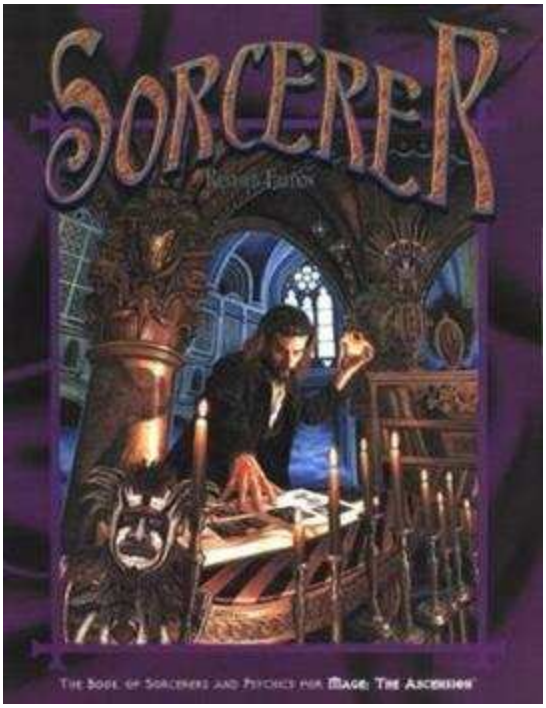
Old World of Darkness: Sorcerer Jumpchain

By Ze Bri-0n



Version 2.70

The World of Darkness is, in many ways, very similar to your own. On the surface, it is all but identical. But beneath that surface lies a much crueler and stranger world, one that is home to many fascinating and disturbing powers. Vampires, werewolves, and mages are only a few of its inhabitants, and each one is a force to fear.

But there are those who are not quite a part of either world. Often denigrated as "hedge magic," sorcery, also called "linear magic," "static magic," and very rarely "mortal thaumaturgy" is not subject to Paradox, and can be used by so-called Sleepers or kine, with the proper training.

Such magicians do not wield the overwhelming power of blood sorcerers, much less that of “true” mages, but they still possess a magic all their own; one not restricted by the whims of Avatars or elders. And that magic can be potent too, especially when the sorcerer is driven forward by a yearning for occult secrets and power, as all are on some level - for magic is the sweetest ambrosia of all, and one that never truly grows mundane, for the mystic arts reject mundanity itself.

You may arrive in the year 1991, the same year that Vampire the Masquerade was published in your world, or in 1997, when WoD: Sorcerer came out. If you want, you may pay 50 Choice Points to start at any time before 2000, when Sorcerer Revised Edition was published. The End of Days may or may not be coming - but you’ll have to figure that out for yourself, like everyone else.

Speaking of Choice Points, you’ll be getting 1000 of them.

Starting Locations

Roll a d8 to decide, or pay 50 to choose.

1. New York City, New York
2. Harvard Campus, Massechuets.
3. Los Angeles, California.
4. Montgomery, Alabama.
5. Detroit, Michigan
6. Washington DC.

7. Somewhere in Penumbra.
8. Free Choice of anywhere in the Solar System, Umbral realms included. Yes, also the non-American parts of Earth, if you're weird.

Identity

Roll up to 3d8, then add 16, or spend 50 cp to choose from between 16 and 45. Your gender remains the same as your previous jump, unless you spend 50 cp to change it.

Loner

You awaken at your starting location with no memory of how you got there. Or any life in this world. If you wish, you may instead choose to have the memories of a person of no particular significance with no close friends or family. This is the drop in option.

Cabalist

You are a member of a small, close knit group of static magicians, without the backing of a broader magical organization. They may be a religious group, relatives of yours, or the wizardly equivalent of a writer's guild. Alternatively, you are a member of one of the widespread sorcerer societies, like the Arcanum, Bata'a, Cult of Isis, Society of Leopold, or Bata'a. Such groups are often smaller and more limited than they realize, but they have greater sway than family circles and local covens.

Consor

Though likely peripherally, you're a part of the Ascension War; the great and terrible struggle for reality. The major factions are the Council of Nine Mystic Traditions, the Technocratic Union, and the various Craft groups, like the Knights Templar, Hollow Ones, or Sons of Tegri.

Perks

Discounts are half off, as usual. If they were only 100 CP before discounts, they're free after them.

General

Willworker (Free) It's another name for a wizard, and one you've earned. Not only do you have the innate capacity for sorcery everyone in this world has, you have the enlightenment, determination, and discipline to do magic consistently. Such resolve has many uses, some of which don't make perfect sense outside of the World of Darkness, but will remain available to you elsewhere.

The Night is Alive (Free) You are passingly familiar with the supernatural underworld, and know very roughly how to attract or avoid attention from different paranormal species. You know who has occult gossip and who's the big man on campus, who's willing to trade for tass and who's got the best books in town. You can beg a favor without giving offense and plead your case with the movers and shakers. You could even strike a deal without necessarily dying in the attempt, but the actual negotiation is on you. Better, you know how to puzzle out that

information in new areas, and start with similar knowledge in later jumps with paranormal underworlds.

Resonance (Free) The stirrings of your soul and the inertia of your spells gives you intense spiritual sympathies known as resonance. This resonance impacts your impressions, environment, and even moods. Spells that align with it become easier. Those that oppose it become harder or twisted. All are colored by it, and a magician can actively imbue it into their effects and creations, physical or otherwise. As a jumper, you may choose your initial resonance and are promised it will usually work in your favor. Furthermore, you may treat your other traits - and those of your tools, components, and power sources - as more of the same.

Mana (50) Quintessence is the lifeblood of magic, but the ability to use it varies. No sorcerer can wield all of its varieties, but some can't use it at all. You are not one of those unfortunates, and may lend your workings a small amount of extra energy. This may be taken up to five times; the first is free, and the last will place amongst the strongest magicians. In case you Awaken, pick one of the four essences; Dynamic, Pattern, Primordial, and Questing.

Stylistic Choices (50) Magic arises from belief - and belief takes countless forms. Your worldview and confidence will no longer prevent you from working magic using one mystic tradition or "scientific" convention of choice, even in other systems. This may be purchased multiple times, and you may take one free for each Path you buy

in the Sorcery section. If you choose to forgo multiple purchases, you instead get discounts on four paths of your choice.

Open Minds (100) You will generally be able to sidestep any form of prejudice, so long as that prejudice isn't based on actual ability.

Olympian (100) You have great stamina, strength, and dexterity. With time and effort, you can improve your body to the very limits of human potential, and do so without getting in your own way.

Einstein (100) You're a quick thinker with a good memory and razor sharp perceptions. You can easily understand complex topics and piece your knowledge together into new insights. In time, you may even live up to the title.

Social Butterfly (100) You are good looking, charismatic, and speak with authority. All of that can be improved upon, but while you're not necessarily extroverted you're certainly not shy or anxious in social situations. No stage fright for you - and you never forget a name or personal anecdote. You'll be the life of any party smart enough to let you in.

Natural Necromancer (100) Like all the best necromancers and shaman, you possess the natural ability to sense and hear ghosts. Unlike some, you cannot see them without additional magic, nor does this gift extend to other spirits, but you are always aware of their presence.

Everyday Magic (100) The mystic arts reject the mundane, but they are built atop the ordinary and extraordinary. By recognizing this truth, you can partake in it more deeply than other wizards. Expertise or mastery of relevant skills will strengthen your occult powers, even those that aren't connected to the Consensus. Integrating them into your spellcasting is even better, and any benefits you might see from such things in combat will be equally useful elsewhere. Compatible True Faith will confer similar, but more dramatic aid.

Trained Occultist (100) You have spent some time studying the supernatural and metaphysical workings of the universe…sort of. You don't have information about the actual facts, but you have a wealth of scholastic and oral knowledge about stories, symbols, traditions, history, advice, anecdotes, mythology, practices, principles, philosophies, and cultural taboos related to the supernatural and can competently gather more, all of which will help with hedge magic in different ways, especially since many supernatural creatures have gotten press over the years - and revealed their weaknesses. You aren't a true scholar of mythology and folklore, but you certainly deserve a Masters degree, which is enough to attempt an exorcism, even without magical or clerical abilities. For an extra 50 CP, you also know a great deal about historical alchemy, earthly herblore, sacred geometry, or similar fields, like astrology or numerology. You may buy multiple versions of that upgrade, but must do so separately.

Professional Parapsychologist (100) You have a scientific understanding of psychic powers and phenomenon; enough to identify, describe, and experiment upon them with practiced ease. This is more useful to psychics than occult lore, and can even help develop psychic powers under certain circumstances, though it has its own limitations. You also have a master's degree in psychology, a bachelor's in neurology, and a minor in chemistry.

Hard Counter (100) Every magician learns how to undo and defend against hostile magic sooner or later. While you still have to learn the appropriate spells, you are extremely talented at intercepting, unweaving, and warding against unwanted magic. You can also invent new varieties of countermagic for other supernatural powers, such as spirit Charms, *without* spending decades in the lab and library - or being a master sorcerer.

Ritual and Religion (100) Select a religion. You are well acquainted with its scripture, philosophy, rites, history, workings, invocations, theology, and liturgy, among other things. You also know how to give persuasive homilies and inspiring sermons. You may even be ordained or similar if desired. Besides the inherent utility of such information, some magic styles rely upon such knowledge, and religious rites often make for better wards and exorcisms than occult lore. You should know, having performed at least one in your time. Also, you have seen past some of the false dichotomy between magic spells and religious miracles/rites, which also lets you apply any perk which benefits the former to the latter- and the faiths they're built off of.

Fortune Teller (100) You are a genuine fake psychic, in addition to a real psychic or magician. You have all the skills necessary to make a living as an ineffective fortune teller. Even if you do not know how to make them work, you are familiar with several forms of divination, and can perform them ineffectively. These skills enhance genuine divination significantly.

Light Sleeper (100) Four hours of sleep is plenty for you, you can handle being sleep deprived twice as well as most people, and when there's danger nearby you shall be awakened by all but the quietest of intruders or disasters.

Prophetic Ability (100) Call it God, call it spirits, call it the collective subconsciousness of humankind. Periodically, *something* sends you prophecies and advice, often in a form that is symbolic or otherwise hard to interpret. You have no control over these visions, nor any special ability to interpret them, but they tend to come at dramatic moments, and when most useful.

Ecumenist (100) Using True Faith's powers usually requires a religious symbol or object of appropriate nature, most iconically a crucifix. While you are still bound by this restriction, you no longer need to use a symbol from your own tradition. When a power requires a religious symbol or object, you may now use a cross, khakkhara, or kirpan with equal ease. It doesn't even matter if the symbol is empowered by the faith or the faith rises from the symbol's power. Furthermore, you may lead faithful

from disparate theologies in united works as though they shared a single doctrine. This applies to religious magic as easily as it applies to *vera fides*.

Black Belt (100) You are an undisputed master of three fighting styles of your choosing. For an extra 50 CP, you also have a foundation in either Akashic Do or Kuei Lung. The former is a moderately supernatural martial art, designed by the Akashayana to foster meditative and philosophical excellence. The latter is the Wu Lung's answer to the same. With enough training in either, you will be able to do all kinds of action movie nonsense, but you're a long way from that. You may purchase the other for another 50 CP.

Practical Magic (100) Being a great warrior is cool and all, but there are more important things in the day to day. You have a real talent for magic that helps with that. In fact, if one of your powers has a utilitarian or constructive application, you'll know, and if there isn't, you can probably find one, or at least one people will pay for. Additionally, effects and items which boosted your magic's damage or strength or efficiency can now enhance it in other ways, or facilitate greater achievements.

Boot Camp Dropout (100) Several years ago, you tried joining the first half of the military-industrial complex. And washed out. Still, you remember your incomplete lessons, and know how to take a punch, strike a blow, case an environment, and gunfight. You're not necessarily good at any of those things, but it might just save your life.

Feng Shui (100) The arrangement of objects affects the flow of energies within a space, and can make them auspicious or inauspicious. The name is Chinese, but the concept is widespread. More than most sorcerers, you know how to lay out an area to make it conducive to specific activities. That said, and whether or not you utilize the Chinese system specifically, you will find it much easier if you study a Path of Mana Manipulation.

Objectivity (100) As a foreign entity, your disbelief no longer causes paradox or similar. Generally, your worldview no longer determines what you can or cannot see and interact with, but there's no escaping the lens of your own soul, so certain entities will still take form from your mind.

The Flow of Ki (100) By expending mental or magical energy, you can increase your physical abilities for several seconds.

Force of Spirit (100) Some people possess a raw, unbridled charisma that seems almost supernatural. With this ability, there is no "almost." An expenditure of energy can briefly improve your social skills, at least for a single task.

Strength of Psyche (100) You have learned to briefly magnify your mental abilities by tapping into the mystical energy that dwells inside your will.

The Twilight World (100) In any setting where people perform religious rites, engage in superstitions, or practice occultism, you can make some small percentage

of it efficacious by introducing the power of mythic sorcery. This can be a matter of suddenly always working, or an abrupt new age of magic. WoD metaphysics are optional, and draw on local resources, if you prefer, but it may limit certain options. If you have a vaguely similar magic system you'd rather share, you can import that instead, though there won't be any super-mages. This is all about the minor magics of mostly ordinary mortals. Also, if you have any perks or powers that only affect or work in magicless worlds, you can cut some corners and twist the definitions; any element that's ambiguous, or debated, or connected to you doesn't count.

