn and even being able to transfer it to other Amenti if they need it to stave off the wasting fatigue of being outside the Web of Faith, every use of it aggravates the damage in your soul, causing immense pain and physical injury whenever magic is used.



2: *Kher-Minu:* Otherwise known as 'Tomb Watchers,' the Kher Minu dynasty are those whose Tem-Akh served as the Ka of an ancient ghost. The part of the spirit that stayed near the body to protect it from harm. Being the origin for the myths about 'mummy curses' and the like, they tend to take good care of their bodies after centuries of watching people defile their charges or rob them when they'd long-since lost the power to stop them.

They specialize in the creation of Amulets, protective Wards meant to protect themselves and others… But they also tend to be very risk-averse, needing to force themselves to actually put themselves in danger.

You will have memories from a Ka spirit and your modern life, usually someone who *didn't* take care of themselves or was prone to self-destruction.



3: *Khri-Habi:* Known as 'Scroll-bearers,' the Khri-Habi are joined with a Ba spirit, the bird-winged spirit which once would travel the Underworld to gather spiritual power to fuel Resurrection. Being more in-tune with the mind, the thoughts and dreams of their whole self, the Ba is the one with most of the actual knowledge in the relationship. In your most recent life you were probably dogmatic, or owned by habit and routine. Unable to think creatively, critically, or individually the Ba of your Tem-Akh has taken on that burden.

They specialize in the practice of Alchemy, creating Potions, Poultices, Pastes, and Essences to heal, harm, or enhance those who use or imbibe the substances they make.

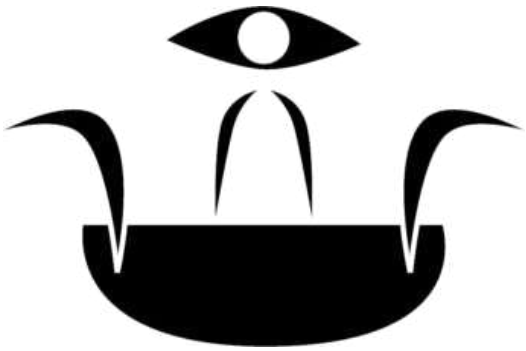
They also tend to be caught in their own heads, instinct and intuitive action a distant memory for the Ba's deliberate and considered methods.



4: *Mesektet:* Known as 'Night Suns' or 'Vessels of Ra,' the Mesektet are bound to the Sahu, the higher portions of the soul meant to assist Ra in his nightly battles with Apophis, while relaxing in the fields of A'aru in the daytime. Eternally rewarded for virtue, but burdened with the responsibility of the hardest battles, these completing spirits are bound, most often, to those who lived their lives in low ways. Liars, cheaters, thieves, and the immoral, to balance out the lack of their previous lives.

Mesektet specialize in Celestial magic, focusing on the workings of fate, the stars, and weather patterns as one of the highest of arts.

They are also uniquely weakened at nighttime, when the Sahu is called back to Ra's boat to assist in the fight against Apophis… or maybe the Sahu slips off during that time to enjoy A'aru for a few short hours.



5: *Sakhmu:* The ‘Spirit Scepters’ are bound to the Khu, the Shining Self. Creative spirits connected to the spiritual ideal, it often served as the connection between artists and their audience. Fittingly, they are often the most driven after their Rebirth. These tem-Akh are drawn to the dull, the uninspired, and the listless to help them achieve the drive and inspiration they lacked in their lives.

They specialize in the creative art of Effigy magic, creating wonders like Ushabti warriors of stone or tomb-guardians or the creation of Relics that affect both the Living world and the Underworld. If you need a house in the Underworld? You’ll never find a better designer than a Sakhmu.

This inspiration and internal glory tends to make them stand out in memory, though. They *want* to be seen, and the Khu tends to make sure they’re remembered.



6: *Safekhi (+100):* The ‘Unbandaged Ones’ are often the least liked, but most necessary, members of the Amenti. Bound with a Khaibit, the Shadow of a soul, they are violent and often driven by instinct. The greatest of warriors among the Amenti, but the least included in their version of ‘polite society.’ The Khaibit is bound, more often than not, to the listless, the indolent, the lazy and those who lacked any ambition or aggression. Those so removed from their instincts and desires that they wasted their lives away.

The Safekhi specialize in Necromancy. Unlike the horrid dark magic Vampires use, or what people often think of, Necromancy is power over the soul. For the Amenti, this is a purifying practice, used to protect souls more often than to dominate them. Used to preserve bodies (obviously) more often than to destroy them.

The Khaibit, however, is never fully under control. Not only do Safekhi suffer from the primal instincts and urges of an ancient soul driving them forward, they undergo a unique method to control them when they first rise from death.

Firstly, they are bound in bandages and bled of the dark energy of the Khaibit for days on end even after they come back. In this brutal mutilation, they are scarred as though they had been dismembered just as Osiris was. Through this, they are unable to have children in their newly-immortal life. A cruel curse for some, a thankful relief for others… After all, Osiris never got his last ‘bit’ back.

Secondly, they radiate ferocity and the urge for instant gratification in a way that people around them can sense it. This makes holding normal relationships difficult at best.



Age & Gender

Honestly? It doesn't really matter so long as you're capable of making the Haj, the journey to the Web of Faith where the Spell of Life can be performed after death, followed by the joining with your Tem-Akh. Feel free to pick an age between 18 and 50.

Gender's an interesting option. You could have been male, but joined to a female Tem-Akh. Or visa versa, or whatever you like. Feel free to figure that one out on your own.

If you want some extra points? You *could* roll for things, I suppose.

For +100 CP, you can roll for your age.
Roll 4d10 + 20 for your age.

For gender? Flip some coins. Each coin-toss nets you +50 CP (Sadly, Udja-Sen cannot actually flip for their Tem-Akh, since it is wiped clean in the joining.)
Mortal life: Heads, keep your gender. Tails, reverse it.
Tem-Akh: Heads = Male, Tails = Female

Location

Amenti often stick within the Web of Faith, which is an area around where Egypt used to rule, so feel free to freely choose any location where Egypt once held sway.

For 50 CP, however, you may choose any other location within the World of Darkness. Asia and South America might be a little awkward. They have their own Immortals there, but there ARE relations with them that aren't completely bad… Just be careful, yeah? Rebirth is a pain.

Perks

Here we go, the real reason why people do these things, am I right? Well? Welcome to your Perk section. General perks are undiscounted. Origin perks are discounted for their Origins. 100 CP Perks are free for their Origin.

You are in no way restricted from taking other Origin's Perks, but those are not discounted.

General

Amenti (Free and Mandatory): You are an undying Amenti in this world. A member of a brotherhood bound not by bloodlines but spiritual purpose to bring Balance to the world.

To accomplish this, you have been given an interesting form of Immortality. Not to say you *can't* die. Just that you can always get better. Depending on how well you hold yourself to the Balance of the world, the Laws of Ma'at, you could continue on forever. Or you could burn out and

never return to the lands of the living. The important thing is that it is your *choice*.

If you die, you can come back after 1 year, restoring the damage done to your body even if it was turned to dust, reforming it where you died, or from the largest remaining piece of it in the world.

You have access to your Lifeforce, also known as Sekhem and the power by which you fuel Hekau magic. You have Balance, a spiritual connection to the world based on your adherence to the laws of Ma'at, which acts much like True Faith (As seen in Vampire: The Masquerade.) And you have Hekau Magic, or the ability to learn the paths of it.

Gift of Osiris (50 CP): Much like Horus' divine father? You have a gift for making plants grow. Any plant tended by you grows quickly and well as long as you tend it, even in areas it couldn't normally survive.

