# The Grimnoir Chronicles

## Introduction

This setting is placed in an alternate version of history where sometime in the 1800s magic appeared in the world, giving a small fraction of the population (the Actives) one of a standard set of super-powers, such as fire, healing, and teleporting. This series takes place in the 1930s and as the title suggests pays homage to film noir.

Jake Sullivan, an ex-convict and veteran of the great war, nowadays earns his living as a private eye, while also working closely with the CIA, although rather unwillingly. After Jake Sullivan fails to bring in his former Love Interest for murder, he makes some inquiries and finds out that things aren't what they seem. He's soon caught up with a secret society (the Grimnoir) sworn to stop the Japanese Imperium, led by the indestructible Chairman Tokugawa, from taking over the world, with the end goal of making all nations on earth stronger through cruel tutelage so as to be ready for a great Enemy. At the same time, an Okie named Faye witnesses the murder of her adoptive grandfather at the hands of a mysterious one-eyed man, who looks strangely similar to Jake Sullivan. His dying command is for her to protect a strange mechanical device, designed by someone named Tesla.

This settings major political powers are the USA on the one hand and the japanese empire on the other hand. While the imperium is rather aggressive in its sphere of influence it subtly undermines american society as well as playing the political game, including spying, corruption and blackmail, masterfully. In contrast the USA seems rather passive, not wanting to risk open conflict with the powerful empire and instead putting more effort into controlling, legislating and overall oppressing its own Active population. The Grimnoir society alone, a group sworn to protect Actives worldwide as well as keeping violent and criminal Actives in check, seems to stand against the imperium and put a wrench in its gears.

All of this is mere child's play however compared to the true cosmic conflict, which involves the origin and true nature of magic.

The Power is a massive interdimensional entity that binds part of itself to certain humans, granting them powers of their own, letting the power prosper and grow and taking this increased power back after the Active dies. This entity is pursued by a more terrifying cosmic predator, simply labeled the Enemy. This Enemy hunts the Power and feeds on the worlds it leaves behind. It send parts of itself through the galaxies to scout for the presence of the power and once it is located the Power is forced to flee, leaving a world behind, for the

Enemy to feast upon.

After aeons of this game and countless worlds consumed, the Power is tired of running and has chosen humanity and key persons as its chance to make a last stand.

More details in the notes section.

This document constantly uses the common terminology of Active powers, such as “Heavy” for a gravity manipulator or “Traveler” for a teleporter. To help you follow along I suggest reading the “Magic” section of this document first and then come back.

You will spend 10 years in this world. Take **1000 choice points (cp)** to help you survive the coming turbulent times

## Age and Gender

Roll **3d10 +20** for your age or to choose for free. Keep the gender from your last jump or change for free.

## Location

You may however freely choose to start at any point, but you can of course also roll for it.

**Imperium**: The empire of the rising sun. Nippon. Officially it’s ruled by the emperor, but everybody knows that it’s actually his advisor, the chairman, who pulls all the strings. This land is highly imperialistic, xenophobic, nationalistic, expansionistic and values strength above all else. I’m sure you’ll fit right in, Jumper.

**Dead City:** Once called Berlin, before all the remaining Zombies of the great war were herded there and the entire city enclosed within massive walls. A few original living inhabitants initially remained, but only a few of them survived Dead City.

**Rockwell:** A famous penitentiary in the USA with an extended wing for Active criminals. It contains countless measures against an Active breakout and in its whole history only one Active ever managed to actually escape. It’s a rather harsh place, even for a penitentiary of that era.

**Oakland:** The dust bowl. Literally. After a catastrophically failed project by the government that involved massive weather manipulation via tons of Weathermen Actives to increase rainfall, the weather was left permanently altered and there hasn’t fallen a single drop of rain in decades. This caused a mass migration of the now severely impoverished Oakland

natives, who are derogatorily called “Okies”.

**Unit 371:** A military testing facility in todays China. I’m sure you’ve read about this actual historical infamous place and the inhuman experiments that have taken place there. Now imagine that but cranked up to 11 as suddenly magic is involved.

**Europe**: Ah, Europe in the 1930s, an interesting place. I will tell you right now, that in this version of history Hitler was executed, after plotting a coup d’etat. So while Europe will be interesting it won’t be the place of major importance for the plot.