Wheat and Rye (100) Once you've accepted your faith or hobby or passion as a source of power, you may have difficulty looking at it in the same way. You will never have such issues- nor similar. Your devotion and enjoyment are unaffected by such distractions, which you may easily ignore when you don't wish to contemplate them.

The Lesser Key (100) You have studied the spiritual etiquette and haggling techniques established and passed down by Solomon, collectively called the Umbrood Protocols. These invocations, offerings, formulae, and pagentries are designed for the manifestations of human thought in the High Umbra, though they'll also work on the gods, demons, angels, elementals, archetypes, and tulpa of other jumps. Unfortunately, they're most effective in Enochian, which sorcerers cannot normally speak. Free with three or more dots of Summoning (Daimonic) *and* a Solomonic Stylistic Choice, such as Batani, Chorister, or Hermeticism and variations thereof.

Talk to Me (200) Remaining calm and calming other people down, finding rapport and finding compromises may not be as flashy as fireballs and demonology, but some of the most valuable skills in magic and in life are just listening and negotiating. You're very good at all of the above, and are a natural voice of reason, will help you keep your cabal on the straight and narrow, such as it is.

The Law of Names (200) You are one of the many mystics who understand that to name a thing is to give it power, but to hold that name is to hold power over it. You have already discovered/chosen and hidden your own True Name, thus invalidating all lesser names. This has several benefits, the most prominent of which is protection from sympathetic and otherwise indirect attacks. Just remember that while it can be a source of power, it must remain secret. Fortunately, you know how to place traps upon it, and investigate the True or Summoning Names of others with divination.

Lesser Shaman (200) Unlike either sort of medium, you were born with the spirit sight, and as such may see all varieties of spirits, ghosts, fae, and similar automatically. While most people with this gift are mistaken for insane, your gift was recognized by a Dreamspeaker or Verbena, who trained you as a shaman. Through long and elaborate rituals, you may summon and banish spirits, strengthen or weaken the local Gauntlet, and awaken the spirit of an object or place. You also have a more unique ability to leave nourishing offerings for spirits of all sorts in a

variety of ways, which will make your job easier. Tass is particularly good for this purpose. You can teach these arts to anyone with the spirit sight.

Hunt the Repugnant Thing (200) Like many sorcerers, you are a distinguished vampire hunter. You may not be familiar with the precise terminology and distinctions between Clans, or even that there are Clans per se, but you know the basic abilities, behaviors, and tactics of vampires. Furthermore, you are well trained in the act and art of their destruction. Your skills in subterfuge, investigation, tactics, and battle are more than enough to earn you a place among the Society of Leopold, and you have the courage and perceptiveness to back them up. Post-jump, you will find that you can easily update these techniques for other monsters, but especially vampires.

Wise One (200) Those who study the ancient ways can uncover supernatural forces in their midst. Those with faith the size of a mustard seed can drive off darkness *sola fide*. You have studied mythology and folklore enough to recognize the signs of spirits, witches, and monsters in your area. Furthermore, you can use traditional superstitions against such horrors effectively. This would normally take powerful Faith, and while it does help when compatible, you can do without. Hallowed ground, brass bells, cold iron, consecrated silver, salt, searing flames, crucifixes, green wood, herbs, nails in footprints, inverted clothes, and all sorts of other banes can be potent weapons and defenses in your hands, even against supernatural beings that should be immune to such apotropaic methods. Post-jump, superstition will allow you to detect, combat, and hide from most paranormal

forces, even when it shouldn’t. Studying the local folklore will make it easier. This is free if you purchased three of the following: Trained Occultist, Ritual and Religion, Hunt the Repugnant Thing, and True Faith.

Book Learner (200) You can read three additional languages and learn from the written word almost as effectively as from instruction. You’re a master researcher and know a little bit about cryptology and reading between the lines.

Sharp Intuition (200) You’ve got a sort of sixth sense for people, and you’re quite competent at using it. It isn’t actually mind reading, but you’re attuned enough that it's hard to lie to you. You can tell who's hurting or hiding something at a glance - usually. Just don’t rely too much on these hunches and gut feelings - they’re not infallible.

Iron Will (200) You’ve got a will like few others. While all magicians are unusual in this area, you’re one of the toughest people in the world, which also provides you extra fuel for most forms of static magic, which draws power from your drive.

Vampirologist (200) It appears your studies drove you into the path of an actual vampire, and somehow you came out at least mostly intact. Or perhaps your introduction to magic involved a Tremere’s grimoire. Whatever the case, you know more about Cainites than most Cainites do, including how they interact with each other and with linear magic. As a result, you can find mystical uses for all forms of vampire blood, and if you actually ingest Vitae and become a ghoul, you will be able

to learn vampiric Disciplines unknown to your domitor, including and most easily blood sorcery like Thaumaturgy or Dur-An-Ki. Additionally, while you are a ghoul you Disciplines can grow up to two dots more potent than would otherwise be possible, though never above five with this alone. If becoming a ghoul does not appeal to you, then you will be happy to know that your knowledge also makes alchemical attempts to replicate Disciplines a dot more potent than otherwise, though again, never above five dots.

The Old Blood (200) The old folk are ever fading, but you may count yourself among them. You are one of the rare Fenian that yet live, and magic runs in your veins like blood. Shapeshifting in particular only requires practice, not training, and you can recognize the fae for what they are, even without magical assistance. You know an ancient Celtic tongue and possess a talent for music, revelry, and battle. You are also hardier than most; a natural traveler and bard. These things will make you content and bring you joy. Fianna werewolves, ancestral ghosts, and faeries of all sorts will recognize you as a natural ally, while fomori see you as the heir of an ancient foe. You are bound to a trifling gesa, such as never running naked through the rain under a full moon while wielding a cold iron sword, and though ill fortune will stalk you should you break it, it will not break your bloodline, nor trouble you for long. Still, this ancient blood gives a sense of genuineness, spontaneity, and wildness to everything you do, especially in the realms your blood blesses you. Indeed, when you work your magic, the world seems like an eerie, Otherworldly place, pregnant with possibility and wonder.

Legendary Cholé (200) Your body and mind make a fantastic gateway to the higher realities. Spirit entities have an incredibly easy time possessing you, and find new and terrible strength once inside. This same openness makes it easier for spirits to dwell in and depart from your body without damaging it. When this would be a liability, your foreign nature allows you to bar this gateway to the uninvited.

Totem (300) One of the great spirits smiles upon you. There are numerous fringe benefits to getting buddy-buddy with one of the major powers of Creation, but the big two are that you can learn Garou Gifts and get instant respect from lots of other spirits.

Kinain (300) You've got some faerie blood in your veins, which exposes you to chimerical attack, but also lets you walk in the Dreaming like you own the place, interact with the fae without harming or offending them, live a life of wonder, and learn Faerie cantrips. Unlike other kinian, you may power said cantrips with Quintessence instead of Glamour, if you have it. Additionally, you are permanently Enchanted to see things as they truly are, bypassing the Mists and similar barriers.

Unbondable (300) You possess the rare, innate trait that makes you immune to the vampiric blood bond. You can still benefit from having Vitae in your system, but any Cainite who wishes to retain your services must find other means of doing so. Your nature as a jumper extends this protection to all long-term methods of unnaturally forcing loyalty, including indoctrination and other forms of non-magical mind control.

Emergent Rituals (300) When you know the principles, there's no need to do things by rote. In your case, this applies to magic's ritual-only paths. With enough knowledge of the appropriate path, you can replicate an effect without the precise formula. Naturally, it is more difficult, and Daimonic Summoners may find it difficult to affect unfamiliar spirits in this way, but it can be done.

Bastet (800) Certain werecat tribes - Ceilican, Qualmi, and Bubasti - can use linear magic, despite their Fera nature. You are such a shapechanger with a Pryio of your choosing, having gone through the First Change and finished an apprenticeship under a Kuasha. Like all Bastet, you know the mystical "Kheuar" tongue, and may shift between several forms, each deadlier than the last. As with all the Changing Breeds, you possess powerful regeneration, unnatural strength, and easy access to the spirit world. Your supernatural shapes have a "Delirium" effect on mundane observers, and you can gain further Gifts from the spirits or other Fera. Be warned; Bastet have secret weaknesses called Yava, and while you know yours, they remain dangerous.

Loner Discounted

Arcane (100) You have the mystical trait known as "Arcane" or "Cloaking" that makes it extremely difficult to be remembered or detected when you don't want to be. This also provides a degree of protection against sympathetic magic. Unlike with others, this trait is completely under your control and toggleable.

Public Magic (200) While sorcerers don't have the fear Paradox like affinitive mages, they still find magic more difficult and dangerous in front of nonbelievers. Not so for you. For one reason or another, your linear magic is unbothered by consensus, disbelief, or similar. Mundane reality has no sway on your wizardry, not even to twist it. This goes beyond just your spells and applies to the spirits you summon, the realms you inhabit, and that which you create by your own hands or magic.

Change of Life (400) Linear magic does not survive the Awakening, the Embrace, or other transformations. Yours can. In fact, all your powers will survive any sort of metamorphosis, and will never conflict with your nature or each other. You still get the full benefits, including those contingent on losing something or other. As an added bonus, your supernatural powers and skills do not atrophy, nor can they be taken or sealed (etc) without your consent.

Struggling Awake (600) The difference between a sorcerer and a true mage is the Awakening: a spiritual epiphany that shocks them into true awareness of their soul. From there, they can tap into the fragments of Creation therein to become greater willworkers than ever before. You yourself have Awoken, but only about halfway. This allows you to try to simply *force* magic to happen, when you need it. You don't need to know what you're doing - you just *do* it. This can be dangerous and Paradoxical, but it gives you a wider number of options. Being part way down this path to power also means that your static magic is just a bit easier, putting it on par

with vampiric blood sorcery. If you manage to fully Awaken, I promise you will be a very talented mage.

Cabalist Discounted

Beneath Notice (100) As a sorcerer, you are generally beneath the notice of both sides of the Ascension War. They might try to recruit or eliminate you if you draw attention to yourself, but if you don't, you likely won't even learn there *is* an Ascension War. This perk guarantees that so long as you don't actively draw attention to yourself, you will remain beneath notice.

Day Job (200) Magicians of this kind generally can't afford to devote their whole lives to their abilities, so they have to hold down a "day job" to pay the bills. Choose any profession. You have the equivalent of five years experience in it, and, if you're old enough, are currently employed as such. Even if your history doesn't show it, potential employers will subconsciously sense it and consider you as though you did. You can't be highly influential with this, though you can be a local mayor or some such. This may be taken multiple times for additional skills (but not extra jobs), but only the first purchase is discounted.

Risk Free Botches (400) One of the risks of magic is that when it goes wrong, it tends to go *disastrously* wrong. However, even a sorcerer's worst botch is not nearly as bad as an Awakened mage's. You share this trait, regardless of what kind of magic you're using. While you can still miscast a spell, the resulting disaster shall be more annoyance than catastrophe, unless the spell was truly worldshaking, in

which case there may still be worldshaking consequences - but they will definitely not be world *destroying* consequences. Even the personal consequences are dampened and can eventually be healed in your case, so you'll never need to worry about accidentally deleting yourself from existence or shattering your own soul, though you might not physically survive a truly terrible screw up.

The Ritual Congregation (600) You have the raw charisma of a great missionary, instructor, or cult leader. You are also a true master of leading groups of magicians in joint works. You and your allies can perform ceremonies to enact spells that are not only more powerful than any of you could have performed alone, but more significantly powerful than a single magician with the combined power of the group could have. Even magicless assistants can help, so long as they're willing and able to follow instructions. This applies to all forms of magic, even those that don't normally have cooperative spellwork.

Consor Discounted

Guerrilla Ideologue (100) You may just be a grunt, but you know the ins and outs of occult shadow warfare, including espionage, propaganda, and what some people might call terrorism and counterterrorism. Your experience is always applicable, even if it doesn't exactly come with skill.

The Crossover (200) You have the ability to enact subtle social changes on a town-wide scale with a disproportionately small amount of effort. Such as, for instance, convincing the local mages to respect sorcerers a bit more, or fostering an

atmosphere of tolerance and teamwork. You are also a moderately skilled debater and politician.

Ritual Master (400) You know a lot about ritual magic. In fact, for every spell you know, you probably know at least one ritual version that is significantly more effective, albeit slower. These rituals take at least ten minutes to cast and often require specific reagents and circumstances. Your expertise allows you to both pick up and invent rituals of all sorts more quickly and easily in the future, apply these techniques to psionics or other magic systems, and find exploits and unconventional uses for them with ease.

The Traditional Way (600) Unlike Awakened mages, sorcerers cannot use their powers effortlessly or without foci. As a jumper, however, you will almost certainly acquire means of sidestepping the requirements of magic. With this perk, you may not want to. Whenever you could forgo a spell or power's demands but don't, it becomes significantly safer and more effective. Each precondition meet is more beneficial than the last. By equal token, you'll find sensible, consistent incantations and props are better than gibberish, and it's advantageous to use a circumstantial spell as intended when you could use something more general or finagle another into doing the trick.

Items

General

Focus (100) First purchase free. This is a runestone, wand, athame, holy symbol, or other such object of your choice, consecrated, enchanted, or otherwise prepared to do your magic, which is absolutely essential for sorcerers. Psychics don't need these, but may still find them useful.