The tradeoff is that unless it can survive on its own in the environment *after you leave* it will die without your attention. You could build an oasis in the desert and, using the right plant life, have it last a thousand years without you… or it could die in a week if you're silly about things and leave the roses to fend for themselves.

Ba (50, 100, 150 CP) - Every Mummy has a Ba portion of their soul. Not all Ba's are created equal, however. This perk gives you a bit of a boost when it comes to how long you have to spend dead before coming back.

For 50 CP, your Ba at least pays lip-service to duty. Instead of the baseline year, you only have to wait 9 months in the Underworld before you can attempt to come back. This also gives you an extra 10 years of life for every cycle, if you don't have any other way of extending it.

For 100 CP your Ba must have been blessed by a God somewhere, because you only take 29 days to gather the energy needed to Resurrect. This gives you an extra 30 years of lifespan every cycle, if you don't already have a way to extend it.

For 150 CP the sleep of Death is but a nap for you. Like Ra, you may rise again after a single day if you so choose. Just remember where your body is, as it can get pretty awkward to rise up out of the morgue. This gives you an extra 50 years of lifespan every cycle, if you don't already have a way to extend it.

Ka (50, 100, 150 CP): Without this perk, your body will remain incorruptable, resisting all natural forms of rot and decay while your soul is away in Duat, but with it a part of your soul will stick around and make sure nobody messes with it.

For 50 CP your Ka can inflict minor difficulties on those who would disturb you in death. Things like stubbing their toe on your Tomb's stones, or having a bit of wood fall on their heads.

For 100 CP your Ka is much stronger, your tomb and your body are protected from all but a skilled intruder, inflicting more serious problems like breaking tools they might use to break in or actually being injured in the attempt.

For 150 CP your Ka is among the strongest. Those who would disturb you in death often join you, instead.

Memory (*Unavailable to Udja-Sen/Drop-In) (50, 100, 150 CP): Your Tem-Akh isn't just an accessory grafted onto your soul. It's a part of you, sure, but they were once their own person. It's entirely possible (though highly unlikely) that 2 Mummies might have Tem-Akh's from the same

person, just different aspects of them. These souls carry with them memories of their lives, flavored by which portion of the soul they are.

For 50CP you can probably pick out memories of significant emotional importance, like still-frame photographs from your Tem-Akh's First Life. This grants you a minor skill of note from their life, like being a decent cook of ancient Egyptian dishes, or knowing the best way to play Senet.

For 100CP you have a collection of short memories, maybe 5 minute snippets of the rich and beautiful life they once lived.

This also grants you a group of skills that defined their lives. A warrior's Ba might remember the techniques for fighting while the same warrior's Khaibit might be better at implementing those techniques. The same warrior might have also known how to haggle… Fanwank responsibly, but effectively you now have an adult's understanding of living in a pre-industrial world.

For 150 CP you basically have *another* whole new set of memories in your head. You can remember your First Life as if it happened to you in full. Their skills are *your* skills, now, so a Warrior's skill in using a sword, riding a chariot, haggling for food, gambling, etc. are all yours to draw on from a lifetime's worth of memories.

The final level also grants you a perfect memory of your own, with incredible recall and speed for when you just can't remember some dude's great-great-great-great-grandfather's name.

Arcane (100 CP): All it takes for an immortal to be outed is for people to be observant. A statue or a portrait can give you away if people look at it and realize 'shit, that's you, innit?' With this Perk you know how best to hide in history, and how best to go under the radar in the modern day. Pictures,

records, and even memories of you will slowly fade until nothing is left but a vague impression of you. Pictures will fade, crack, or be lost. Statuary will be damaged with time. All so that you can keep going without pesky questions like 'how haven't you aged in 300 years?'

This effect may be intentionally toggled off for people you wish to remember you, but otherwise affects everyone who meets you.

Gift of Ma'at (150 CP): You've been given the gift to find those who are fully and truly against Ma'at, or those who serve the balance of the world. You can automatically sense other Amenti with Balance *and* corrupt creatures like the Setite cult or the Bane Mummies when they get within your line of sight.

In future worlds, this gift will translate to a general sense of good and evil in others,

Highways and Byways (200 CP): All Mummies are bound to the cycle of life and death, meaning you've gotta be good at navigating the Underworld. With this Perk, you'll never be lost in the Tempest, can find the quickest routes from one point to another, and be relatively safe from the storm of screaming spectral meat that is The Tempest.

You can still be ambushed by Specters and find yourself waylaid by hostile Wraiths, but at least you'll always know the fastest route to get away!

In future Jumps, this Perk will help you find your way safely through any spiritual worlds but especially those associated with the Dead, or to find hidden passages when you need them most.

Disease Immunity (300 CP): Your strong Lifeforce is enough to drive away even the most virulent of mortal diseases. As long as you have some

Sekhem left, it can drive off any non-magical, non-supernatural disease. If you use up all of your power (Sekhem, mana, Od, Mantra, etc.)? You're just as vulnerable as the next guy, but you can then spend Sekhem in order to weaken the disease until it's removed entirely.

Poison Immunity (300 CP): Much like Disease Immunity? Your strong Lifeforce drives non-supernatural poisons from your wounds and allows you to outright ignore them as long as you have some form of mystic power in you.

Similarly, if you are infected by a non-magical poison while so weakened and then you recover some power? You can spend that power to weaken the toxin until it is gone.

Gift of Ra (150 or 300 CP): You have been blessed by Ra, and as such any attempts to use your newfound Faith in Ra to send a Vampire or other creature of the night away from you is far less difficult. You've got more than enough juice in the tank to send even an elder vampire flying away form you at speed.

For 300 CP, this is upgraded to a reflexive action, making the attempt the moment you come close to such a creature. Anything that serves evil must overcome your own will and Faith in order to approach you. This will not always affect beings like Vampires, since some *rare* few of them actually cling to their humanity and try to be good people despite their curse.

Your aura is a blazing fire with this perk, making you an obvious point of interest for those who can see such things.

Gift of Thoth (500 CP): Like the magicians and Sorcerers of old, your capacity with Hekau magic is phenomenal. Not only do you reduce the casting times of rituals and Hekau spells, you also reduce the Sekhem costs

as well. A 50% reduction, ready for you to cast powerful spells quicker than just about any other Amenti.

In future Jumps, this Perk applies to all language-based magics, including those with verbal components.

Nomenclature (500): This is one of, if not *the* Highest art of Hekau Magic. Difficult to learn, difficult to use, and difficult to advance… But since you're paying premium pricing for this? For you it'll be simple.

Nomenclature deals with the True Names of things, people, places, and all things under the sun. To know something's True Name is to hold power over it, and many of the spells of this Hekau Path deal with manipulating that power. Like being able to command stones (all of a specific type sharing the same name unless *very* special) to become something different, or to tell you what they've seen/heard/felt. Commanding an animal into another you know the Name of, or just commanding them to perform a task.

Or unwriting someone from existence entirely by erasing their Name from the world.

Modern humans don't tend to have True Names, but anything with *power* will. Like a Vampire, werewolf, or Mage.

You are a *true* virtuoso with this Path, requiring only 10% of the time normally required to figure out a new Name, and using only half of the Sekhem to cast spells from this Path.

In future Jumps, finding True Names will not be easy, but your ability to command the spells of this path will make it a very powerful skill to call upon.

Udja-Sen

Unbound (100): You are not bound by the Web of Faith, able to recover Lifeforce no matter where in the world you might be every day at sunrise… Even if it hurts. This makes you rather useful for those who can see it for maintaining foreign relations and holdings outside of Egypt.

Likewise, any and all mystical barriers or restrictions on your movement fail to hold you. It might hurt, but you'll get out.

Jury-Rigged Magic (200): You don't have ancient memories to use when it comes to figuring shit out. Nope, all you've got are stuck-up teachers and a crippling lack of preconceptions. So now you've got the skill to jury-rig magic to work in whatever framework makes the most sense.