**Mar Vista:** In California, USA. Very nice looking place, with an important hideout of the US chapter of the grimnoir society.

## Backgrounds

**Imperium** (free)
You’re a citizen in the greatest nation in history. You don’t necessarily have to be a native japanese, but it’s very likely that you are. You’ll likely be devoted to the emperor, but you’ll definitely at some point have been involved in a cult like reverence for the great chairman Okubo Tokugawa. If you’ve achieved any rank or status in the chairmans personal organisations of the Shadow- or Iron guard or even his inner circle, you’ll have been initiated and relentlessly trained in the detection and combat of the Pathfinder.

**Grimnoir Knight** (free)
You’re a member of a worldwide secret society of very skilled and influential Actives that are sworn to protect innocent Actives from harm as well as protecting non-Actives and Actives from dangerous Actives running amuck. As such their goals directly clash with the goals of the Imperium. While the Grimnoir society hasn’t yet managed to kill the Chairman, although it has been tried plenty of times, they did manage to steal and hide the dangerous Geo-Tel device from the Imperium, thus saving the world from being taken over immediately.

**Drop In** (free)
You’ll drop into this setting without a history or any other bounds. You’re free to pursue your own goals and projects, though you should be at least invested in the dealings of the great players in this setting, since the fate of the world is very much at stake.

## Perks

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

## General
(no discount)

**Basic spell skills** (free)

You know at least the very basics of magic spells. How to generally draw alien geometries onto objects, how to pour a little bit of your power into it and thus creating a connection between the Power and the object in a way that the drawn geometry resonates with the Power itself, thus creating magic effects. For some examples of what this would mean: You know the basics of how to draw simple anti-scrying spells, how to scan for others spells and traps, how to draw spells of weakness upon someone diminishing their magic temporarily, how to create a communication spell via salt or mirrors or the like enabling you to communicate in real time globally face to face without anyone being able to tap in.

**Transfer of power** (600)

When the great and mad wizard Anand Shivaram died his the spell that he bound on himself was so powerful, that it didn't simply vanish, but it traveled to an innocent little girl half the world over and not only put the powerful "spellbound" spell on her but also to gave her the original Travel power of Shivaram. You have a similar weird and complicated connection with the power. You have two options of how this may manifest.

-First you can, similar to Shivaram, have your essence, soul and magic be transferred upon your death to a worthy vessel somewhere on the planet.  This means that you haven't truly died. Your new vessel will gain your powers and other supernatural aspects and with time their personality will become more and more like your own. With enough time even memories of your old life will return and you will be born anew.

-Alternatively you may gain the ability to directly rearrange the connections to the Power similar to the original Spellbound spell. While that spell was aimed at highjacking the connetction between Active and Power, taking in the magic after an Active died, basically snatching it away from the Power, you are able to directly alter the connections the Power makes. You're able to hijack the process the other way around. You can chose a target and get the Power to make a connection with that target, basically giving them magic powers as described in the magic section. The process will take some time and a lot of your concentration and power. They may only gain one power this way. If they already have an Active power they will in effect have two Powers, just like Faye. Their powerlevel can't be higher than yours (at least initially, their power isn't capped, you just can't get the Power to make a stronger connection than it has with you). You don't get to choose what type of power the target gets, you'll have to roll for it, but for an additional -**200 cp** you will be able to choose.

You may buy this perk twice to have both options

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**Imperium**

**Cold blooded** (100)
You aren't hindered, bound or even slowed down by something as trivial as morals, ethics or human emotions in general. When you know something needs to be done, then you'll do it fast and efficiently without being crippled your own humanity. You might turn out to be humanity's savior, just because you had the balls to force humans to become strong enough to face the ultimate foe.

**Survivor** (200)
Like all Active Imperium members you survived the cruel conditioning and tutelage of the imperium schools. You however also survived the inhuman experimentation of the Unit 731 Cogs. While most people would leave both physically or mentally scarred after such an experience, if they survive at all, you were only strengthened. You are basically immune to mental trauma or scarring and it's near impossible to frighten you as you have already experienced a fate worse than hell.

**Shadow guard** (400)
You are now basically a modern Ninja, most likely a magic one too. You're a master of stealth, espionage, infiltration and assassination of disguise and manipulation. You know how to go unnoticed, blend into a crowd, appear and disappear without notice and how to kill quickly and silently. While most Shadow guard have Active powers that complement such arts, like Travelers or Shades this isn't a necessity.