Appropriate Tass (100) Tass is condensed Quintessence (magical energy), and can be used by magicians to empower their spells and rituals. With this, you will have a steady supply of it. This is especially useful, because hedge wizards can only use specific kinds.

Local Believers (300) In your hometown, people know that you and your cabal are the people to talk to for a little supernatural help. They may not admit to believing in it in public, and they may not even really believe in magic at all, but they know that people who go to you for help tend to get an extra edge. As such, your magic, whatever the kind, takes no penalties when people from home are watching, nor from their unbelieving presence, and as a bonus they're much less likely to form an angry mob to burn you at the stake, unless you do something to actually deserve it. Additionally, people will periodically turn up asking for supernatural help that you can - usually easily - provide, and will be more than happy to pay you for your trouble. This state of affairs continues to hold sway in your starting location in later jumps.

Yggdrasil Branch (300) Not unlike Samuel Haight, you have gotten your hands on a wand carved from an incarnation of the World Tree. With this in hand, even a

Sleeper can work the Archaic Sorcery of the Old Faith, though you will need time to master it. If you would prefer another Fellowship's magic, that can be arranged. While powerful, these arts are dying for a reason, and cause extra paradox in the skinlands.

Loner Discounted

Basic Books (100) You're going to need these as a drop-in. These books will provide you with enough knowledge to learn the first "dot" of four paths of linear magic, in any style or styles. They'll get you on your feet, magically speaking. Study one can also grant others an appropriate version of the Stylistic Choices perk, but only if they don't have one already. It also doesn't give them magic's other necessities, save the most fundamental potential.

Lucky Charm (200) A pretty simple Talisman, enchanted to give whoever holds it a little extra good fortune. Won't save you from certain death, but should give you a much needed edge at times. Can take any form you want.

Safe House (400) Occasionally, you might need somewhere to hide, and here you will find everything you need to stay off the grid for a few weeks. This dwelling is big enough for three or four people to stay comfortably, and has a refrigerator and freezer with enough food to feed them for a month, which restocks annually. There's also a garage, microwave, running water, a shower, heating, AC, basic toiletries, a restroom, and an old landline phone. It even has wifi. For some reason, despite having all these amenities, it has no provider for any of them. The deed to

the place isn't even in your name. So as long as you don't lead anyone right to it, no one will connect it to you or try to take it away. The phone and wifi cannot be traced by earthly means, nor many mystical methods. The supplies, including food, restock yearly. This will import itself to every new setting, and through the literal magic of Correspondence effects, will never be more than a half hour's drive away, so long as you're in the city.

Cabalist Discounted

Professional Advertisements (100) A set of fliers, posters, and electronic files that will help you drum up some business on the mystical side of things; professionally done, self-replenishing, and automatically updating when desired. They have a habit of finding their ways into the hands of those who are willing to believe. Just, try not to attract *too* much attention with these.

Enchanted Appliance (200) Choose any one common appliance. Anything from a cell phone to a truck. You gain an enchanted variant of it. It will never need maintenance, refueling, or recharging. Furthermore, even if it looks outdated, it will outperform the most cutting edge mundane equivalent. In fact, it will probably outperform anything from our real world, if only just.

Personal Library (400) Every wizard needs somewhere to write down his spells. Here's yours. A modest library detailing your styles of magic, plus other useful information, with extra, blank books for you to record new findings in. It can be added onto your warehouse or imported into each new setting post-jump.

Consor Discounted

Sorcery 101 (100) This text is a perfect primer and teaching aid for anyone who wants to work with magicians outside their group. It provides step by step instructions for communicating through paradigm differences, and adapting that to the actual casting of spells. It even has a few things to say about other magic systems.

Node (200) A place where quintessence naturally springs forth and can be gathered by wizards for a variety of uses. This Node is of middling strength, but can take whatever form you want, from a sacred grove to a workshop, and I promise its power is compatible with you. It can be placed on pre-existing properties as well, but cannot be added to your warehouse until after the jump. Post-jump it can be imported however you want, including being added to the warehouse or placed in a pocket dimension, including a Horizon Realm you control. The Quintessence will remain perfectly terrestrial wherever you put it.

Sanctum (400) These are not as useful to sorcerers as they are true mages, but in this apartment sized space, none of your magical abilities will ever go awry, instead merely failing to produce any effect at all when misused. This Sanctum can take any form, from an alchemist laboratory, to a dojo, a temple, or a small house. It also dampens rumors about you calling up demons and whatnot while within it, and has some defenses against trespassers, otherworldly and otherwise. This may be imported into later worlds or made a warehouse attachment.

Companions

Import (50-300) - Import up to eight existing companions. Last two are free if you take six. Each of these companions get 600 choice points to spend on items and perks, and 600 sorcery points to spend on paths.

Cabal Mates (100) A member of your cabal that practices the same paradigm of magic you do. Receives Day Job for free and Local Believers if you take it, as well as 600 choice points and 800 sorcery points. The first two purchases are free for Cabalists.

Mentor (200, Discount Cabalist) A member of the same group as you, with far more experience and power, who is willing and able to travel with and teach you. They receive 1200 sorcery points. You may pay 100 CP to give them 200 CP and 200 extra sorcery points, representing a more skilled or experienced mentor. This upgrade, which is also discounted to Cabalists, can be purchased multiple times.

Familiar (100) You have a spiritual ally incarnated as a small animal. This spirit has access to some knowledge which you do not and can communicate clearly with both you and spiritual entities. It may have some minor powers of its own as well. Unlike most familiars, you don’t need to worry about feeding this one. You may import a supernatural pet into this role. If you should take a familiar during this jump, you can take them with you, but you’ll need to provide them with Quintessence to live off of.

Unusually Friendly Cainite (100/300/600, Discount Loner) Wait, really? If you're sure. You have somehow befriended a vampire of some power, and they shall come along with you on your journey. They are manipulative by nature, but not strictly malevolent, and are even willing to accept direction from you, for some reason. For 100 CP, they are an eleventh generation fledgeling. For 300 CP, they are an appropriately powerful member of the eighth generation, with several centuries of experience behind them. For a full 600 CP, they are ancient Kindred of the sixth generation, nearly Methuselahs. So potent is their blood that their ghouls can learn Disciplines up to the third level. Post-jump, the vampire shall live again, but retain their powers. Such a vampire will no longer need to fear sunlight and can sustain themselves off standard faire, but will have to find perks to deal with the rest of their weaknesses, for no other method shall help.

"Your" Mage (100/300/600, Discount Consor) Most consors are associated with a specific mage, and there's plenty of crossover between mage and magician. This is your ally/master/teacher/student/sponsor/employer/lover/BFF in the Ascension War. For 100 CP, they are an Apprentice, just beginning to harness the power that they now possess. For 300, they are a Master of at least one Sphere, and knowledgeable of several others; a force to be reckoned with. For 600, they are an outright Archmage, and there is little which can oppose them directly.

Werecat (300) A Bastet with a close relationship with you, the nature of which you may choose, who is willing to follow you into new and stranger worlds. They aren't

new to their changing ways, but they're closer to a newbie than an elder, so they may need some support from time to time. Fortunately, werecats have always been associated with sorcerers…

Drawbacks

You may take Drawbacks for extra CP. You may take as many as you like, but can only gain a maximum of 600 extra CP. Drawbacks may be taken for double the SP instead, which does not count against your Drawback limit, but may only be spent in the Sorcery Section below.

A Different World of Darkness (+0) Even before you get into the Edition Wars, there are contradictions, deliberate ambiguities, and occasionally bad writing decisions in the World of Darkness lore. It's just the price of doing business, especially when you are running multiple game lines, each of whom has multiple writers who aren't always on the same page with each other, much less other groups. So, here's your chance to customize a little bit; not just on what edition you're playing in. If you have a pet explanation why even isolated Crafts use the Sphere system, or you have a particular interpretation of a given group, or you wish the Tremere took more of a beating during the Massasa War than they canonically did, or you want to mess with the variables of magic a bit, go ahead, mix them with your favorite house rules and setting changes. Stir and serve. Just don't go *too* crazy - stick to the themes and concepts of sorcery and the setting.

Path Inept (+100) There is one particular path of magic or psychic power which you really want to study or improve in. It's too bad you're so poorly suited for it. Still, you can learn it, it'll just take more time and effort.

Recruitment Pitches (+100) You're going to get a lot of them, even if you've already got a group. At least once a week someone's gonna come up to you and ask you to join their group, and they're not gonna want to take no for an answer. Whether that group is a book club or the Order of Hermes. You can just brush it off, but it's gonna get trying.

Is the Night Alive? (+100) You do not receive The Night is Alive until post-jump. Your out of context knowledge of the World of Darkness and most urban fantasy cliches are also sealed, and your current identity's a metaphorical mushroom. You might be streetwise, but you're not supernatural streetwise. You're aware other magicians exist, you know there's some kinda spirit world, and you might suspect vampires or werewolves, but that's where your knowledge ends. This does not count towards the drawback limit. For double points, you know a fair amount, but it is all dangerously wrong. For instance, you might think vampires are just weird blood mages.

Flight Envy (+100) You have seen several demonstrations of affinitive power, which has left you painfully aware of the limits of your own magic in comparison.

Mildly Mentally Ill (+100) It's painful to admit, but many magicians suffer from or develop some form of mental disorder - you are one of them. Obsession and mania are common, and your particular case is *relatively* manageable, but there's no getting around the fact that you have a new phobia or PTSD or so on.

Reputation is Everything (+200) And you've got a poor one. For some reason, everyone seems to think you're unpleasant, untrustworthy, and incompetent. People you spend large periods of time working with individually will realize if this is false, but good luck convincing the majority of people of your true character.

Dark Past (+200) Life was hell, growing up, and you made some mistakes along the way. Whether it was an abusive parent or a serious illness or just falling in with a truly bad crowd, it is behind you now - but the psychological scars remain. As does the criminal record.

Tiring Magic (+200) Your magic and psychic powers are exhausting. It consumes twice as much of your energy as it should. For an additional 100 points, this applies to all of your out of jump abilities as well.

Hidden Power (+200) Normally, your out of jump powers and technology would be exempt from the Consensus that attacks magicians. Now? Not so much. As far as Paradox is considered, all that is affinitive magic. Keep your clarke tech hidden, or prepare for it to break down very quickly. Hide your powers, or have them fail. Unbelieving observation will make it worse.

Mild Echos (+200) Magic is a source of protection, but also a source of fear. In a world where belief has power, there are side effects for that. For example, certain common animals dislike you, plants wither in your presence, *and* you cannot break an oath or invade a dwelling without jinxing yourself. Your particular style and resonance might change the details, but you are noticeably *other* for those who know how to look.

Fenian Blood (+200) You are a direct descendant of the Tuatha De Danu, those gods of ancient Ireland, and as such have the old changing blood running through your veins - but whether time has diluted it, dishonor has destroyed it, or your generation was skipped, you have not inherited the faerie sight, a talent for shapeshifting, or the respect of the Fianna Garou. What you have inherited is a Celtic tongue, a sharp temper, and the eternal enmity of the fomori, who will certainly try to kill you periodically. Just be grateful you do not labor under a *gesa*, like your more talented kin. In lieu of CP, you may also take The Old Blood for free at the end of the jump.

Mogen Ha Chav (+200) The kabbalistic sorcerers who call themselves the Shield of the 36 believe that there are 36 righteous humans whose primal goodness protects the world from many evils simply by existing within it. The Shield make it their duty to locate and protect these individuals, though it is a question whether their task has succeeded, if it is necessary at all. Apparently, they were correct on both counts. Unfortunately, the organization has taken a serious blow at the hands

of dark forces, and thus inducted you to help protect the 36. For each that perishes or is corrupted, the world will become a darker place. If all of these righteous souls should fall, then the end of days has come. But don't worry - that probably won't happen unless you *really* screw up. Additionally, while they did induct you as an act of desperation, you are not automatically immune to any prejudices the other members may hold; they usually only induct married, male, Orthodox Jews over 40, and shun most magic as unholy.

Vampire Target (+200) The Tremere, Tzimisce, Assamites, and other groups of vampires often Embrace human magicians, as some of their mystical knowledge carries over into blood sorcery. Now there's a rather large number of them that are after you specifically, though not a truly ridiculous number. Getting Embraced counts as a loss condition for your chain. Good luck.

Malfunctioning Sixth Sense (+200) You are unusually sensitive to the resonance and auras around you, there's just one issue; it cannot be trusted. A statistically significant fraction of the time, your sixth sense feeds you nonsense. Sure, that healing spell still heals, but it *feels* awfully like a flesh rotting curse. And while that fellow over there feels like a living saint, he's actually less trustworthy than most vampires. The good news is that most of the flaws are consistent, so you can eventually figure out that you register all British people as serial killers and all politicians as perpetually aflame, but you'll have to figure them out on your own time.

Weak Willed (+200) You do not receive the Willworker perk until the end of the jump. If you purchased Iron Will, it is likewise on hold, but you do get an extra 100 CP for your trouble. This leaves you with less fuel for magic, and risks your effects deviating from your intent, at least the first time. You may choose to let this seal your other will power enhancers. If you do, you receive double points for this drawback, and it does not count towards your drawback limit.

Ritual Sleeper (+200) You can't do linear magic quickly. All your sorcery and psychic powers from this world are going to take you at least 10 minutes.