Wanna make the Vase your aunt gave you into a Vessel for Lifeforce? Makes sense. Wanna turn that Life Alert bracelet into an Amulet of Cloud Walking? As long as you put the correct glyphs in it? Sure. That'll work. It's still an amulet, after all. You still need to know what you're doing, or how the effect works, but whether you're trying to wave your wand around frantically or make a potion out of energy drinks that happen to have the right ingredients, you'll get there with a minimum of problems.

Diplomatic Relations (400): While you may not be welcome at 'home,' you're one of the few who can wander the world with relative impunity and stay away from the Web of Faith for years at a time. This means you are often charged with dealing with other Immortals, Werewolves, and Mages in other parts of the world.

You have a sort of charisma that lends well to reaching out to 'others.' As long as they are not in your group (Supernatural type, ethnicity, sexuality, friend group, etc.) you can reach out to them and, at least for the first meeting, not be dismissed outright.

Sekhem Band-Aid (600): Normally speaking? An Udja-sen, and several other Dynasties, have debilitating disadvantages. The Safehki cannot reproduce and give off a feeling of ferocity and violence just by *breathing*. The Mesektet suffer at night when a portion of their souls fuck off *somewhere*…

Not anymore. You can ignore 1 Major debilitating facet of your existence with this Perk. A Vampire could ignore sunlight or their Clan Weakness, but only *one* drawback they might have if they somehow got their hands on this… A Werewolf could ignore Silver, or (for non-WoD werewolves) the involuntary change during the Full Moon that comes with their condition.

For the Udja-Sen, this spiritual Band Aid lets them use and regain their Sekhem/Lifeforce like any other Mummy, without damaging themselves. Maybe for other Dynasties, they could choose to gain a similar ability to regain Sekhem no matter what without the original weakness? Or maybe they'd just ignore their Dynasty's weakness.

You can only pick one weakness/drawback to ignore, and this may be applied to future Jumps and Alt-Forms as well.

Kher-Minu

Amulets (Free to Kher-Minu / 100): The practice of making Amulets is half art, and half practicality of inscribed magic. You have an innate knowledge of Hieroglyphs and Coptic (Ancient Egyptian language) upon purchase of this Perk, but that's just step 1. From there, you know how to create Amulets. Temporary at first, with a certain number of uses before you need to recharge them but useful tools that can either Ward you from danger; like Wood Ward, Metal Ward, or Simple Ward (Ren) which protects against hostile Magic; to enhancing the wearer as long as they know the basics of this magic to activate the Amulet.

Yes, you *can* make yourself smarter… or 'prettier' if that's your thing.

Learning more of this Hekau is faster and easier for you, allowing you to create Amulets 50% faster than normal, and for a similar reduction in material cost.

Very Pretty (200): Kher-Minu tend to be vain, obsessed with their bodies after finally getting a second chance to protect a body properly. They will diet, they will do body-building exercises, all so they can be more physically beautiful and glorify their Khat (body).

You don't really have much work to be done here. You're a solid 9/10, appearance wise. Depending on how you dress or carry yourself it can be as high as 10/10, but that last point is on you.

Top Specimen (400): Not only are you pretty, but your khat is one of the best you could ever hope to have. Strength, speed, stamina, agility, all at the top of human capability. Form and function married perfectly into a single beautiful whole that would amaze ancient Greek philosophers with your natural talent and physical prowess.

You could *easily* compete in any sport and dominate within your weight-class.

Tomb Watcher (600): The Kher-Minu were originally the Ka, the part of the Egyptian soul that watched over the Khat (body) and protected it from intruders, thieves, and ne'er-do-wells. They were sleepless guardians who made certain their body would be safe for Resurrection (if they were so lucky) or just preserved in dignity.

You have the same tenacity, the same determined will, to keep watch for thousands of years and never tire.

Sleep is an option for you, only for when you wish to pass time and dismissed just as easily as a passing breeze. You can go on forever without it, and wake up in an instant the moment you sense danger.

Danger is an old friend of yours, despite how often you try to avoid it. You can sense when someone or something approaches with hostile intent toward you, or an intent which will harm you by proximity.

Khri-Habi

Alchemy (Free to Khri-Habi / 100): The Hekau path of creating Potions, pastes, salves, and Essences. Often requiring expensive reagents and ingredients, you've learned the basic secrets of this ancient art. With it you can create potions that heal minor wounds, store a little bit of Lifeforce for a rainy day, buff yourself slightly, or poison your foes (And cure your allies!)

You can learn new recipes, spells, and rituals in half the time it would take someone without this Perk, and your Potions are far more potent than

normal, allowing them to perform 150% better than they might from the lab of another Alchemist.

Scroll-Bearer (200): Ba Spirits are the winged, bird-like souls that gather energy and act as the intellect of the soul. Obviously, they tend toward academic pursuits, and this Perk proves it. You are a consummate Scholar, with 10 years of study under your belt for any given academic field you choose, so long as it exists in a relatively modern world and is not tied to magic. History is good, 'Elemental manipulation theory' is not.

You may purchase this multiple times (Discounted after the first) to have multiple academic subjects known, and these subjects will update in the future Jumps to a similar level of expertise.

Education of Time (400): Time is a wonderful teacher, wouldn't you agree? Even a dullard can learn complicated topics if they spend enough time trying to learn. You have learned this lesson well.

The longer you study a subject, the faster you learn it. Each month you spend in dedicated study, you gain a cumulative +10% learning speed for that subject. Eventually, you could spend enough time learning mathematics that you could solve long-held mystery equations with a week's preparation.

This bonus resets the moment you switch topics, but what's a little Time to one of the Undying?

Mental Giant (600): Pick 3 areas of academic study. You are now *the* top mind in those fields. Your will, your memory, and your perception are all now, at a baseline, the height of human capacity. You could pick out the designs on a fly's wing while writing a dissertation on how that particular pattern is rare, but better (or worse) for the species survival.

Languages hold no more mystery for you than the daily crossword (You did it in pen, again… Didn't you) as you assimilate them rapidly. One week is all you need to reconstruct a language, or to make your own secret code and begin speaking it like you were born to it.

Your reading speed, as a Scroll-Bearer, is massively increased with this Perk. You could fan a book in front of you and recite it by rote memory a moment later. With page and index references.

Just remember. 'Knowing' is different from 'understanding.'

Mesektet

Celestial Hekau (Free to Mesektet / 100): the magic of the stars, the heavens themselves, and their workings. Through this path of Hekau Magic, you can manipulate the weather, divine secrets, and even put a finger on the scales of Fate if you're good enough.

Right now, you're not. You could make it slightly warmer or colder, or calming the seas, in an area no bigger than a city block around yourself. Useful for sea trips, at least! One of the best tricks is the ability to 'hang' a Hekau spell to the stars, and call it up later when you need it.

Your connection to the Heavens grants you a sense of perfect timing and navigation, knowing exactly where (and *when*) you are at all times. You may also learn and prepare Celestial Hekau spells in half the time it would normally take. Casting remains the same, since *timing is important* in this kind of magic.

Immortal Soul (200): The Sahu is the immortal part of a being's soul, the higher self filled with guiding ideals and principals. An indestructible eidolon of what we all wish we could be. For an Undying? Having a strong Sahu is useful in any circumstance. You will always have *something* driving you, some ideal to pursue and the will to *never give up*.

You also have a defensive presence in your mind, always warning you when you are about to do something you, personally, will regret later and helping to fend off those who would manipulate, control, or try to break your will.

The Game of Fate (400): Mesektet have a custom of their own. Sometimes, when they are not otherwise occupied, a group of them will gather and simply… begin walking. They trust in Fate to guide them where they need to go. They almost inevitably find something interesting.