**Iron guard** (600)
You are the best the Imperium has to offer. Even without any magical powers you are a powerful warrior and incredible specimen. Having been selected from the best and most promising, your natural gifts have been honed and steeled since childhood. Daily vigorous training of mind and body have made you an incredible killing machine. On the physical side you are in incredible shape and have olympic level athleticism. On the mental side you are definitely very smart, otherwise you'd never have been picked, you have nerves of steel and a talent for battle tactics. Your willpower is so big that even the most talented "Mouths" can't hope to influence you. You are a master various melee and hand to hand combat arts. With power you'd be truly fearsome. All of this combined is the reason why, with some notable exceptions of course, grimnoir knights tend to fight iron guards at least 3 to one to make it a fair fight.
You get a discount on all basic level (such as healing or stamina) spell scars.

**Grimnoir**

**Great shot** (100)
You are experienced with a huge variety of firearms and are an exceptionally good shot. You comfortably hit moving targets with all manner of calibers and you'll find that you don't really need protection of any sort, be it ear or eye protection, even while basically firing machine guns as a Heavy. You just concentrate on hitting the bad guys with your big fucking gun,

without needing to worry about long term negative effects.

**Scrappy fighter** (200)
You know how to fight hard and efficiently and dirty. Whether you're a survivor of Dead City or a Veteran of the 1st Active company during the second Somme. You picked up serious fighting skills and fighting spirits somewhere in your life. You are generally able to handle your own in a fight, but more importantly you know how to hurt your enemies really really badly. While your style may not necessarily be the most honorable, it will definitely get the job done and somewhat even your chances against stronger foes and those with superior numbers. For an additional 100 cp you'll also be a master of one mundane fighting style of your choosing, like boxing or wing chun, which in combination with the rest of the perk would enable you to briefly take on and fight of a couple of shadow guards with your bare hands.

**Autodidact** (400)
You are an incredibly fast and talented learner. You may not necessarily look like it, or talk and act like it, but there are few people who can devour massive complex tomes as fast and efficiently as you, while memorizing every bit of it. You are capable of quickly picking up completely new and foreign fields and knowledge and you are extremely talented when it comes to experimentation and gaining new insight and skills, maybe even to the nature and creative application of your Power.

**Fast mind** (600)
You are incredibly smart and mentally quick. Maybe you're not book smart, but even some of the brightest minds seem to move like molasses next to yours. You're able to solve incredibly complex mazes, taking a hundred twists and turns to reach the goal, with a single glance. You are able to process staggering and mind boggling amounts of information in fractions of a second and come up with finely timed and exactly calculated intricate plans of action in the time that an opponent has merely blinked.

**Drop In**

**Scholar** (100)
You are Professor of magic studies and a widely recognised and honored expert in the field. While many others have a natural and instinctive talent in understanding magic, they often lack the expertise of tackling that issue with the appropriate scientific methodology. As such many natural talent whiz kid will be surprised when you out-magic them with your laborously researched and tested spells. Slow and steady wins the race.

**Connections** (200)
You always "have a guy" and "know a guy", people who owe you favours or are simply your friends or associates in various avenues. They're either experts in their fields or simply people of influence or with access to information you need. You also tend to accumulate quite a network of people to get small amounts of funds, hiding spots, protection and other useful things.

**Immortality** (400)
You were one of the first humans touched by the power, back in the 1800s. While you didn't gain access to every Active power, like the chairman you did get the nice side effect of immortality. You will remain at the prime of your life and never age.
For an additional 400 cp you also lose the need to sleep, eat, drink or even breathe. You can still do all of the above if you want to, but you don't require them to live.

**Master wizard** (600)
You are able to see magic. All of it, all the time. You can not only immediately see the magic connection of Actives, what kind they are and how powerful they are, but you can see the Power itself. You can look at all its intricate designs and are thus able to understand it better than almost anyone. Learning and mastering new magic comes easy to you. Understanding and circumventing the spells of others is one of your favourite past times. You can come up with incredible new and inventive ways to use magic and create new spells or improve upon old ones all the time.

# Items

100 cp items are free and the rest are 50% off for the listed backgrounds
You may freely import any items as long as they are roughly similar in form and/or function.