The Scent of Sorcery (+200) Magic leaves a sort of residue on you, which inquisitors and other supernaturals can detect at a glance, sniff, or listen. Every spell makes your involvement with the supernatural obvious for one day per dot, double for rituals. Certain animals may also be susceptible and disturbed, but your own might be less affected.

Spray (+200) Your magic has a subtle sort of spillover. This overflow is unpredictable, but usually harmful. Granted, it rarely affects you, but it is there. A protection spell might shunt harm elsewhere, or briefly compromise another's safety, while a summoning may excite the spirit world and attract similar forces, for example. Certain forces may be able to trace the harm to you if they know where to look.

Eventually, Someone Always Snaps (+200) Magic is addicting because it's incredible- and that makes it far too easy to lash out and go overboard with it. Some would say that the true test of a cabal is moderating its members' darkest impulses. Unfortunately, the task falls to you. Wherever you go and especially among other magicians, you will frequently be called upon to be the voice of reason and mediator.

Far Too Far (+200) You're precisely the sort of person I was talking about, when I said that it's too easy to take magical revenge to unjust extremes. Maybe you're not *always* like that, and maybe you're right to be upset, but if you seriously think a particularly rude construction worker deserves to be crippled for life, you have another thing coming. If you're lucky, your darker spells will be as predictable as clockwork; perhaps one day a month. If you're very unlucky, you'll wallow in your rage and spite every moment of every day.

Golden Fly (+200) Most sorcerers invoke some outside agency to work their magic or give it structure, but while they can accept outside help, the substance of magic is generally the magician's own, whether or not they realize it. There are exceptions, however, and you are one of them. The only thing your magic can do on its own is send a mystical request to your magical sponsor, who may or may not choose to answer. This force is likely a holy figure in your religion, but they may sometimes refuse your requests for being unrighteous, or contrary to a broader design. For double points, your patron is actively malicious, but you think they're compelled to serve you. Spoiler; they aren't. In either case, this magic must be

done through a specialized, simplified version of the Path of Binding, which is easy to learn but caps your other magic. Fortunately, you receive a number of dots in it equal to your highest initial path or psychic discipline. Unfortunately, divine patronage is not a substitute for sorcerous skill in this case, so you'll still have to learn the spells - there's just a middleman who can prevent you from actually using them. Not compatible with UnSorcerer. If taken with Sorcery Only, neither this nor that counts against your drawback limit.

Auto-da-fe (+200) The Inquisition is on your tail, and they are well aware of your capabilities and through processes.

Throwback Thursday (+300) You occasionally remember things that happened to other people. Whether these people are previous hosts of your Avatar or your own past lives, none can truly say. This would be very useful, if you could control it. As is, the impressions are confusing and disturbing on a good day, even if you don't slip into Latin or third century Low German. On a bad day, last century will be as recent and familiar as last week. On very rare, very bad days you will fully dissociate from your current self and take on the mindset or even persona of a previous incarnation. While that might get you out of a pinch or two, you might also wake up to discover you spent the last day remembering what it's like being torn limb from limb by werewolves or thinking you were a depression era demon hunter with a grudge against the local vampires in particular. The throwback ends; the consequences remain. Agitation makes it worse. Such throwbacks will never guarantee you death, but there will be trouble. Most of your previous selves will be

initially unknown, but you are given some input on who some of them used to be. Emphasis on some - none of them are going to be archmagi.

UnSorcerer (+300) For some unknown reason, you can't use sorcery or psychic powers for the remainder of this jump. Kinda missing the point, isn't it? Fortunately, you haven't undergone a Gilgul, so you retain all of the things the dreaded rite would strip away with your magic. Not compatible with Ritual Sleeper or the lower level of Tiring Magic.

Sorcery Only (+300) All out of Jump powers and equivalent items are locked for the duration of the jump, but you do get to keep your body mod and other perks, unless they make you a sci fi engineer or something. What you bought here is what you get. This is worth double if you take the third Scenario, but the extra doesn't count towards the drawback limit. For an extra 200 CP that also does not count against the drawback limit, you are stripped down entirely to what you bought here, plus your body mod. For another 100 CP on the same basis, you also lose said body mod for the duration of the jump. They stack.

Namebreaker (+300) Werewolves despise mages on general principle, and most can't tell the difference between half and fully Awakened. Naturally, every werewolf in the world will hate you on sight, and at least one already knows who you are. Not all are fully unreasonable, but they're all werewolves, whose defining trait is rage, so… yeah.

Thaumivore (+300) Paradox has detected your otherworldly nature, and taken its toll, forcing you to periodically consume terrestrial magical energy to survive on Earth. Just a point or two every week will work if you're fully mortal - but archmages and eldritch horror will need much more. Fortunately, retiring to Horizon or the Umbra will decrease the cost to one per week.

Stepping Off the Path of Screams (+400) It's a time honored tradition; a desperate or foolhardy magician seeks power from darker places than traditional wisdom advises, and is unlucky enough to find what they were looking for. Few are wise enough to forsake this path before the Fire beckons and it is too late. You were one of those few. Whether you fumbled in ignorance or called the darkness with open eyes, you bartered with the infernal repeatedly, giving them resources and information. Once or twice, you even gave a Demon Lord some of your soul for a dark favor or a black miracle. You were lucky, and saw the light at almost the last moment - escaping with your eternity intact. Your soul is back where it belongs, and whatever infernal investments you purchased are gone. I'd say that you escaped with nothing but a lot of trauma, but alas, your old master wants you back, but is happy with the compromise of your destruction. Like all aristocrats of the Hells, their power is immense, and though they often have trouble manifesting in the Skinland or cheerier Umbral realms, don't let that lure you into a false sense of safety. That's just what they want. Worse, your past indiscretion has given you an ominous resonance and is public knowledge amongst local magicians, who will distrust and scorn you appropriately. Naturally, you fail your chain if they enslave you forever.

Ascension War (+400) You've made a true enemy of one of the factions of the Ascension War, somehow. Regardless of whether you're a member of their opposite number or not, either the Technocrats or Traditionalists will periodically send operatives to capture or kill you. This operatives will start out as low level agents, mundane allies, other sorcerers like yourself, but will gradually escalate until the end of your stay, at which point they will send a master mage after you, or an equivalently powerful technomancer, whichever they have access to. Such mages are quite literally responsible for creating the nuclear arsenal of their faction, so good luck. You're gonna need it.

Time of Judgment (+600) By default, none of the game's apocalypse scenarios will happen during your decade here. You may or may not be able to cause them, but no one else will for the next ten years. Taking this drawback changes that. At least one of the world-ending scenarios will happen during your time here. Which one? I don't know - and neither will you. It may be the awakening of the Antediluvians, or Voormas's Ascension to Grand Harvester of Souls, or werewolf Ragnarok, just to name a few. It might even be multiple. For your sake, I hope it isn't Hell on Earth. Whatever it is, it is coming by your eighth year in this World of Darkness, and it will shake the whole of the Tellurian. Even at your strongest, you will need all your will and wit to survive or stop it. Taking this removes the drawback limit.

Ending

Your choice is simple. You may either **Go Home** to a world of your choosing, whether that is your original homeworld or one of those you have visited on your chain, **Stay Here** in the World of Darkness, ending your chain, or **Move On** to another jump. Whatever you choose, all Drawbacks are removed.

Scenarios

You may take one and only one of these. As may your companions. You may help one another on your quests, but the rewards cannot be split. Failure to complete your mission forfeits the reward.

A Little Respect, Please? (Consor only) Linear mages have been looked down upon and disrespected since before the Traditions and Technocracy formed. Well no more. It's your job to fix that. You must affect the culture of your specific Tradition or Convention deeply enough that a majority of affinitive mages are willing to treat magicians in accordance with their abilities and paradigm, as they do each other, and not refer to sorcery as hedge magic, nor abide others doing so. You will remain in this world until you can manage it or your faction is destroyed, which counts as a failure. In exchange, you start with an additional 1000 SP to start with, the instant, instinctive, and mutual respect of any sort of underclass you encounter, and another six free rituals. If you succeed, you also gain an additional 600 CP to spend on this document. If you fail, you may continue on your chain but must give back all benefits of this scenario.

Soci~ety - The world just doesn't have enough magicians. It's your job to change that. You must found a new sorcerous society, which can fit any description and have any magic style, but it must have at least 500 loyal members with at least mid-tier magical training who were not previously part of another magical group, a uniting philosophy, overarching goals, mystical libraries, strongholds, sources of Quintessence, and a significant number of magicians willing to fight for it. If you succeed, you may take your minions and holdings with you and import them into future jumps as followers. Be warned, the Technocracy will attempt to either absorb or destroy you, depending on what precisely you're trying to build. The jump is extended so you have three decades to complete your task.

No, really, HUNT THE REPUGNANT THING - The first time hedge magic and psychic powers appeared in the World of Darkness, they were the tools of vampire hunters. While you are in this world, you shall continue that proud tradition, for you are filled with a burning desire to cause at least one type of the Nightfolk to die, probably vampires, but possibly Garou, true mages, Changelings, wraiths, Mummies, or Kue-jin (if they exist). I'll let you figure out your own reasons and/or justifications. You don't need to be totally genocidal, you've just gotta look at the lot of them and go "at least half need to be dead, and I'm gonna do my part to make that happen." Regardless of the details, your goal is simple: you must survive a decade as an active hunter. Vacations, days off, and medical leave are allowed, retirement is not. You receive Hunt the Repugnant Thing for free (adjusted if necessary), and an additional 600 CP for taking this. You may also choose to have fallen in with a terrifyingly insane and notoriously tightlipped, but hilarious and

shockingly competent Middle Eastern hunter and his family, which is much the same. If you do, you may take them and their closest allies as a group companion that only takes up one slot. It's as much a punishment as a reward. You may also choose to be connected to another hunting organization, such as the Society of Leopold or certain factions of the Arcanum, in which case you receive a small number of similar hunting companions, with the same rules. These two options are not mutually exclusive, but you may only pick one group companion at the end of the jump.

Sorcery

You will receive 1000 Sorcery Points (SP) to spend on this section alone. You may convert CP to SP on a 1:1 basis, but may not convert SP into CP. Each type (or "Path") of sorcery has five or six "dots," which determine your expertise. Each dot costs 100 SP. If you restrain yourself to a single purchase of Stylistic Choices, you may buy up to four paths at half off, with the first dot being 50 SP rather than free.

Some paths also have rituals, which are slower but are more powerful than normal sorcery. A magician must have the appropriate dots in the corresponding Path to learn a given ritual, and each ritual costs 50 SP, but you do not need to buy up to get them. You receive your first three purchases for free, as long as you have dots in appropriate paths. If you took Ritual Master, you get an additional four purchases free, and discounts on more.

Note: Due to the size of White Wolf's World of Darkness line, I don't have access to every source book for sorcerers, psychics, and Faithful, and sorcerers explicitly have the ability to create new paths not listed within the canonical sourcebooks. As such, there are a number of Paths, rituals, psychic powers, and True Faith abilities not listed here. If you want to take those, feel free.

Alchemy - This path allows the wizard to create potions, chemicals, and materials with supernatural qualities. Not all users think of themselves as "alchemists," and may insist on being referred to as herbalists or simply skilled chemists.

[1] The alchemist may create more advanced versions of mundane chemicals, such as painkillers and glue. They are not overtly supernatural, and can easily be passed off as just a "better brand."

[2] All that the first dot offered and more. The alchemist can create short lived steroids and potions that grant mystical senses for short periods.

[3] The alchemist's enhancements can now create mildly superhuman physical abilities and grant low level psychic powers, at least for short periods. They can also create materials and alloys that surpass what should be possible.

[4] More potent versions of what is available at 3 dots.

[5] With great study - or a sample - of a supernatural creature, the alchemist may replicate their various mid-level abilities for short periods. More potent abilities come with side effects.

[6] At this level, an alchemist may create such miracles as the Elixir of Eternal Youth, or even induce an Awakening. However, every soul is unique, and requires

its own unique formula. Inventing this formula - and acquiring its likely rare and hard to find ingredients - may require a grand labor and quest unto itself.

Alchemy Rituals

- One dot: A powder that, when mixed with alcohol, induces sleep almost instantly, or a pill that suppresses the symptoms of the common cold or flu for a full day and halves recovery time.
- Two dots: A form of LSD that grants vague but accurate visions of the future or a drug that doubles running speed for up to an hour, but leaves those with low stamina shaky and out of breath for the next.
- Three dots: A metal alloy that is lighter and stronger than titanium, but easier to work, can retain an edge almost forever, and stays more resilient than the finest blade, or a metallic dust that reveals hidden, disguised, or invisible things for what they are, disrupting illusions.
- Four dots: A chemical that raises physical abilities for up to eight hours, possibly even to superhuman levels. Side effects include an insatiable appetite during this period. Another option is a regiment of drugs that slows down the aging process to one twelve its natural speed.
- Five dots: You can learn the recipe to a pungent substance that is especially disgusting to werewolves, to the point where none dare come within five feet of whatever it is smeared upon. Anyone else with a sense of smell will also be reluctant to do so, but not to the same extent. A potion of this magnitude might allow its drinker to match the physical abilities of a vampire for an hour.

Chronomancy - The magical power to manipulate time. However, it cannot divine information about the past or future, instead altering the flow of time within the present.