Whether 'interesting' means 'potentially lethal' or 'just funny' is entirely up to Fate.

You now have this same connection to Fate. When you freelylet it guide you, you will inevitably step into something interesting. The dangling threads of a great enemy's plot? A fight club? An important meeting between rivals? Maybe the perfect moment to save a companion? You have to trust Fate, though. And Fate doesn't always take us where we *want* to be. Only where we *need* to be.

Light in the Darkness (600): The Sahu, for all their arrogance and 'holier than thou' bearing, are the ones with the most direct connection to Ra. This shining purpose, whether they heed it or not, is always to bring Balance to the world by fighting back against the Darkness of chaos and evil.

Alongside their connection to Fate, allows them to ‘redo’ an action that brings about the wrong end. A hand on the scales of Fate to help them achieve their proper goals.

Once per day, you may put your hand on the scales and ‘redo’ an action which took place no less than 1 minute ago, essentially allowing you to relive the previous minute to avoid a catastrophic disaster… or to fold when you know your opponent’s got a Full House and you’ve got 2 Aces.

Sakhmu

Effigy Magic (Free to Sakhmu / 100): Effigy magic is the magic of symbolism and craft. The ability to craft Vessels to store Sekhem and allow a Mummy to travel for longer periods outside the Web of Faith. It is also the ability to create Ushabti warriors to guard tombs, charms that turn into animals, people, vehicles, or even structures on command, or to make Relics to make a Mummy’s stay in Duat a little easier.

You are a master craftsman, first and foremost, and learn skills that let you make things with your own two hands twice as fast and with an ease that would make you the envy of every Etsy shop-owner trying to sell the same things as you, though your skills begin mainly in pottery and statuary.

You also learn Effigy spells, recipes, and rituals twice as fast, with a similar reduction in material cost to make your projects.

Yes, this magic *could* let you animate your miniature army, as long as *you* made the minis and prepared them for the magic. Just don’t expect to be taken seriously if you do this.

Shining Soul (200): The Khu is often connected to the 'Aura' which vampires catch glimpses of through their accursed Disciplines. For the Sakhmu, however? It is their connection to the greater world. A resonance of their soul echoing out into the world and receiving echoes of others in kind. It is your connection to other people and how much you shine in their eyes.

You *shine*. No one can forget you, who are bound to a powerful Khu. You have *stage presence*. You could fill a room alone with just you, your designer dress, and your latest art piece.

Your creativity is likewise increased, allowing you to think up new and beautiful ways to do things, bringing hope and joy through your works, or shocking others out of their mundane habits with transgressive art.

Expanded Awareness (400): The Khu allows the Sakhmu to see the world in a very different way to the other types of Mummies. They can often divine things around them just from what is currently there, without any assistance from Celestial Hekau.

Your senses are greatly enhanced, able to pick out the tiniest details and microexpressions, but unlike the Khri-Habi, your focus is on *people*. You can tell when someone is lying just by how they say the words, or the slightest twitch.

Rarely, when you focus on it, you can even get visions of the future with just this. With this *and* Celestial Hekau? Your visions and foretellings are the things of legend. Accuracy, detail, and flair are all within your purview.

Grace of Creation (600): A Sakhmu is one who sees the world for what it *could be*, and in seeing they might bring about a brighter future. Art is the best way to share that vision, since it speaks directly to the souls of those

who view it. Your skill with artistic expression is such that any message you try to convey is received in its entirety.

Your ability to see other layers of reality is also expanded. Mummies tend mainly to deal with the Underworld, logically, but there is one known exception, when the Silent Strider Wepauwet underwent the Spell of Rebirth and was forced to stay in the Umbra, rather than the Underworld, forever. You now have the ability to see into the Umbra *and* the Underworld at will, to better see the influences of both the creative forces and Apophis.

In future jumps, this will allow you to see into any spirit-realm associated with that world, or to see impressions of them that only exist for you if they do not have an associated Umbral spirit world or an Underworld.

Safekhi

Necromancy (Free to Safekhi / 100): Necromancy is a purifying practice for the Amenti, rather than the crude 'Black Magic' practiced by others. It allows one to interact with the souls of the dead and glean useful information, or to affect them directly while you are dead as this and Effigy are the only Hekau usable by a dead Amenti… And Effigy is only useful for what has already been created.

Your Khabit, the Shadow Soul, is strong enough that your skill in Necromancy is notable. You begin with the ability to preserve a body for 50 years with a single spell, look into a corpse's eyes and see how they died, see, interact with, and even command the dead.

Your spells and rituals are exceptionally powerful, and only a similarly powerful Necromancer can hope to undo your spells once you've cast them, making them especially pernicious compared to other Amenti.

Feral Soul (200): A Khaibit, bound to an Amenti, is an unruly thing. It wants *now*. It needs *now*. It is so forceful that in order to control it at all the newly-reborn Amenti is bound in wrappings and ritualistically mutilated to bleed off the darkness. This comes with some benefits, though. Your connection to you Khaibit is such that your instincts rarely lead you wrong. Your senses might be human, but your mind processes them quickly, efficiently, and with a focus on dealing with *problems*.

You have the instincts of a trained fighter, if not the skill of one. Reflexes and speed, the ability to use your strength in full without worry about injuring yourself… Hesitation is gone. All that is is *now.*

Book of Sins (400): Safekhi view Ma'at in a very simple way. As a Ledger. Sins on one column, acts of righteousness and Balance in another. If Sin outweighs Righteousness? You're in the red.

You have an innate grasp of this worldview. You will always know exactly how much negative karmic weight you have in relation to your positive karmic acts.

This sense also extends to others, being able to read, if not the details, then the stain of Sin on others as well as the light of righteousness. Better to select your targets if they're *actually* sinful bastards, right?

Shadowed Heart (600): The Shadow knows every darkness, every deeply buried sin in your ledger. It can smell the stink of your Sin from a mile away, and you've got one living right in your own head, now.

Most Amenti view the Safekhi as barely-controlled violent psychopaths. But it is for that very reason they're kept around. They can do

all the dirty things needed to establish Balance, while sacrificing their own spiritual wellbeing for the greater good.

Your sense for Sin is expanded. You can now actually get a read on what kinds of Sins against Ma'at someone might have perpetrated, so their punishment may be more fitting.

Speaking of Punishment, your ability to inflict pain or teach a most *permanent lesson* (AKA: Kill them) will never be impeded. No matter what defenses an enemy might have, you will at least be able to inflict *some* damage on them. Even a 'perfect defense,' unless backed by a power greater than yourself, will break in the face of your assault.

Items

I know how greedy some people are, especially for shiny toys and the like, but here? You're living your Third Life by the laws of Ma'at. Greed leads to imbalance. Remember that.

Everyone receives discounts in this section. 2 at each price level except for 600, though you may trade in 2 discounts of any level for a single discount to a 600 point item.

Also take a 300 CP stipend for this section. Because Generosity is absolutely a part of Ma'at's laws.

Money (50 CP): Cold, hard cash in a currency of your choosing totalling up to an equivalent of $75,000. Comes with a small investment account that will earn $20,000 a year. You may purchase this item twice, doubling the base amount and investment income for a total of 100 CP.

Mummy: The Resurrection Book Collection (50 CP): You have the full collection of White Wolf/Onyx Path books detailing the world of Mummy: The Resurrection, including all of the books from 2001, the 'Year of the Scarab.'

Tools of a Trade (50 CP): Everyone's got tools they need. Whether that's a CAD program for architectural design, a ledger full of phone numbers and information on people, or a literal toolbox for a mechanic. Now you've got the basic tools needed to work a trade. Even a Mummy's gotta eat while they're alive.