### General

**Demon Ink vials** (free)

You get a set of 15 demon ink vials that allow you to perform various spells and rituals, including the drawing of spells on flesh (see below). These vials refill monthly.

**Spell scars** (various)

A talented sorcerer, maybe even you yourself, has etched, carved and burned a spell into your skin and flesh with demon ink, granting you weak passive access to an aspect of the Power your symbol is based on. The symbols can take generally various forms from japanese kanji, nordic runes or various geometric shapes; as long as done correctly (whatever that means) and an active connection of the design to the corresponding design of the Power itself exists your symbol will draw magic from the Power, working passively for you without tapping into your own magic reserves.
While you can still etch these spells on you on your own, or let others do that, even the most basic of spells will take you almost to deaths door, the more powerful spells putting you in even greater danger. The thoughest of all iron guards was capable of adding up to 13 spells on his body, while even hard and though men struggle with one most of the time.

<u>basic spells</u> (100cp each)
Very popular spells are the spells for healing and stamina, granting you an enhances healing and stamina obviously, or those that enhance your senses, your strength or even your own

connection to your magic power. You may purchase several of the same type, but each additional purchase of the same type will have diminishing returns, with any purchase above 4 not having any effect. Even a single healing spell would heal minor wounds relatively quickly and can save you from life threatening injuries. Someone with several healing and stamina spells would be incredibly hard to take down and bullets lodged in their lungs would seem more like a minor temporary inconvenience.

Spell of power (600)
An incredibly complex and potent spell from the famous spell book of Anand Sivaram, the first Spellbound. Despite this, this spell is rather simple in its function. The spell will severely boost your connection to the Power. A small fry Boomer would turn into a massive living bomb, a weak summoner capable of casually summoning greater summoned and even the god of all demons. An already powerful and talented Active would turn into an incredibly dangerous living weapon capable of taking on dozens of iron guards at once.

Spellbound (1000/1400)
This is the most creative, complex and dangerous spell ever created. It was developed by the mad Anand Sivaram who thought to steal from the Power itself. While normally, when Actives die the piece of the Power that has grown and developed in them, directly returns to the Power, with this spell that process gets hijacked and directly enhances the Power Reservoir of the Spellbound. Whenever people around you die, you will absorb their raw magical power and boost your own. This won't permanently increase your power, but merely add to the pool to be spent until you fill it again with more death. You can absorb the power of the dead in a wide area around you, and this range will only increase the farther you grow. Normals/Non-actives will also add miniscule amounts of power to your pool, as the Power touches everyone briefly at birth.
While the original Spellbound turned to an insane murderous Power vampire via this spell, actively murdering Actives to grow in power, you will be protected from such corruption.
For an additional 400cp you have inherited the Spellbound curse from the original after his death, meaning you lack any visible scar, while holding not only the power of the spell, but also his original Active power of being a powerful Traveler, basically giving you the ability of holding and wielding two different Active powers at the same time. Just for you you may also opt for a different Active power to be inherited that way.

**Geo-Tel** (1000): A magical device of incredible power, designed by the mad Cog Tesla himself. While being no bigger than a microscope it is capable of summoning incredible powers from the earth's core and directing it at a location with the appropriate targeting runes (upon purchase you are able to jury rig it to any targeting mechanism of your own). The beam this device summons will destroy everything within hundreds of miles. The Tunguska event was a mere test run of this device's amazing power.

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**Imperium**

**Melee weapon** (100)

A katana, a tetsubo or some other highly symbolic, but very sturdy, and effective weapon of choice that fits your set of skills and powers perfectly.

**Funds** (200)
You'll gain a great amount of gold to be specifically spend on projects of terrorism, subterfuge, espionage, blackmail and buying corrupt politicians and persons of interest. As long as the gold is spend with these noble goals in mind and not spend so recklessly as to cause suspicion your golden tab will not run dry.

**Nishimura battle armor** (400)
A walking tank. This is a full body magic-mechanical suit that both protects as well as enhances its wearer. It offers a magical HUD, enhanced strength and speed, resistances against magic to some extent, temperature control etc. Equipped with this a warrior would be a true force of nature.