[1] The chronomancer gains the ability to keep track of time perfectly, detecting its passage more precisely than any watch, and also sensing distortions in time as well as being significantly harder to surprise.

[2] The chronomancer knows how to orient themselves in time to better perform any action that requires precise timing. This spell must be cast before performing the action.

[3] The chronomancer may now accelerate their own personal timeline, allowing them to perform actions and movements in what others perceive as a fraction of the time.

[4] Just as the magician altered their own personal timeline, they may now affect the timelines of others, accelerating them or slowing them down, severely hampering their battle prowess in the process.

[5] This level of chronomancy allows its user to pause time in a small area, up to a square yard, for a short period. Under stressful situations, this spell can last up to fifteen seconds, while in calmer straights it can last up to five minutes. Anything that enters the paused area also becomes frozen, though objects only partially within the area of paused time can be manipulated from the outside.

[6] While sorcery cannot match the sheer power of true magic, this level of chronomancy comes pretty close. At this level, the sorcerer may make jumps through time, either traveling back in or turning back time by short periods. This is

significantly harder during combat situations, and time hopping into occupied space can be dangerous for the mystic, though not fatal to a healthy person. The magician may also skip forward in time by the same period, should there be need to.

Chronomancy Rituals

- Grant Time Sense (1): Allows the chronomancer to lend their mystical perceptions of time to another person.
- Perfect Reaction (2): For the duration of the ritual (which can last for days if properly cast) it is nearly impossible to surprise or ambush the magician .
- Time Ward (3): This ritual creates a room-sized area in which time based abilities (including this Path) encounter resistance.
- Blight of Ages (4): The subject - an object or person - ages a period of multiple years over the course of the next several seconds.
- Unaging (5) This potent ritual prevents the blight of aging from affecting the caster, allowing for truly ancient wizards, so long as no outside factors lead to their deaths. It must be recast every several weeks. Multiple castings do not "stack."

Conjuration - This path allows the sorcerer to summon objects to themselves, whether through a form of telekinesis or apporation.

[1] The sorcerer can move one small object within the range of 10 feet for a few feet.

[2] The Conjurer can move simple items or conjure them from another location within the range of up to 15 feet.
[3] The Conjurer can move larger, more complex objects. In addition to conjuring it up, they may also levitate it within the air. The objects may not be heavier than 200 pounds and must be within 25 feet.
[4] The Conjurer can move large objects like a piano, and even complex life forms with at least half the mass of a human being. Maximum range is 50 feet.
[5] The Conjurer can move or conjure a human, provided the subject is willing or unconscious. Objects can be summoned from 60 feet.
[6] The Conjurer can conjure and move objects the size of a truck, as well as up to three human-sized lifeforms within the range of 100 miles.

Conjuration Rituals

- Sword Summoning (3): Usually not literal in the modern day, this ritual allows a conjurer to prepare a weapon ahead of time. This weapon may then be summoned, once, should there be need for it, so long as it is within a mile or two away. Doing so is as easily as “drawing” it from a convenient shadow or trench coat, and is even easier if the conjurer is highly familiar with the weapon in question. This ritual is not without fault, however. The affected weapon can be no larger than a shotgun or a large sword, and summoning almost always fails when performed in front of unbelievers, but a skilled or subtle magician can offset the later restriction.

- Shitstorm (4): The caster creates a whirlwind of random debris that strike and injure anyone within the affected area, which, depending on the magician's skill, can be anywhere from two to twelve yards in diameter.

Convoyence - Teleportation, flight, and other means of magically swift transportation are covered by this path.

[1] The wizard may transport themselves across roughly 10 feet.

[2] The sorcerer's magic may transport themselves, along with 20 pounds, across roughly 100 feet.

[3] At this level, the mystic can transport themselves and one other person across roughly a mile.

[4] The magician may transport themselves and two other passengers across roughly five miles.

[5]The sorcerer's master allows them to transport themselves and up to three other passengers across roughly ten miles.

[6] The user may transport themselves and five other passengers across roughly 100 miles.

Convoyence Rituals

- Teleportation Ward (2): The sorcerer creates a magical boundary around a room or building that interferes with any attempt to teleport into the area - unless the teleporter knows the passcode, of course. This ward degrades over the course of months if not tended to, but is easily maintained by an active magician.

- Getting Out of Here (3): Another ritual cast mostly ahead of time, this ritual allows the caster to return to a specified location with a single word, so long as that location is within 50 miles. Additional power can expand this range, but must be expended during the initial casting.
- Flight (4) Rather than traveling from Point A to Point B, the magician briefly imbues themselves with the power of flight.
- Teleportal (5): Master sorcerers can create permanent gateways between locations. This ritual requires multiple days of preparation, some of which must be spent at both sites. Once this is done, the magician may invest as much power as they wish into the portal, which determines the range, the number of times it may be used, and any specifications they wish to add to how or by who the portal can be used. As a final measure, the sorcerer permanently invests a small fraction of their will to complete the portal. Such an endeavor would be beyond the power of most magicians, if not for the fact that lesser practitioners of this path may add their own magic to the ritual, but the final sacrifice must be the master's.

Divination - the ability to gain information by occult or magical means. This might mean staring at a crystal ball, drawing cards, or casting wands, among many other methods.

[1] Sorcery of this level allows the user to see one week into the past or future with an overall sense of accuracy.

[2] The sorcerer can see up to one month into the past or future with notable accuracy.

[3] Seeing one year into the past or future with greater accuracy is now possible for the diviner.

[4] This level of skill allows the diviner to see up to ten years into the past or future with remarkable accuracy

[5] The span of a lifetime into the past or future can be seen with enormous accuracy

[6] This degree of mastery over divination allows the diviner to see as far into the past or future as possible. Even when the divination is wrong, it contains elements of truth.

Enchantment - the sorcery of creating items with magical abilities and properties. The creation of such items generally takes three days per dot required to make it. Each item requires a particular ritual to craft, so you get a free one for each dot you purchase. On the upside, hedge talismans are generally less noticeable than the higher mysteries.

[1] The Enchanter creates a minor item with limited use only and a tight area of influence. Such as a jacket that works as abnormally good camouflage in a crowd, glasses that never fog, or candles that make one purchase more affordable.

[2] The Enchanter creates a more powerful talisman that is noticeable as magic. A flask that blocks three bullets and no more, objects that increase a mundane skill by a noticeable amount when used. Iron nails which stub toes from a distance when driven into a footprint are also possible.

[3] The Enchanter creates a talisman whose function is obviously magical. Shoes that double running speed, a charm that can protect its wearer from magic three times a day.

[4] The Enchanter creates a talisman that is able to defy several of the limitations of the Consensus. Clothing that grants superhumanly impressive but otherwise ordinary abilities, like a throwing knife that shall never miss or a book anyone can read.

[5] The Enchanter creates a talisman with almost miraculous powers. A golem, a cloak of invisibility, or a ring that hides its user from magical detection.

Ephemera - This is a path dealing with spirits and Otherworlds of all sorts. Those who walk it are called shaman and mediums, as it functions by turning the magician into a living bridge and doorway between worlds. Mediums don't necessarily need to accept possession, however temporary, but it is an important tool for most, and the magic caters to it, even making certain powers unnecessary on the spirit's part.

[1] The wizard can vaguely detect spirits in their area and even in adjacent dimensions, such as the Umbra. They can also intentionally attract the attention of said spirits, which is often a poor idea.

[2] The spiritualist can distinguish between different kinds of spirits and attract attention only from their kind of choice.

[3] The magician can now differentiate between and summon individual spirits, if need be. Furthermore, when they call, there *will* be an answer, from one spirit or another.

[4] With this magic, a sorcerer's senses can pierce the veil between worlds and directly observe the worlds of spirits. In fact, spirits can now be perceived even without magic, and a majority of spirits will respect and know the sorcerer will be respected for their abilities.

[5] The shaman can now compel spirits to obey their commands, as well as banishing all but the most powerful spirits back to their homes.

[6] The sorcerer is now capable of astrally projecting, connecting their spirit to their bodies with a silver cord of raw will that, if broken, leads to their deaths.

Rituals

- Warding (1) A combination of precautionary charms and willpower allows the sorcerer to create areas where the spirits of the dead cannot easily intrude. However, these wards are not permanent, and require periodic maintenance.
- Forbiddance (1) One of the rare rituals that can be performed as quickly as a normal spell, Forbiddance allows the Medium to use their will to attempt to banish a ghost or wraith from their presence, if need be. Once so banished, the ghost cannot reenter the area until the mystic leaves. Helpfully, this ritual can be cast while possessed, allowing the medium to do away with malignant souls.

- Banishment (2) A variant of Forbiddance which eschews wraiths in favor of working upon nature spirits and demons, which are unfortunately harder to deal with.
- Seal (2) A more advanced variant of Warding which allows the magician to defend an area against natural and nature spirits.
- Discerning Ward (4) This ritual allows the wizard to establish more selective and discerning wards which affect both ghosts and nature spirits but allow or disallow specific spirits or types of spirits into or out of the protected area. These distinctions must be set as the ritual is cast, and additional rituals are required to change them.
- The Distant Call (6): This is the most powerful ritual in the Path, allowing the magician that knows it to call upon the shade of any dead person, regardless of how distant whatever afterlife they've moved onto is. However, even this mighty ritual cannot summon souls that have been entirely destroyed, and sometimes this ritual fails for no apparent reason. Anyone in a "Gift of Men" situation will very probably be under some restrictions upon what they are permitted to reveal, if they can be contacted at all. Probably, but not certainly.

Fortune - For good or for ill, this path allows the sorcerer to control the fate of their target, and create both blessings and curses. For reasons unknown, this path also benefits from additional assistance more than other magics would.

[1] One, specifically named target, receives either a mild inconvenience or an equally mild boon, once. Examples include stubbing one's toe, or calling at the perfect time.

[2] Two targets, specifically named, or one ill-defined target receives either a lasting advantage or a lasting inconvenience for a day or two, such as catching the flu, or being passed over by it.

[3] A small group of closely linked individuals (up to four people) may spend up to a week under the effects of this spell. A major setback or breakthrough on a short term goal. Avoiding traffic and being stuck at the DMV. Extra good or bad luck in combat situations.

[4] A group up to the size of a football team, and no less related than one, is affected by a permanent, debilitating injury or an equivalent advantage. Winning the lottery, bankruptcy, excellence at a critical moment (in combat or otherwise), or utter failure at the same. This luck may continue for several months.

[5] Up to 100 people, with only a vague relation (all the patrons of a particular bar, for instance) can be enchanted for multiple years. Blessing of such power can save their target from otherwise inevitable death or misfortune, while curses can kill or cripple in painful and humiliating ways.

[6] An entire town, battalion, or corporation may be cursed or blessed unto the seventh generation. If there's a fate worse than death or a way to cheat death forever, this would be a good start.

Rituals

- Death Curse (1): The only ritual this path provides, the sorcerer's next curse will be their last, as this ritual causes it to consume the lifeforce of its caster. However, the effect will be several times more powerful than they could otherwise achieve. Alternatively, this ritual can confer a blessing of equal magnitude. In game terms, the user immediately loses all dots in willpower and gains that many automatic successes and dots in Fortune for the duration of the spell, after which they immediately die.

Healing - Exactly what it sounds like, the path of Healing allows the magician to ease and heal the injuries and diseases of themselves and others. However, this magic can only be applied to a given person once every several hours.

[1] Minor bruises and headaches vanish under the tender ministrations of the sorcerer.

[2] Migraines and flus are quickly remedied by this level of magic.

[3] Broken bones are mended and coma patients awaken when struck with workings of this magnitude.

[4] Gut wounds and compound fractures are healed, infections prevented, and chronic illnesses never return.

[5] Deadly wounds and fatal diseases can be swiftly and permanently cured.

Rituals

- Healing Sleep (1): The healer may place a willing target to sleep instantly. When the target awakens, they will be revitalized and alert, with a clarity of mind and purpose, even if it was only a few hours rest.
- Mike's Cure-All (2): This ritual causes the target’s body to quickly begin flushing itself clean of any and all toxins and poisons, even alchemical ones. This may involve sweating, vomiting, crying, or defecation. The more powerful the toxin is, the more difficulty the magician faces in purging it.
- Wakey-Wakey (2): The sorcerer may cause their target to awaken from even magically induced sleep. Comas, medically or mechanically induced, are ended.

Mana Manipulation - Mana Manipulation deals with what the user perceives as the raw stuff of magic – chi, mana, ley line energy and their like. Through practices like Feng Shui and geomancy, the user learns to harness these energies for their own purposes.

[1] The sorcerer becomes aware of magical energy in the surrounding area.

[2] The mystic sense becomes more precise, allowing them to discern whether individual objects or entities are magical in nature, as well as if someone in the area is actively using magic.

[3] The magician can create primitive mana batteries, storing energy for later, as well as preventing wellsprings of such energy from producing power, but only for a short time.

[4] Drawing magical energy into oneself from places of power and attacking the life forces of others are now within the wizard's grasp. Destroying magical energy in the air or in an object or person is also possible.

[5] The sorcerer can perform powerful countermagic and manipulate and alter the nature of the mana they are working with. Unlike common counterspells and Unweaving methods, this magic is generic, and can affect any form of magic, including the powers of other supernatural creatures, even without specialized incantations or an in-depth understanding of their natures and mechanics.