Grave Goods (50 CP): Minor relics to make your time in the Underworld easier. Things like a relic knife to fend off hostile wraiths, or a sacrificial bowl people can use to send you food while you're dead. Maybe you've got a relic bed you *really* like to sleep in while you're in Duat? It's up to you, but they're comfort items for your time in the Underworld.

Gold, Marble, and Hieroglyphs (50): Want your Warehouse to look like the Temple at Karnak? Or maybe the pillars at the Temple of Khnum in Esna are more your speed? Now you can have it! This setting can be added to your Warehouse as a switch, to turn the boring, dowdy grey walls into hieroglyph-carved, painted and beautiful stonework of Egyptian make and quality… before the thousands of years passed. Back when they were new.

You may freely decide what the Hieroglyphs say, or what stories they tell, and may change or alter them at any time by flipping the switch off, then on again.

Tomb (50, 100,200 CP): You own a lovely Tomb of your own. Without this, you need to find a new place to put your Khat every time you die and you need to find a place to rest while in the Underworld. With a small investment of 50 CP, however, you have a small hidden chamber somewhere that you use to hide your body away while you're dead. It comes equipped with some minor items to help your stay be less boring, but sadly? Having a TV in the Living world playing when you take a dirt nap doesn't mean you can change the channel. Hope you pick a good one!

For 100 CP, you have a tomb that is isolated, out of the way, and well-secured. A cabin in the woods somewhere, or maybe a private bunker? No matter where it is, it comes equipped with a decent selection of relics meant to make your 'afterlife' more comfortable like beds, food, cards, boardgames, and books you can read.

For 200 CP, you've got the Rolls Royce of Tombs. Hidden away in a place like the Valley of the Kings, protected by both obscurity *and* the best modern security money can buy. Luxurious and spacious, this is your 'home away from life,' usually populated with Effigy animals, guardian/servant Ushabti, and relics that will, hopefully, help time go by in the Dark Kingdom of Sand.

All levels come with some basic privacy and security, and will accept any changes made in future Jumps.

After this Jump, your Tomb can be either an Egyptian-themed add-on to your Warehouse or it can be imported into your new setting as a sort of safe haven for when you need it.

Minor Relics (100 CP): You have a collection of minor relics, something that exists only in the Underworld and is only usable there. Best

stored in your Tomb, these items can be anything from walking canes to modern knives, baseball bats, pocket-watches, and other such simple, handheld items. Up to and including a large collection of good sticks in various cool shapes.

Or you can use the whole thing for a working radio in the Underworld. You'd be *amazed* at how much that goes for in the lands of the Dead.

Ushabti Servants (100 - 200 CP): A collection of Ushabti, clay or stone statues of people who can, on command, come to life in the living world and fulfill whatever basic need you tell them. Cleaning, cooking, working a field, they'll do any menial task you assign to them as long as it doesn't involve actual thought. Because they don't have those.

In the living world, they look like real people. In the Underworld, you can activate them and they'll look like normal Ghosts, though the statues remain stationary when activated in the underworld. Destruction of the base statue removes the 'ghost' from its task. They will reform if destroyed, lost, 'kidnapped' or otherwise removed from your possession in 29 days.

For 100 CP, you get 10 Ushabti. For every 50 CP spent beyond that, you may increase it by adding a 0 to the end. (150 = 100 Ushabti, 200 = 1000 Ushabti.)

Vessel (100, 200, 400 CP): You own a Vessel! An item which can store Sekhem. These can be nearly anything, but most have been within the Web of faith for a long time. It can be a piece of jewelry, a stone from an ancient temple, a scarab amulet… your choice.

This is important if you want to travel, and yours is extra special. Most Vessels need to be recharged within the Web of Faith at one of the nodes that anchor it. Yours doesn't. Yours will regain Sekhem at a rate of 1/day and

stores just enough to power a single medium spell, or several minor spells. It will recover *more* if it's in the Web of Faith, but it cannot store more than a few days worth.

For 200 CP, your Vessel stores enough for one powerful spell, several Medium spells or more minor ones and recovers 3 Sekhem/day, filling up after 3 days with plenty of wasted Sekhem.

For 400 CP your Vessel is one of the best. It's one of the oldest and most profound Vessels you could find as it stores enough Sekhem to refill your entire pool 1.5 times. It recovers 5 Sekhem/day, more within the Web of Faith, and actually grows with you. So if you've got a Perk to let you use Mana in place of Sekhem or something of the like? It can refill that too. But only for you. Anyone else you let use it is limited only to the Sekhem it stores.

*Note: Udja-Sen cannot use Vessels. Post-jump this restriction is lifted, but until then it's just a very good conversation piece.

Pre-made Amulets (200 CP): You have a pre-made Amulet of your very own. Attuned to you, no one else can use it. It can be any Amulet from the books, such as the Amulet of Cloud Walking, a Ward (Wood, Metal, Heart (mind-control), Name (Magic), or the Eye of Horus (Anything that affects your body's overall health like poisons or spells to turn you to stone.)) It can be up to a Major Ward or even the Buckle of Isis which protects you from True Magick practiced by Mages.

If destroyed, the Amulet will reform in 3 days. Since you're paying points for it, here? I'll even throw in a Seal of Permanence, so it won't run out of 'charges.'

Potions (200 CP): You have a collection of various potions, powders, essences, and salves in your possession. You may select 10 of the available recipes from the Alchemy Hekau to have a refilling supply of them. Tears of Isis to refill your Sekhem, Elixirs to enhance your base skills or talents like your Strength, Dexterity, Stamina, Intelligence, etc. or even poisons!

These vials of pre-made Alchemy potions refill once per month, and you may change out a single potion per month. They will only refill if used, but if lost or stolen they will dissolve into sand and reform in 1 week.

Regenerative Sarcophagus (200+): This sarcophagus is a beautiful piece of history, crafted and painted with a master's hand. A Cartouch with your name written on it alongside stories of your life which fill in as time goes on, even in future Jumps.

There are 2 main draws for this piece to the Amenti, though. Firstly, it is a highly secure place to hide your body when you go into a Death cycle. Anyone attempting to open it without permission (granted by you either before your death *or* from your Ka) will suffer as if you had the 150 point version of the **Ka** Perk.

The second benefit of it is that if your Khat is placed within the sarcophagus, alive or dead or even if it's just the dust left over from your burning corpse, it will begin to repair itself.

In 'game rules' terms, it grants 1 Health Level per month your body is within the sarcophagus. You may pay an extra 50 CP to speed this up to 1 Health Level per week, and another to speed it further to 1 Health level per day. For a final purchase costing +100 CP (total of 400 CP) it will regenerate 1 Health level per hour.

This Sarcophagus can be used to heal others, as long as you sacrifice some of your own Lifeforce as if activating an Amulet to power the regeneration and place their body within it personally.

*It cannot resurrect the dead. If a body is placed within and the soul has already left? It's just being well-preserved. Any resurrections need to be done the normal way.

Better Relics (200 CP): A collection of relics that are more complicated, or just more ostentatious, for use while you're in the Underworld. Weapons such as Guns that fire emotional energy as bullets, swords that cut through armor like cake, armor that can resist the previously mentioned swords, cards that can be thrown like throwing stars… Or more mundane items like a Television that allows you to watch *real* Living World programming in the Shadowlands, a movie projector with a small collection of film reels, or a computer that can connect (but not send information) to the living world's Internet.

Effigies galore! (200 to 400 CP): You have a collection of Effigies, statues of beings either human or animal who can be anything from Guards to personal servants in the living world or Duat. For 200 CP, you have a collection of 'mundane' servants or pets totalling no more than 20.

For 400 CP, your collection is both larger and more powerful. A warrior Effigy who can take on a trained soldier 1v1, a pet lion or crocodile, numbering 200.

This may be taken multiple times. If discounted, discounts apply to further purchases.

Alchemy Lab (400 CP): You own lab equipment, beakers and burners, meant to practice alchemy (or chemistry.) Alongside this, you have a supply

of refilling ingredients, reagents, and carefully-labeled supplies for your use. Supplies refill every month, and have whatever is needed for most Potions, unless they require truly unique ingredients.

Amulet Crafting Table (400 CP): This is a work table. You can have it set up in your Warehouse or any property you own in-world. While using this table, any work done to enchant an object will be of greater quality thanks to a collection of tools and supplies found beneath whenever you go looking for them. These supplies refill every week, and can supply whatever is needed for most Amulets, unless they require truly unique ingredients.

When explicitly working with Amulets Hekau, this table provides everything you need to make it truly beautiful and tough, greatly extending their use even without a Seal of Permanence.

Tome of Hekau (400 CP): This book contains a complete record, self-updating for any new discoveries, of a single path of Hekau magic. All spells, all rituals, translated into whatever language you like. It will only be legible to you or those to whom you willingly gift it. If lost or destroyed, it will reform at the end of 10 years, or your current Jump, whichever is shorter.

In future Jumps, this book expands to contain a full collection of spells and rituals for a single Path of Magic.

This item may be purchased multiple times, selecting a different Hekau path each time.

Corporation (400 CP): Several Amenti run a company in the World of Darkness, meant to try and make the world a better place rather than be an exploitative corporate hellscape like Pentex or its subsidiaries. You own something similar, an import/export company which can move things around

the world without issue. It makes enough money to support you in a decent lifestyle *and* still give to charities or fund humanitarian works.

Book of Going Forth By Day (600 CP): It should be noted that this book is not made of gold, but it might as well be for an Amenti. This book is a guide to the Egyptian Afterlife, with spells and phrases to say and protect yourself from danger in the Afterlife. A way to speed up the system of Resurrection.

This book, supposedly written by Thoth himself in this world, allows the holder to resurrect *other Amenti*, lending them help in coming back from Duat without necessarily needing to go to the Underworld themselves. It contains a full history of the Undying, and hints as to the nature of the Spell of Life. Even the newer, 'Perfected' one Osiris brought back when he established the Web of Faith in the 1990's.

With enough study, you may even be able to figure out how to make new Mummies in future worlds, or resurrect someone without giving them immortality.

Phylactery (600 CP): Phylacteries are a… Divisive subject among the Amenti. They're incredibly useful, like Relics in reverse in that they exist so powerfully in the living world they actually become ghostly reflections in the Underworld while they still exist. These items are important to your previous lives. The sword your First Life used in their last battle, or maybe the gun your Second Life used to avenge some wrong he'd obsessed over for years.

Ancient methods of creating a Phylactery were meant to be a way to cheat the cycle, specifically the part of Resurrection wherein you have to go before the Judges of Ma'at and justify yourself. With a Phylactery, you can hide out within the item while dead and make use of the Lifeforce stored within the Phylactery.

I won't get into the nitty-gritty here, and just say that yours can perfectly store Lifeforce no matter how much you shove in there, acting like a perfect Vessel for you alone while also being a target for others who might steal it. These items often come with a magical effect of their own as well, such as granting you a greater ease at seduction, or hiding an area behind curtains and forcing everyone to ignore whatever is behind them. You can also use the Lifeforce stored within it to force a Resurrection when your time-limit's up. No visit to the Judges needed.

This can be *A Bad Thing*. Because whenever you come back, you must first heal your Khat to a point where you *could* recover (AKA: Not actively in the process of dying.)

The Judges of Ma'at take a dim view on phylacteries, given how many others have used them to avoid judgement, so be prepared to answer uncomfortable questions for why you have one of these.

Greater Hekau Amulet (600): Sooner or later, everyone wonders 'is there shit I don't know?' Even masters of a given Hekau path might wonder how some truly ancient beings accomplished what they supposedly did, and wonder if they can recreate it. With this? You've got evidence of that power.

This Amulet can be one of those made by an Amenti who has truly connected to the Balance of the world and Ma'at's laws. It could be a Princely Talisman, able to push your base talent in a field like strength into truly super-human levels. Or it could be a Greater Seal of Ma'at, where the elder tattooed the Amulet's power (Up to level 4 in the books) directly onto your skin as a permanent power you now have on-hand.

Fan-wank responsibly for this one. You're paying good Choice Points for this, and I'm not your parent.

Companions

Companions may be recruited/imported for free into this setting, though there are a few you might find interesting. Feel free to ignore the pre-generated character's gender, reverse them, whatever. They're your Companions, ya know?

Import/Create Fellow Reborn (Free): You may import or create up to 8 Companions for free. Each gains a 600 CP stipend, free Origin, the Item Stipend (300) and appropriate discounts. They may take drawbacks to gain more CP, or you may donate your CP to an individual Companion on a 1:2 basis. (You spend 50 CP, they get 100 CP.)

Neteru (100, 200, 400): A Neteru is like a cult, family network, and personal followers all rolled into one. These are people who revere you, specifically, as a divine spirit. Either as a Saint of some type, or a legitimate messenger from the Egyptian Gods, depending on their own personal views. Each and every one of them are individuals, but as a group they are called a 'Neteru.'

In Game terms, they serve as a combination of Contacts, Retainers, and Allies. Some of them might live within your Tomb (The poor in the slums of Egypt live in tombs to save on rent in this world!) or they might have their own homes.

On top of various uses, they can even provide you with lifeforce by sacrificing to you. This is an intensely personal process, and you must be physically or spiritually present for the ritual, but it can give you some extra juice to get that Resurrection timeline back on track for you to be back in time for the Superbowl… or whatever other things you've got going on.

They can also serve as guardians of your Tomb, taking care of things while you're dead, making sacrifices to you, and making sure no one tries to steal your shit while you're off in Duat.

For 100 CP you have a few Neteru. Usually a band of beggars or homeless who might provide some minor company or even shelter (if they have it) and an early-warning system in case something bad's happening that they might hear about.

For 200 CP you've got a Neteru group the size of a Bedouin tribe. A few dozen people who know about you and revere you as a divine being of some variety. They may be armed in your defense, or they might be an internet chat group you joined who can run internet interference for you.

For 400 CP you have a *large* cult dedicated to you. The kind that has a full-time clergy, land-holdings, and hundreds if not *thousands* of members. They can help you a lot more, with money and armed defense of you, and there might even be other Supernatural creatures associated with the Neteru (You never know when a Silent Strider Kinfolk starts worshiping a Mummy as a messenger from Gaia.) But this is when people start *really* noticing the new, armed cult who've been making moves. Kinda hard to hide at this stage.

All of your Neteru will follow you on your journey, serving as a support network in future Jumps, modified for a given setting, as Followers unless upgraded to Companion status by you. Any deaths will be replenished at the end of your Jump, or every 10 years, whichever is longer.

Abandoned and Alone (100, Free for Udja-Sen/Drop-In): Here we have an Udja-Sen in her natural habitat. That being ‘alone and just trying to get by while being called ‘broken’ by other broken people who got lucky to be just undamaged enough that a band-aid on their soul ‘completed’ them.’

Fuckers.

She is desperate for affection, though. Her life was shit, her Death was shit. And her new ‘Third Life’ is shit. Every use of magic feels like she’s putting her soul into a meat grinder and she’s just hoping she can pull back in time to not be fully ground down.

The good news? She actually specializes in Ren Hekau, the art of Nomenclature. She *was* a college student, and she *loved* to research, so this new skill is quite in line with her proclivities. Now if only she still had her Student ID. Apparently being dead is both a great way to not owe student loans *and* be unable to return to that school.

You met her somewhere within the Web of Faith, most likely trying to make her way back to her home country so she could start over with some form of familiarity, and hit it off a little. If you’re another Udja-Sen, it's mainly commiseration. If you’re another Dynasty? She’s just glad you’re not being an outright smug prick about her being ‘found wanting.’