Mana Manipulation Rituals

- Infusion (1): The sorcerer imbues a consumable object with a small amount of their own for magical energy for later use. However, this ritual is inefficient, and can only store half the energy poured into it.
- Shape Mana (2): The magician alters the flow of magical energy in an area, changing its direction or effects. This can be used to attract luck and spirits of a desired type, at least in a general sense, but it can also be used to redirect ley lines and alter spells that are affecting the area.

Oneiromancy - The magic of dreams. Entering, manipulating, and transersing. Unlike most forms of magic, this Path does not cost the caster any form of energy.

[1] The dreamwalker gets flashes of the dreams of their target, with whom they must be in direct, physical contact. These flashes can, with some difficulty, be interpreted.

[2] The oneiromancer may now enter the dreams of anyone whose True Name they know, temporarily becoming part of the dream, and taking on a form and initial role provided by the dreamer's subconscious. Once within the dream, they can make small changes to it, such as conjuring small objects, with minimal difficulty, but cannot alter or defy the premise of the dream itself.

[3] The dreamwalker can not enter the dreams of others with a mere DNA sample. Upon entry, they may now isolate themselves from the dream itself, observing it without participating. They may also alter the dream, creating terrible nightmares or soothing fantasies.

[4] A prized possession is connection enough for a sorcerer this skilled, and they can create a dream sending, a precisely defined set of circumstances and images that repeats within the subject's dream over and over again, subtly influencing their mind in the waking world - so long as the oneiromancer doesn't push too hard and tip their hand, that is. If they so desire, the dreamer can be made to remember the dream as well as they do any waking moment.

[5] The master dreamwalker may combine the dreams of others into one, and can do so with any one of their targets' belongings, entering just as easily. They can also quicken the dreamer's minds to almost perfect awareness, without

compromising the restfulness of their slumber, and control the malleability of the dream.

Shapeshifting - Many mystics have sought to make changes to their own forms, and the forms of others. With knowledge of this path, such enchantments become possible.

[1] The shapeshifter can make one cosmetic change to themselves.

[2] Noticeable changes to oneself, such as claws and scales are possible. Or a completely different (but still human) face.

[3] This level of shapeshifting allows the sorcerer to replace any one of their body parts with an equivalent part from any animal. This can mean a fully clawed paw, an external digestive system, or a shark-like gaw. Turning into a completely different person is also possible.

[4] The magician can at last affect another person with their spells, but still cannot take on a fully non-human form with a single spell, shifting only into some half-way point between their natural form and an animal of choice.

[5] The spellcaster can affect two targets of their choice, shift fully into any mundane animal, or make multiple unrelated shifts to the same target.

Summoning, Binding, and Warding - Three paths in one, this magic is used to beckon entities forth, bind them into service, and put up the defenses necessary to survive the process. Subjects must travel under their own power, and only material

beings are susceptible. All spells from this perilous path are rituals, with dots increasing the range of entities that can be affected by it. For this reason, for every dot purchased in this path, you get one full "set" of five rituals for Warding against, Summoning, Binding, and Dismissing one sort of entity. There are two forms of bindings, Minor and Major. The distinction between the two is that Minor Bindings pit the sorcerer's will against the subject's, and if the caster wins, the subject is forced to perform one service of the sorcerer's choice before going free, which they are free to twist to the best of their ability. Usually, this is followed by a Dismissal ritual, which compels the subject to leave peaceably. Wise magicians complement this with a bribe. Major Bindings entail a more protracted battle of wills between subject and magician. If the magician wins, they name a possible condition (such as "until I die" or "until Hayley's Comet shines in the sky") and until that condition is met or becomes impossible, the subject is bound to the sorcerer. The nature of this battle spoils any subsequent attempt at Dismissing the subject, so wizards who perform such magic with impunity rarely survive long.

[1] Smaller animals such as birds, rats, and lizards may be summoned, and in large groups.

[2] Wolf sized creatures and certain technologies are now susceptible. Multiple at once is still possible.

[3] Normal humans can be summoned. A magician attempting this must use some item from the person he wants to command (hair, clothing, etc.) and can only summon one at a time. Complex machines such as computers are also an option.

[4] Paranormal beings (ghouls, werewolf Kinfolk, other magicians, fomori) can be brought and warded. The limitations of normal humans apply. Such power is enough to affect technomagical devices.

[5] True supernaturals (vampires, werecreatures, mages, faeries) can be summoned and bound. Only one individual may be so treated, and some bit of fur, blood, armor, clothing, etc. must be used. This is dangerous territory, but at the same time entire buildings can be warded, and the magician's technosummoning is strong enough to call airplanes.

Summoning (Daimonic)- An even more high-stakes answer to the shortcomings of normal Summoning, Warding, and Binding magic, this path operates under roughly the same rules, except for the fact that it concerns itself with the entities of the Otherworlds instead of material beings, bypasses distance, and contains additional and specific rituals to allow the summoner to perceive their target. Negotiation is also more common than binding, for spiritual entities are always harder to bind their fleshy counterparts. Furthermore, major spirit beings inevitably escape even the strongest Major Bindings, and usually do so far sooner than the sorcerer anticipated, though the Minor Binding rituals might be necessary, lest the spirit lose their grip on this world before their task is complete. A jumper should note that unlike its counterpart, the nature of this magic makes it possible to summon minor and intermediate spirits between jumps, while greater powers tend to be of a local variety - or an otherwise impossible manifestation of local forces, though there are exceptions. That said, local spirits are still susceptible to this

magic- and every reality with people should have some kind of High Umbra, at the very least.

[1] A simple, minor entity such as a weak elemental spirit or spirit-animal Gaffling in service to a greater totem can be conjured and bent to the sorcerer’s purpose.

[2] Fairly potent or intelligent minor entities are at the sorcerer’s beck and call.

[3] The lower infernal and celestial hosts, elementals of some power, Jamak spirits, and minor Jagglings attend such summoners and their needs.

[4] Infernal tempters, lesser angelics, Umbrood Preceptors, and powerful Jagglings may be invoked and commanded.

[5] The Lesser Lords - greater angelics, demonic barons, the mightiest elementals, and Umbrood Lords hear and answer such magic, and are bound to the magician’s purpose. Such rites often mark the environment for decades afterwards.

[6] The summoner is one of the few who remembers how to call the gods, the angels, and the greatest of demons as well. Perhaps even a Celestine or some aspect of *the* Devil might appear, if only they were conjured. Be warned; binding such forces with merely static magic is a futile endeavor, and many hubristic sorcerers have learned that final and fateful lesson the hard way. Still, like most spirits, they are generally in a bargaining mood when they are summoned, and not all are without pity…

Daimonic Summoning Rituals

- Ephemeral Eyes (1) This unusually quick ritual allows the magician to perceive any nature spirits in the nearby penumbra.
- Fae Sight (1) The sorcerer can check the Dreaming for chimera and changelings in their area.
- Mediumship (1) Ghosts on Earth and in the Shadowlands become visible to the wizard.
- Enochian (2) The magician gains a temporary and very basic ability to speak and understand Enochian, a spiritual language of the High Umbrood, which cannot be understood by sleepers or machines. Those who dwell in the spirit realm of abstract thought are noticeably easier to negotiate and communicate with using this tongue. It is equally effective on the tulpa and elementals of other jumps, as well as certain angels and divinities.
- Spirit Speech (2) The caster finds it easier to interact with the denizens of the Spirit Wilds, which is both the realm of non-animistic nature spirits and a single, collective spirit of nature as a whole.
- Tongue of the Shadowlands (2) The necromancer becomes capable of understanding all ghostly speech, regardless of whether they share a common language with the shade.
- Penumbral Vision (3) The caster can directly observe a parallel plane, usually the Penumbra, though it takes great skill to perceive both sides simultaneously.
- Shadowland Sight (3) The warlock enters a trance in which they are perfectly aware of the Underworld around them. Most necromancers find it difficult to perceive the Skinlands while in this trance, but this can be circumvented.

- Fetter (4) The wizard names an extant ghost. For the duration of the spell, the sorcerer acts as an aspect of the ghost's unfinished business called a "Fetter," preventing them from passing on.
- Voluntary Possession (5) The summoner opens themselves up to possession by a specific, identified spirit entity for the duration of the spell.

Via Ignis - A simple path if ever there was one, this more personal cousin to the Path of Hellfire allows the Theurgist to cloak their fist and melee weapons with Holy Fire. This celestial flame can burn that which is proofed from flame, bypasses unusual durability, and leaves wounds that are difficult to heal supernaturally. Better yet, once the target is struck they continue to burn until the fire is extinguished. Each dot beyond the first allows the sorcerer to conjure more potent flames, but unfortunately it grants no additional abilities.

Via Necromantiae - When Inquisitors do not wish to be accused of diabolism, they refer to their paths as "Theurgical Ways," this one included. Still, this is not exclusively Christian magic; such rituals can be found in every culture, and ghosts can be found in every world. There is only one level, if you buy this you know all three of the path's basic rituals, which will let you communicate with, ward away, and banish the spirits of the dead - though *call forth* is perhaps more accurate than *communicate with*. Smart necromancers often seek out the Fetters of and locations significant to those they wish to speak with. There are other rituals to see ghosts, view the Shadowlands, and bind wraiths into service, but few outside the Kindred or

Rosselini remember those arts, so you'll have to learn or reinvent them on your own.

Weather Manipulation - Also known as Weathercraft, with this Path, the user manipulates weather patterns for their own benefit - or others detriment. As such magic is very difficult, effects are slow to become noticeable.

[1] A small change, like a warm or cold breeze, for a few seconds, in a limited area, will manifest within the next few minutes.

[2] Minor changes, like a dense fog, lasting a few minutes, within a half mile radius, will manifest within seconds or minutes, depending on the severity of the change.

[3] The weather witch may now summon or banish rains and winds, and adjust the temperature of an area up to 30 degrees in either direction. These changes are limited in scope to a few miles around, and last half an hour at most. Effects arrive within the minute.

[4] Changes up to 40 degrees Fahrenheit in temperature, gale force winds, cold snaps, heat waves, powerful tides, undercurrents, and storms appear and disappear at the sorcerer's command, at least within a five mile radius, for up to an hour. The magician may also take control of existing weather patterns and turn them against any nearby individual or structure. Effects are instantaneous.

[5] Blizzards, droughts, tornadoes, and other destructive weather phenomena can be manipulated, for up to a day, within a twenty mile diameter, lasting several

hours, perhaps even a day.

Psychic Abilities

In the World of Darkness, psychic abilities, mythic sorcery, and technomagic share a common foundation, for all they appear completely different at first glance. How and why psychics develop is largely unknown, but it is almost certainly a sort of magic gone strange. For the purposes of this jump, the abilities listed here can be bought with SP at the same rate as Paths. For the purposes of perks and drawbacks, especially those from this jump, psychic powers count as linear magic.

Animal Psychic - animal psychics have power over "lower" creatures, commanding, controlling, and communicating with various members of the animal kingdom.

[1] Communication - the psychic may create a two-way channel of communication between themselves and one animal of choice. At this level, they cannot forcefully control them, but if they can turn whatever fast-talking powers they have upon bird or beast.

[2] Command - the psychic may now command an animal to perform a single act in their name, but not one that endangers the animal. Especially complex commands, or orders that they animal is adverse to follow, are harder to impose.

[3] Mass Communication - all animals of a given species within earshot come under the effects of Communication. Additional species can be added, but doing so is more taxing.

[4] Mind Link - the psychic links their mind to a single animal, allowing them to perceive all the animal does, and utilize any lesser power upon them more easily so long as the link persists, which can be indefinitely. However, should the animal be injured, psychic backlash may also injure the psychic.
[5] Domination - the psychic issues an order to a specific animal, and that animal obeys, even at the cost of its life. Conditional orders are fine, but conjectional orders can be disobeyed.

Anti-psi - a rare form of psychic that creates a sort of psychic "static" that interferes with other psychic powers, even those from other worlds (though not as much as those from this world). Including their own. It also confers a minor defense against magical mental attacks, though this defense does not grow with the anti-psychic's power. Unlike other psychic powers, this one is on by default, and must be actively suppressed if the anti-psychic wishes to deactivate it. After this jump, you may deactivate this power at will.
[1] A 5 yard radius is filled with the anti-psychic's static.
[2] The field is expanded to a 10 yard radius.
[3] 15 yards worth of static is now generated.
[4] The anti-psychic's energy now permeates a 20 yard radius.
[5] A 25 yard radius is insulated from psychic powers.

Astral Projection - Splitting one's spirit from their body, becoming a living ghost. In this state, they cannot affect the material world, except through the use of their psychic powers. They may also perceive other astral projections, but other forms of

spirits appear hazy and indistinct, except to those with other spiritual senses. While outside their physical form, the psychic loses all awareness of it, leaving it vulnerable to attack. Should the body die without its spirit, a ghost will almost certainly result. Unfortunately, this will still count as a death for the purposes of this jump. Fortunately, short of outside intervention, the psychic may return to their body at will, regardless of distance.

[1] At this level, the astral projector is not yet worthy of their name. They can, with some difficulty, perceive the astral plane and those that dwell there, but cannot quite enter it. Some psychics prefer to close their eyes to block out the physical world while doing this, while others have no trouble viewing both planes superimposed atop each other.