She has the full ‘Drop-In/Udja-Sen’ perk line, and the **Nomenclature** Perk. She also gets a further 300 CP stipend to buy other Perks, the item Stipend and discounts.

Former Model (100 CP, Free for Kher-Minu): Another Kher-Minu you can relate to! She took care of herself… For a given definition. Problem?

Beauty standards for models are absolutely unforgiving. Turns out that starving yourself to death isn't very fun, no matter how much the job paid.

Now she can't even spend that money, being declared dead and all.

Instead? She's found herself in Cairo with a whole new purpose, and an appreciation for her body she just didn't have before. Before, it was how she made money. Now? It's a temple to glory that should have been worshiped.

She's taken to Amulets fairly well, but doesn't like getting her hands dirty with clay. She has the whole Kher-Minu Perk tree, the 150 CP **Ka** perk, with several **Pre-made Amulets** and an **Amulet Crafting Table**. You may spend a further 500 CP for Perks and the Item Stipend for her.

Hulking Brute (100, Free for Khri-Habi): Here is a man who, in his Second Life, had no higher purpose. He was simple. He lived life by rote. He lifted heavy things and moved them to exactly where he was told. Then he was hurt in an accident. That accident killed him, but he got back up, driven entirely by an ancient spirit who didn't understand the modern world to go to the Web of Faith. Now, he is joined with that spirit and is adjusting to his new reality.

Sure, his **Alchemy** may be specialized in Elixirs to make himself smarter, but the man is built like a brick house and he knows it. You met him at a temple, where he was looking at a depiction of Thoth like it owed him money.

He comes with **Pre-made Potions**, an **Alchemy Lab**, and the whole Khri-Habi Perk Line along with **Gift of Thoth** and the 150 CP version of **Ba**. You may spend a further 300 CP on him and the Item Stipend.

Cult Leader (100, Free for Mesektet): A woman who had exactly 0 morals in her Second Life. Whatever it took to get ahead? She'd do it. She killed, she schemed, she cheated, lied, and stole from everyone she'd ever met.

Now? She's got a higher purpose… but old habits die hard. She's a thief, and is dealing with suddenly having emotions like *guilt* or *empathy* for others! She's very confused, but that doesn't stop her from leading a cult of worshipers. Even if those cultists are now actually taken care of rather than bilked for everything they have for her own benefit.

She is a dab hand at **Celestial** hekau magic, and can be a very good assistant for joint rituals. Her main focus, however, is managing her large **Neteru** collection (300 point version at the moment. Can grow to 400 point version within 10 years) who have built and maintained her nicely furnished **Tomb** and bring her money.

She comes with the full Mesektet Perk tree, **Gift of Ma'at**, and the 300 CP version of **Gift of Ra**. You may spend a further 300 CP on her other Perks, and the Item Stipend.

Obligatory Big Breasted Goth Girl (100, free for Sakhmu): Sometimes? Life just *isn't fair*. She'd been trying for *years* to get noticed in New Orleans, she'd tried for years to get her design studio off the ground, and every time someone called her ideas 'uninspired' or 'not worth the fabric?' She felt just a little less like herself.

It was almost a relief when she got murdered in a mugging gone wrong. Maybe in death she could at least make an impact… And then? She was back. The world was so much wider, brighter, and *darker* than she'd ever thought it could be. As a new Spirit Scepter, she's back at her design table

and is cooking up things that will leave everyone else gobsmacked… or so she hopes.

You met her one day when she was, once again, being mugged. She seems to be a magnet for this kind of thing? Even with her new 'Immortality' it's still a pain to be mugged, right? And you kicked off a friendship. She's willing to make you things with **Effigy** magic if you're willing to be a model for her newest designs. Male, female, anything in between? Doesn't matter to her! Fashion is Fashion, darling. She's also intimately familiar with Egypt, having been there for years now, and can act as a guide in both the Living world and the Underworld.

She comes with the entire Sakhmu Perk line, **Highways and Byways**, the 100 CP **Ba** Perk, and a 400 CP **Vessel** for when she needs to travel. You may spend a further 400 CP for her on perks, and the 300 CP Item Stipend with discounts.

Lone Hunter (100, Free for Safekhi): A man who died without any ambition. He'd been dragged along on his last hunting trip by his friends, who left him for dead at the bottom of some ditch somewhere. Food for the animals they'd come to hunt.

Now that he's back? He's realized just how useless he was. How sinfully lazy. With a brand new Khaibit driving him? He's seen the light. However much that light hurts, it's important to look and he refuses to look away. Now he hunts different things, and Egypt is a prime hunting ground.

He *hates* Vampires, and hunts them almost exclusively. If you're useful to the goal of putting one more walking corpse permanently in the ground? He's your best friend. If you're not? He's a dangerous lunatic.

He comes with the entire Safekhi Perk tree, along with the 300 point version **Gift of Ra**, and **Gift of Ma'at**. He's also got **Money**, now. Enough to fund his hunting and then some. Turns out? Killing off rich vampires comes with some perks when you also know people who can invest that money for you!

Totally not a Bane Mummy (+200 CP): While this Mummy doesn't really live up to the concept of an Amenti, she's a holdover from before the New Spell of Life. She's also about as close to a Servant of Apophis as you can get without outright serving the Destroyer.

You see? She was a follower of Set before she died, and… yeah. That didn't turn out too well for anyone involved. Horus thought he could get insider information, and she thought she could turn them to Set's purposes and be welcomed back as a conquering hero by her former fellows.

Neither happened, and both backfired spectacularly.

Your mission, should you choose to accept it, is to convince her to face her rightful judgement before the Judges of Ma'at for her *many* crimes against Ma'at and the world in general.

She is a master of **Alchemy**, **Amulets**, **Celestial**, and **Nomenclature** Hekau, with a grasp of **Necromancy** many new Amenti would strive to attain… But she uses them for all the *wrong* reasons. She is spiteful, vindictive, and angry at the world over slights committed millennia ago.

She comes with the aforementioned Hekau-based Perks, **Arcane**, 3 purchases of **Pre-Made Amulets**, and the **Gift of Thoth**. She does not get any more CP to spend on her, as she is already ***powerful***. And she will be doing everything in her considerable power to stop you from 'saving' her. She has a **Phylactery** which allows her to avoid judgement and to blanket an

area the size of a city in a sandstorm. Anything within the sandstorm is known to her immediately. Every crack and crevice, she is aware of every grain of sand and can direct it from a central position.

Don't fuck it up. Yes, you *get points* for this one. If you succeed and convince her to finally go before the Judges of Ma'at, and then convince the Judges that she could be a powerful ally now with proper atonement for her misdeeds, she will be your faithful ally and come with you to future worlds to make sure *you* never make the same mistakes she lived through.

Others (100 or 200 CP): Here, you can create or import Companions as other creatures form the World of Darkness. A Vampire (Ra help you), Garou, or Mage costs 100 CP. One of the other Reborn, such as the Wu Tian (Asian 'Mummies') or the South American Capacocha, costs 200. You still get 600 CP to spend on perks, 300 CP stipend to spend on items, but they're *not* Amenti, so be careful. They might well have missions of their own to deal with.

Drawbacks

Want some more points? Couldn't finish out your dream build? Take as many points here as you like. Just don't blame me if they end up being a bigger pain in the ass than you expect. Remember the axiom of the World of Darkness. 'Merits are just Flaws you pay for.'

Continuity (+0): Oh, you've been here before? Well, don't worry about running into yourself. Somehow, the timing just never world out. Still, the

effects of your previous (future?) actions will be visible and present in your Third Life.