[2] The psychic is now capable of leaving their body for short periods (five minutes), though they cannot travel more than a mile from their catatonic vessel. Furthermore, whilst in astral form, they may only perceive the world through sight.

[3] The psychic's hearing now works in astral form. They may remain outside their flesh for up to an hour, and travel up to 500 miles from it.

[4] The astral form of the psychic may travel 1,000 miles from its body, and remain outside for up to five hours. With effort, they may also manifest visibly for mundane observers as a silent and translucent, ghostly apparition.

[5] The psychic may now project their astral self anywhere in the world, so long as their body remains healthy, and all their senses work normally. Manifesting visibly is no easier than before, but the psychic's appearance is now that of a blurry, translucent, idealized version of themselves that is capable of speaking in a soft whisper. Neither the projection nor voice appear upon recording.

Biokinesis - the psychic ability to manipulate their own biology. While this ability cannot replicate the powers of the Paths of Shapeshifting and Healing, its flexibility is more akin to that of the Life Sphere known to true mages.

[1] Self-Control - the biokinetic can manipulate their own body on a low level. Minor cuts stop bleeding, small amounts of pain are ignored, and breath can be held for several extra minutes. To do any of this, the biokinetic must enter a trance.

[2] Self Healing- by maintaining focus for a long period of time while relaxing comfortably, the psychic may focus their internal energies, allowing their body's natural ability to recover to move at twice it's normal rate.

[3] Hysterical Strength - the psychic gains control over their adrenal glands (or so some psychics believe, regardless of glandular response or lack thereof, the result is the same), allowing them to pump their body with the chemicals necessary to turn even a normal person into an Olympian athlete - for a short time, anyway. This lasts up to an hour, at which point the crash hits. The crash's intensity depends upon the length and strength of the boost, as well as the excess pain and stress the biokinetic endured, and will likely incapacitate the unprepared, knowing them unconscious. Of course, *having* the strength of an Olympian doesn't mean that they can *handle* the strength of an Olympian, so it's common for a biokinetic to injure themselves and, as adrenaline dulls pain, not realize it. There's a reason the adrenal gland doesn't pump constantly.

[4] Ignore Pain Response - the biokinetic may freely active and deactive their pain response. This won't actually heal them, but it will certainly make being injured less annoying. Even with no pain response, the psychic can still sense an injury, but the

lack of pain will probably cause them to underestimate its severity. Pain exists for a reason.

[5] Mind Over Matter - At will, the psychic can stop their own heart, suspend their need for oxygen, regulate digestive functions, control the immune system, and accelerate or suppress cell growth, regeneration or processing. They may consciously direct their body to perform feats of biology as if their cells were responding to their mind individually. They can nullify most toxins, fight off most diseases, allergens, or irritants, though the most severe may pose a challenge. With pain control, the biokinetic may flex and contort their body into unnatural positions and slip out of bonds or into tight spaces. They can hold their breath for minutes at a time while remaining active and, if necessary, actively redirect toxins to other parts of the body. With preparation, the psychic can take inhuman and even impossible amounts and forms of physical trauma in stride.

Channeling - the psychic world's answer to the Path of Ephemera, channeling is sometimes called Necro-Psi, and often confused with the aforementioned Path. It allows the psychic to interact with the spirits of the dead, but not other forms of spiritual beings, perceiving their presence and even drawing upon their skills and experiences.

[1] The channeler may sense nearby ghosts in a vague sense, and channel the skills and knowledge of one ghost of choice, once per day.

[2] The medium may now see through the Gauntlet and perceive the Shadowlands, where shades dwell. They may communicate with ghosts directly for short periods and channel twice a day.

[3] The channeler may see through the Gauntlet for an hour at a time, and channel three times a day.
[4] The channeler may channel as many times as they wish, though each attempt beyond the third is more difficult than the last, resetting only after a full sleep cycle . They may also retain awareness while possessed, forcefully eject any ghost that tries to possess them, or freely lend their skills to any wraith that they allow into their vessel.
[5] The channeler may draw upon the skills and abilities of two distinct shades simultaneously. They may also access the memories of any ghost that possesses them.

Clairvoyance - The psychic power to perceive a location of choice without being physically present. Unlike astral projectors, clairvoyants remain aware of their physical surroundings while using their abilities. Familiarity with a given local makes this power easier.
[1] The psychic sees some images of their target location, but they are hazy and indistinct. They can be no more than a mile from it.
[2] Images of the target location become clear, and the psychic can now faintly hear through their clairvoyance. Furthermore, they may now be up to ten miles distant from their target.
[3] Hearing is no longer faint, and though the psychic cannot affect the viewed location, they can “touch” things, though their sense of touch is dulled, as though wearing thick rubber gloves. Any location within fifty miles can be viewed.

[4] The clairvoyent’s sense of touch is now sharp, and strong odors can be detected. The psychic’s maximum range increases to five-hundred miles.
[5] All five senses may now be used perfectly, and any location within five-thousand miles is fair game.

Cyberkinesis - The ability to psychically control electronics. A relatively new ability, parapsychologists and other scholars of the supernatural argue whether it is truly new or if it has only become observable with the advent of computers. However, this ability does not grant the ability to gain information from a machine psychically. That is a seperate ability, Cyberpathy. This particular talent benefits from non-psychic technical knowledge.
[1] Switch - the cyberkinetic may now activate and deactivate computers freely, though computers reliant on physical relays rather than electronic relays are harder.
[2] Link - operating a machine without touching it is now possible. Such a skilled psychic can control his tv without a remote, drive his card without his hands, or enter his password without touching his phone. Unfortunately for the psychic, this power does not provide such a password, so he still has to remember it.
[3] Scramble - small, controlled power surges can be sent throughout an electronic, causing it to fail, at least so long as the psychic keeps concentrating, anyway. Devices with surge protectors and other precautions are harder to scramble, but with enough power it can be done.
[4] Password - the cyberkinetic will never need to remember another password again, as this level of power can override the need for one, and any other code besides. The psychic can force a computer to do anything it normally could, from

granting them admin access, to erasing data or forging emails with an account on the system. The more secure a given computer is, the harder it is to manipulate thus.

[5] Run Hot - the psychic can now force electronics to outperform themselves, making it more effective at its function than should be possible for it, at the cost of damaging the machine.

Cyberpathy - the ability to read the data stored inside a computer within sight, effectively a sort of “electronic telepathy.” As a relative of Cyberkinesis, similar debates about its origins exist. Encrypted data is, of course, more difficult to read. Using this power normally takes about 10 to 15 minutes of concentration, though mundane computer skills can accelerate it.

[1] Analyze structure - the cyberpath may identify any and all files stored upon a hard drive, but not access them. Yet.

[2] Read-Only Mode - the psychic may now read files and understand computer daya. The psychic can also grasp the purpose of a program but cannot yet unscramble encrypted data.

[3] Download - the psychic can copy a file from a computer to their mind, implanting it into his memory. While they can observe text images, graphics, and videos, as well as understand the purposes of programs, the psychic cannot "run" those programs in his brain. Watching a movie is possible, playing a game is not. If the psychic is lucky enough to possess the second dot of Cyberkinesis, they can upload the data back onto another computer.

[4] Remote Access - the cyberpath can now connect to any computer that the computer they initially access can connect to. They gain no additional powers for doing so, except for the ability to access a computer beyond their grasp. The psychic does not need to be able to physically see the computer in question, only their initial device. Each "jump" requires slightly more effort than the last. If the psychic is also a Cyberkinetic, they may channel their Cyberkinetic abilities through this power, though doing so is much harder than using it on a computer within their immediate vicinity.

[5] Decrypt - at last, the psychic's ability to understand computer data ascends beyond encryption's ability to prevent. Any data accessed through cyberpathic powers, whether downloaded into the psychic's mind or not, is perfectly understandable, regardless of encryption.

Mind Shield - The ability to passively shield one's mind from intrusion and assault, regardless of source. It is especially effective against other psychic powers. Can be toggled off at will. At three dots or above, the shields can tell the difference between friendly and hostile contact, and can allow select individuals to penetrate them, or select powers to go through. Note, I'm not listing individual dots for this one, because there aren't individual dots. Each dot makes this power stronger, but short of explaining how the Storyteller system works, it's hard to get more specific than that.

Precognition - one of the rarer abilities in the psychic community, this one grants insights into events yet to come, but often leads its users to forget, in the World of Darkness, the future is never *entirely* certain...

[1] Intuition - not true foresight, not yet, but the budding precog often seems "luckier" than a normal person. Predictions about random events (like say, the lottery, or roulette numbers) can be eerily accurate, and guesses about other situations can be quite correct, such as knowing the fastest ride to work, or that one person is "right" for another. However, as with all things, predictions are rarely perfect.

[2] Insight - the psychic may now induce precognitive dreams and dreamlike visions, usually through some form of meditation. These visions are never purely literal, and take the form of metaphors. An enemy may take the form of a black knight, or a demon, while a new friend may appear as a helpful guide dog. The dream's form and metaphors of choice depend primarily upon the mindset and worldview of the psychic.

[3] Danger Sense - the psychic can sense danger in their near future. Minutes, usually. How this manifests depends upon the psychic in question, but a given psychic almost always has the same manifestation every time. These manifestations can be cramps, a tingling sensation, "a bad feeling," or any number of other things. Certain magics (such as a true mage's Time or Mind spheres) or the Anti-psychic power can suppress this. Depending upon the precog's skill, they might only know that they are in danger, or they might know the best way to avoid it, such as ducking or jumping. More skilled psychics may know the exact source and direction of the danger, precise details, or even knowledge enough to recognize the

person responsible (if any). This is a matter of finesse, not power. A finely tuned sense for magic and a discerning eye are more useful to this power than extra dots of Precognition.

[4] Show Me the Cards - The psychic has an almost perfect view of the immediate future. The next fifteen or so seconds of history are known to the psychic before they ever happen, though knowledge of the future may change it. Fleeing from the assailant that would have killed you might result in them giving chase. But it could also result in them striking at your ally, who is still in reach.

[5] Clear Sight - Very few precogs ever reach this level. But those that do are able to accurately predict the most probable future. The precog chooses a target to foresee the future of, be it themselves, another, their location, or an object they touch. If their target isn't themselves, they must touch it. Upon doing so, the psychic gains vague but accurate information about any and all major events in the next year of their target's existence. These predictions are rarely perfect, and only show what might happen, not what *will* happen. This particular ability can only be used infrequently. Once a week, generally, though if the precog choses to limit their vision's range, they may use it more often.

Psychic Invisibility - the ability to broadcast a telepathic command not to notice the psychic. This power is not true invisibility, and will merely cause the psychic to be ignored. Unless the psychic also possesses the Animal Psychic talent, animals are unaffected by this power.

[1] Hide - the psychic will go ignored by anyone who is not actively searching the area they are in, so long as they do not move, speak, or otherwise betray their position.

[2] Slow Movements - the psychic may now move whilst utilizing their power, but most maintain concentration to do so. Drawing attention to oneself or otherwise interacting with the world also breaks the effect. Walking into a room is fine, punching someone is not. Observant or alert people actively searching the psychic's area may notice a lack of perception, but cannot see the psychic themselves.

[3] Invisibility - the psychic may now remain "invisible" whilst walking around and behaving normally. However, they cannot vanish from view while being directly observed. It is almost impossible for anyone without supernatural senses to detect the psychic, even if they're actively looking for them, and even those with such powers find it difficult to do so.

[4] Selective Invisibility - the psychic's power has not increased, but their control has. The psychic may now allow a small group to see through their invisibility, while still remaining so. The psychic may interact with these people without breaking their invisibility, unless something happens to draw attention to all involved, like a fistfight breaking out.

[5] Forget You Ever Saw Me - the psychic can now not only vanish from view while directly observed, when they do so, those that saw them forget the last several seconds of their presence, allowing a psychic to make people forget short encounters and vanish all the more effectively

Psychic Vampirism - an addictive ability that allows its possessor to feed upon the psychic energies of other people. This power is especially effective against vampires, though only the most powerful or foolish psychic "vampires" feed upon actual vampires.

[1] Rush - A psychic vampire may feed upon anyone within 10 yards of them that is feeling strong emotions. The vampire gains no benefit from this except a rush of power and euphoria. The victim, in turn, feels their emotions suddenly muted, but not removed.

[2] Sapping the Will - The psychic now invigorates their own will as they drain their target, exhausting their target's will even as their own is renewed. This often leaves the psychic in a state similar to a drug high.

[3] Energy Transference - The psychic's minor injuries now heal as they consume the energies of others.

[4] Life Leech - The so-called "vampire" may now heal themselves of even the most lethal wounds by outright consuming the life forces of others. However, they must maintain physical contact with their victim to do so.

[5] Emotional Vortex - After draining a person once, the psychic may now feed upon the poor unfortunate again and again, even outside their physical presence. Though distance can make the feeding harder, with effort the psychic's reach can extend to anywhere in the country.

Psychokinesis - also known as "telekinesis" the ability allows the psychic to move objects with their mind, so long as they can see them. Lifting multiple objects is exponentially more difficult.

[1] At this level, the psychokinetic's power is extremely weak, allowing them to move only a few pounds worth of objects, at a maximum rate of 7 yards per three seconds.
[2] The psychic may now move up to 40 pounds of weight with a max speed to 9 yards per three seconds.
[3] Telekinetic strength of this level may lift up to 100 pounds at 11 yards per three seconds.
[4] 250 pounds at 13 yards per three seconds. The telekinetic may also levitate, regardless of weight, though only at walking speed.
[5] 400 pounds at 15 yards per three seconds. Additionally, the psychokinetic may move two objects without additional strain.