House Rules (+0): You wanna make changes? OK. Everyone's got *something* they fiddle with in either the rules or setting. As long as it remains recognizably the World of Darkness, you can make changes to how things have gone. Don't wanna deal with the coming Inquisition? Don't wanna deal with the Apocalypse, the Reckoning, or myriad other 'end of the world' scenarios? You don't have to. Kick that can down the road until after you're gone… or speed 'em up? Your choice. This is *your* story.

More Time (+50/per): You wanna spend more time here? OK, man. I've seen the future for this world in that '5th edition' thing, and it kinda sucks. Each time you take this, it adds another 10 years to the time you need to spend *alive* in this world. Time spent dead still doesn't count.

Can be taken up to 10 times, for a total of 120 years in this world. Enough for one solid life and Rebirth cycle! Good luck!

Something's Off, Here (+100): You came back to your Third Life… injured. No matter what you do, that injury refuses to leave you. You're permanently injured, just enough to make sure you're in pain for your whole time here, but not enough to really get in the way. Like a rash that won't go away, this injury causes distraction and maybe a wince here and there, but you can work through it.

Senseless (+100/per): Obviously, nobody's perfect, right? Well. Turns out your rebirth came with the loss of a sense. Choose between Sight, Smell, Taste, Touch, and Hearing. You're now completely cut off from that sense and nothing you do can restore it. Can be taken 5 times, if you wanna be completely cut off from the world and probably easy pickings for the servants of Apophis.

One-Armed Bandit (+200/per): Now you've lost yourself a limb. Nothing can be done for it, but you're now down one limb. Arm or leg, your choice. Can be taken twice if you wanna be legless or armless, or just missing both for one reason or another. Can be mitigated with prosthetics, but it's never quite the same, is it?

Stink of Death (+200): You smell like the grave, man. Dirt and decay follow you around like a dark cloud. Good luck with this one.

True Reflection (+200): Any mirror or reflective surface you look into shows not your current face, but the face of your Tem-Akh. Yeah, even an Udja-Sen can take this one. It might be the only way they get to know the spirit who helped them. But other people see it too, so be careful or have a very good lie at the ready.

Tattered, Judged Soul (+200): Like the Udja-Sen, your soul is tattered and wounded. There is a gaping wound in it that could not be fixed by joining with a Tem-Akh, and so every use of Magic, Hekau or Out-Of-Context powers, causes you physical pain and injury. You cannot gain any Sekhem from an external source, even from the Web of Faith. Only the 1/day you get when the sun rises. An Udja-Sen who takes this takes even more damage from each use of magic, as their severely damaged soul grinds against the power they wield.

Enemies in the Night (+300): The Setites know about you. They are made aware through a dark Revelation from their dark God of your powers, abilities, and the fact that if they kill you *permanently* or end your chain some other way? Then Set himself gets to continue on in your place.

Some Assembly Required (+300): You, like the Safekhi, needed to be mutilated before you could be brought back. You suffer the same consequences. Scarred and infertile, you're likely to be mistaken for a

Safekhi more often than not, and your Khaibit might be a bit less controllable if you ever pull it out.

Power Lockout (+300): Everything but your BodyMod has been locked behind a Seal by the Judges of Ma'at. Either they're too dangerous or too dark for them to be allowed. Either way? You're stuck with only what Perks you've bought in this document.

Item Lockout (+300): Your out-of-world items are locked in your Warehouse, rejected by consensus in the World of Darkness and shoved into the Umbral Pocket-realm that is your extra-planar storage. Nothing but what you buy here, either in this document or with in-world money, can be used here.

Warehouse Lockout (+400): Instead of just your Items? Your entire Warehouse, and anything that accesses it, are locked down and unavailable for your time here.

Ra's Rest (+400): You, like Ra, are really only active in the daytime. Like a reverse-vampire, when the sun sets you die. Your body is quite literally dead while the sun is down. You're not even able to act in the Underworld, as your soul is drawn to Ra's barge to protect him as he sleeps. You return to life at dawn, but sunrise does not fix any damage you've sustained in the night and if someone does enough damage you might well go into an actual death cycle.

The Haj (+400): instead of coming in after your Resurrection into your Third life, you first get to experience 'The Haj,' which is where your Tem-Akh pilots your body to the Web of Faith. It's like the world's worst fever dream combined with ambushes by the forces of Apophis trying to keep you from reaching the Cult of Isis and receiving the new Spell of Life. you

have 70 days to get to Egypt, and your body's not even your own to pilot for that time.

Out of Time (+400 CP): You're not supposed to be here… You're somehow back in time. So far back, with a different Spell of Life cast on you, that your Tem-Akh is actually more important here than you are… because you're back in Egypt, but all the way back in 3000 to 3,500 B.C. Flip a coin. Heads, it's 3,500 BC, Tails it's 3,000 BC. Either way? You're way out of place here.

Your timer only starts in 2000 A.D., so this could be a *while*. Hope you're ready to witness history and explain how you got a different spell cast on you than anyone else.

If you want? You can take this for *200 CP* instead and I'll give you a break on your 'Death Chain Failure timer.' Instead of 3 consecutive years, you'll have a full consecutive decade of time in the Underworld before you fail your chain.

Being Dead Sucks (+600): Now, your limit is 1 year and 1 day of being dead before your chain counts as a failure. Even the weakest and most indolent of Ba's can manage to gather enough power in a year, but you've got that extra timer, now. Any failed attempts to resurrect yourself could be an end to your Chain, entirely. I hope your Ba isn't a lazy shit.

If this is taken with **Out of Time**, take an extra +200 CP, 'cause this is gonna *suck*. Lots of things happen over 5,000 years, and sometimes you legitimately just wanna take a goddamned nap for a century and sleep through things like 'the black plague' or 'the 100 years War.'

Time Flies

So, it's been that long? Well. Welcome to your final choices for this Jump.

In future Jumps, your Death and Rebirth cycle is not available, and you can regain Sekhem at a normal rate no matter where in the world you are… But dying will still be dying, so unless there's allowances for that in the Jump? Sorry. Being an Amenti won't save you from a Chain Failure.

Option 1: Stay here. You enjoyed it, didn't you? You can die and rebirth as often as you like? The world's full of goth-punks and things to do… And people trying to put you down for a dirt nap? Exciting, isn't it? Welcome 'home.'

Option 2: Go onward. More worlds await, and need the Balance of Ma'at even worse than this place. Go forth, Child of Horus, and bring the light of Ra to new worlds.

Option 3: Home, at last. You want to end it? Go home and just be with friends and family while they last? I can't blame you, my friend. Sometimes you just want to see old friends and hold them one last time.

Thanks for everything, folks. Once again I disclaim any and all ownership. I am making no claims to ownership of anything within this document and I'm not making any money from this. This is a work of fiction

and any resemblance to peoples living, fictional, or dead is purely coincidental.

Version notes

Ver. 0.9: Finished most of it. Comments welcome.

Ver 0.9.1: Changed a few things for grammar and such. Added **Totally Not a Bane Mummy** Companion. Added **Out of Time** Drawback and modified **Being Dead Sucks** Drawback. Modified **Obligatory Big Breasted Goth Girl** companion to have the **Ba** perk and reduced her free CP.

Ver. 0.9.2: Edited the document to have headers. Because I didn't think of that *before*. Navigation is important, yo.

Ver 0.9.3: Minor edits for continuity/spelling, and a note on how dying is still a chain-fail in future Jumps.

Ver. 0.9.4: Added **Regenerative Sarcophagus** to Items section, because I like adding items to things. Also moved **Potions Lab** down to keep the pricing consistent.

Ver. 0.9.5: Added a few details to various Perks for future Jumps, just to clarify and keep relevance. Added details to **Totally Not a Bane Mummy**'s backstory.

Ver. 1.0: Complete initial review period and publish.