Psychometry - The ability to pick up residual psychic energy upon objects, locations, or people and view their pasts.
[1] Vague, dreamlike impressions of past events involving strong emotions appear within the psychic's mind. Sometimes not even that. Strong hunches and feelings may be the only result.
[2] Accurate mental images of the person most closely associated with the object or place can be discerned.
[3] Impressions and dreamlike images of the most emotional incident involving the object are created, clearer than previously possibly. Furthermore, the psychic can discern the approximate age, gender, and emotional state of the object's owner, in addition to what they felt at the time, and a general idea of the owner's personality.

[4] The psychic may replay the last 24 hours of an object's past, even with no emotionally significant incidents therein. They may also gather general impressions of the incident they may have previously viewed.
[5] A clear image of the event and all present, impressions of what others present felt at the time. The object may also be used to divine it's owner's current location, at least in a general sense.

Pyrokinesis - the psionic ability to produce and manipulate heat and fire.
[1] Matches - a single thing within physical reach burst into flames as though an actual match had been used upon it.
[2] Ignite - Flammable objects within 10 yards of the pyrokinetic can be lit aflame, producing a fire the size of a torch. The more flammable to object, the easier it is. Paper and gasoline require only the lightest of concentration, whereas igniting a person is a task for a master.
[3] Fireworks - Conjuring flames out of thin air is now possible, at least within 15 yards. This fire is supernaturally harmful, and extremely difficult to heal.
[4] Pyrotechnics - Not only can the pyrokinetic creature fire, they may now also control the shape and path of the fire. The complexity and scope of this manipulation increases its difficulty.
[5] Inferno - The psychic now possesses vast and exacting control over fire. Large fires can be conjured up to 75 yards away, as hot as a bunsen burner, and up to the size of a large room.

Telepathy - Mind reading, but also much more than that. Telepaths can speak to the minds of and alter the memories of other sapient beings. It primarily affects those that the telepath can sense, but can also affect those who are nearby, so long as the telepath know where they are.

[1] At this level the telepath can feel basic emotions and sense their target's current mood, as well as send simple impulses and rudimentary thoughts. The target can be induced to twitch or make a simple or habitual gesture.

[2] The telepath may now read the surface thoughts of their target, or induce them to make a single motion, or otherwise project a single word or idea to another person.

[3] Recent thoughts and plans for the near future can be read, and complex emotions, full sentences, and streams of memory can be transmitted. Unusual actions can be forced, and senses can be given false input.

[4] Deep thoughts and distant future plans are now visible. Multiple minds may now be linked together, so long as they are in range. False memories can be implanted, true memories can be suppressed (though not erased), multiple sentences of information can be transmitted, and the telepath may even seize control of their targets body for a few seconds.

[5] Nothing within the human mind is hidden from the telepath. They may communicate telepathically as easily as verbally, rewrite memories, alter personalities, and seize total control of their target.

True Faith

True Faith is perhaps the rarest and most powerful of the numia - the powers available to Sleepers and mortals, such as sorcery. You are one of those rare souls that are devout on a level that most people cannot imagine. With a strength of mind, spirit, and conviction, and the wholehearted approval of whatever higher power you serve, your faith has been rewarded.

Your faith can protect you from hostile magic, of whatever sort, from this world or another, and at higher levels it makes folkloric defenses effective while you're near. You may break curses, perform rituals of purification and exorcism, and by brandishing a holy symbol you may ward off malevolent supernatural creatures, such as vampires and demons. You may heal both body and soul with the power of prayer, bless allies, and are protected from mental control and poisons of all sorts. If you are strong enough in faith, you may injure and drive off the unclean with what others may call superstition. You may perform other miracles as well, interceding with your patron for other, powerful boons. Sometimes, your patron may even send you visions of how to better serve them, or to warn you of evil. Religious rituals you lead or take part in have a noticeable "weight," and generally replenish or enhance these abilities.

Possessing this ability causes a sign of your faith to appear to any who attempt to inspect your soul or aura, usually in the form of a white, silver, or gold halo of varying brightness, though other symbols may appear, depending upon the beliefs of the observer and the observed.

The strength of these powers grows with your faith (even if that faith is bought with perks), and they are stronger on holy ground and while wielding holy objects. The more spiritually significant the area or object and the more who believe in it, the bigger the boost. You may buy up to ten dots, each of which will increase all of the above powers, as well as other abilities based on faith or religion. Each costs 200 SP rather than the standard 100 because of how exhaustive and powerful the list is.

However, regardless of how many dots you buy, if you offend your patron of choice then you can and will be stripped of your abilities, until you pay penance. There is nothing you can do to stop them from withdrawing their gifts with their favor, even with Change of Life or similar perks. That said, if you don't make amends, they'll forgive you for all but the worst sins at the start of your next jump. Even if they aren't stripped away for some dark sin, they may, at times, refuse to function in part of some greater plan. Your patron is the one who decides when these miracles occur, not you...

Changelog 2.3 to 2.5

- Drawbacks that affect sorcery now explicitly affect psychic powers too.
- New option for drawback points.
- Starting locations expanded. Slightly.
- Some flavor text changed, lore corrected, and spelling errors fixed.
- An extra ritual is now free.
- Made Ephemera more accurate to the way it's written.

- Added Summoning, Warding, and Binding and Daimonic Summoning.
- Formatting corrected.
- Altered Risk Free Botches - both a nerf, and a buff.
- Made the text a bit more like the books by diversifying the word sorcerer with magician and wizard.
- Added scenarios.
- Upgraded Sanctum
- Added General perks
- Added Familiar

Changelog from 2.5 to 2.6

- Added Vampirologist, Fortune Teller, and Counterspell Master
- Grammatical and phrasing fixes.
- Added Unusually Friendly Cainite and Allied Mage
- Fixed a mistake under Summoning, Warding, and Binding.
- Clarified how Daimonic Summoning works post-jump
- Added A Different World of Darkness and Path Inept.

Changelog from 2.6 to 2.63

- Buffed and clarified Resonance.
- Buffed Book Learner.
- Slightly Nerfed Vampirologist.
- Further explanation for Public Magic.
- General formatting and grammar corrections.
- Added Mild Echos.
- Simplified countermagic slightly.

- Added Light Sleeper.
- Added Hunt the Repugnant Thing and No, really, *HUNT THE REPUGNANT THING.* Yes, it's an Alfabusa reference (with a touch of Supernatural), but I've been meaning to add something like it for a while. If Big-D turns out to be an Archmage or god or something, you are lucky you can get him for cheap here.

Changelog from 2.63 to 2.65

- Clarified Hunt the Repugnant Thing - broke off some parts of it into Exorcist, and clarified it.
- Added Totem.
- Various generic fixes and stylistic changes.
- Added Via Necromantiae.
- Added Dark Past.

Changelog from 2.65 to 2.7

- Added a new arrival date.
- Renamed Lone Sorcerer to Loner, Cabal Member to Cabalist, and Faction Member to Consor. I considered naming the last one Ascension Warrior, but thought better of it.
- Changed the divisions between what is now Cabalist and Consor
- Clarified Trained Occultist, then added an upgrade. Adjusted Fae Blood (by renaming it Kinain) and Resonance (again). Buffed Book Learner. Day Job can be taken multiple times.

- Edited Public Magic for wordiness and clarity.
- Moved Vampirologist upwards so perks are in order of price.
- Made Strength of Psyche, Force of Spirit, and Flow of Ki into general perks, like I should have from the beginning.
- Faction Favorite is now Open Minds, in general.
- Added Willworker, Stylistic Choices (and potential path discount), Olympian, Einstein, Social Butterfly, Everyday Magic, Practical Magic, Wheat and Rye (the name is a Susanna Clarke reference), The Night is Alive, Prophetic Ability, Natural Necromancer, Feng Shui, Lesser Shaman, Ritual and Religion, The Lesser Key, Ecumenist, Boot Camp Dropout, The Twilight World, Talk to Me, Law of Names, Black Belt, The Old Blood, Emergent Rituals, Legendary Cholé, Bastet, and Guerrilla Ideologue perks.
- Added Werecat.
- Added some new rituals.
- Gave parapsychologists diplomas. Clarified Linear Magic, Not Hedge Magic, then renamed it to The Crossover. Vampirologist no longer requires Trained Occultist. Increased price of Totem from 200 to 300. Renamed Exorcist to Wise One, with a few changes there as well. Buffed Ritual Master a little. Renamed Counterspell Master to Hard Counter.
- Removed Shockingly Dynamic and gave the discount to Struggling Awake. Decreased cost of Unbondable.
- Buffed The Ritual Congregation.
- Improved Basic Books.
- Added some Companion Discounts, and slashed the price of Mentor.

- Added Via Ignis path.
- Added Is the Night Alive?, Mildly Mentally Ill, Flight Envy, Fenian Blood, Mogen Ha Chav, Eventually Someone Always Snaps, Far Too Far, Golden Fly, Auto-da-fe, Malfunctioning Sixth Sense, Weak Willed, The Scent of Sorcery, Spray, Thaumivore**,** Throwback Thursday, Namebreaker, Stepping Off the Path of Screams, and Time of Judgement Drawbacks. Renamed Target of the Awakened to Ascension War.
- Somewhat fixed and clarified Ephemera and Enchantment.
- Added Yggdrasil Branch item
- Clarified Sorcery Only. Slashed the price of Ritual Sleeper.
- Increased the reward for taking No, Really, Hunt the Repugnant Thing
- Renamed Clutching Power to Change of Life, then reworded it
- Increased reward for Ascension War.
- Moved the Sorcery section to below the Ending section, for those who don't want to get too caught up in that kind of thing.
- Added and expanded notes.

Notes

At your benefactor's discretion, narrower Stylistic Choices may come with some extra talent, in case you want an excuse to purchase *galdr* rather than *Dreamspeaker* or *Christian*, the latter of which would still be broad enough to include Angelology, the Ars Paulina, Benedicaria, Cabalah, Enochian, folk magic, Italian cunning craft, Lutheran theurgy, the Notary Art, Christian trolldom, most medieval grimoires, and perhaps Voodoo, in addition to the prayers and sacrament

and intercessions you'd expect. It doesn't have to be perfect or use the exact names, and practice often diverges from theology. I'd also say that despite my disdain for the Hollow Ones, Chaos Magick is probably the most useful choice, with Hermeticism being the second. A lot of magic systems are one or the other on some level, though the Hermetics don't usually need the same level of confidence.

In crunch terms, Everyday Magic lets you add an extra Ability minus three (minimum zero) to casting pools, if the Ability is relevant to the spell; Legerdemain or Investigation and Illusions, for example. By default, no more than one per roll, though you might be able to loop in others in a more preparatory way, similar to how affinitive mages enhance magic with abilities. It does have to be relatively systematized and rigorous, so you can't just meditate your way to success, but you can actually take it further than true mages do, and add every second success past the initial three to your spellcasting die pool. This will usually mean spending extra time drawing that circle, carving that wand, or writing that hymn, though it could mean personalizing your computer or perfecting your chemistry set. If your style is religious in nature, you may also add dots in compatible True Faith as well as the Ability, without needing to subtract three.

Perks like Hidden Truths, Beautiful and Deadly from the Sixth Gun and Lost and Forgotten from Swords and Sorcery say that the supernatural stuff is already in other jumps, but The Twilight World will let you bypass it anyway. You could say the same for historical jumps, if you interpret them as more than mundane. Also, as they cater to many paradigms and are theoretically open to everyone, similar magic

systems include Raildex, Iron Druid, and Dresden Files, but not Harry Potter, Dungeons and Dragons, or Golden Sun. Of course, super-mage is loosely defined; you could probably get Dresdenverse wizards, for example, as a major theme is how lesser talents and mortals are still relevant to them.

In crunch terms, Emergent Rituals lets you cast rituals without actually knowing them at a +2 difficulty, if and only if your dots in that path exceed the ritual's rating by two or more. Daimonic Summoning gets an additional +1 difficulty to ward or bind spirits outside their traditions.

Summoning Names are my attempt to justify WoD's unsystematic approach to True Names. They make it possible to summon (etc) a spirit, but don't have the same benefits as a Hermetic mage's True Name. The difficulty of uncovering them depends on the entity, but you can usually do it with Divination dots equal to their Summoning rating. The downside of trying is that even if their names aren't trapped or otherwise dangerous, you may not know you've gotten it wrong until they appear in your circle; unbound, unwarded, and *angry*. I suggest doing some research beforehand, and double checking if you can.

In case it wasn't clear, Guerrilla Ideologue isn't limited to the Ascension War. As long as you have some idea what your enemy is capable of, you could rebel against the Galactic Empire or fight the Red Court pretty effectively. Etc. It also applies to whatever resources and powers you've got on hand.

If you read this, you get an extra +300 CP and +300 SP.

Sourcebooks referenced include World of Darkness: Sorcerer, World of Darkness: Sorcerer Revised, Mage the Ascension: Sorcerer's Companion, Mage the Ascension: Ascension's Right Hand, Vampire the Masquerade: Inquisition, and Vampire the Dark Ages: Liege, Lord, and Lackey. Also some bullshit I threw in for jumper reasons and/or fun.