**Kaga class dirgible** (600)
This is a verifiable flying fortress or better a flying aircraft carrier/battleship. It is a 900 meter long, triple bagged, heavily armored dirigible, boasting a higher armament than a great war era dreadnought while being able to achieve trice the speed of one. It even has a piece ray installed, a weapon designed by the mad cog Tesla, that can wipe out an entire city in a single shot.

**Grimnoir Knight**

**Grimnoir ring** (free-Grimnoir only)
A ring that identifies you as a member of the secret grimnoir society. By channeling your power into it you're able to contact other members who wear this ring over worldwide and possibly greater distances. Once made contact, the ring will begin becoming hot and you'll know that you'll need to perform a ritual to allow communication.

**Custom gun** (100)
A gun made by the great weapon cog John Moses Browning, tailored specifically for you. The general design can be anything you like, but their will be some modifications made to be especially efficient in your hands. For example Jake Sullivan, a capable soldier and Heavy, got a gun that most men couldn't even lift with one hand firing massive slugs at the opponent.

**Active Armor** (200)
Honestly it looks like a cheap knockoff of the japanese Nishimura battle armor. It's more clunky, doesn't nearly offer the same suit of sleekly integrated smart suites and other more refined stuff. It makes up for it however with the fact that it is specifically customized for your particular Active power, covering for some of its weak spots, complementing the general use of your power, while also somewhat enhancing both power, reach, while also helping you conserving and recovering your power better.

**Pathfinder beam** (400)
This device that will emit a great beam which uncovers and simultaneously weakens any Pathfinder infestation. In conjunction with this device you get a scanner, which will pinpoint Pathfinder parasite instances without directly revealing them (while also not letting the parasites know that they have been found out). In future jumps this beam will work similarly on any kind of impostors or parasite that want to go unnoticed within the standard species or group. If you could get this device high enough it would light up the entire city of Syngapore and let everyone see how fucked they really are.

**The Traveler** (600)
The state of the art dirigible. 300 meters long and sleek, double bags, powered by jet engines it can fly faster and higher and longer than any other dirgible before it. It can reach top speeds of 130 miles per hour (and 150 with a talented weatherman backing it with strong winds). While it lacks the fire power of the Kaga class imperium vessels it makes up for it with reach, speed, agility and a huge array of high tech gimmicks such as a wide ranging radar and other sensory suites.

**Drop in**

**Lab** (100)
You get an advanced laboratory as well as an extensive library covering a broad spectrum of topics in general, but magic specifically. The laboratory will be after your design. It will offer a great base for any scientific pursuit, but it will also be specialized for some areas of personal interest to you.

**Robot Squad** (200)
A 12 unit squad of intelligent (though unconscious) autonomous mechano-magical constructs. They are 3 meters tall and armored mechanical men, equipped with heavy machine guns and grappling arms. They'll follow relatively complex preprogrammed routines or commands, but aren't necessarily quick on their feet so to say.
They are enhanced with several magic spells, so they're tough and magical resilient (with obvious immunities to the mental Active powers, such as Mouths and Readers), but can still be brought down with sufficient firepower or overwhelming magics.

**Dymaxion Nullifier** (400)
A small handheld device created by the brilliant cog Fuller, who is able to see magic directly, cancels all attempts at making connection with Power within its range. You can destroy them magically only with the power of a nixie (whether by someone with a nixie power, or by drawing and activating the appropriate Nixie geometric spell)

**Spell book** (600)
The incredible spell book of Anand Sivaram containing more magical knowledge than most libraries and collections regarding this worlds magic. This will contain processes  for putting spells on objects like the wards on various bases to notice and cripple enemies magic or to prevent Finders from scrying the area; it will contain ways to perform communication spells; ways to put spells on objects to place a connection to the power on them, basically enchanting weaponry, tools and machinery. For example pulling the power of a to.. among

many many other spells and tricks, every spell mentioned above in the spell scar section save for the Spellbound spell itself.  While the Imperium already has some rather advanced techniques of how to perform all these kinds of spells mentioned (see Iron guard spell scars or nishimura battle armor) and the Grimnoir are slowly catching up, their spells are like a childs drawings next to this book full of masterful art.

## Companions

**Canon companion** (variable)
Normal humans are free, powerful Actives cost 100cp, and special people like Faye or the Chairman 300cp

**OC companion** (100 each)
You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend on background choice, perks and items. They can take drawbacks, but without getting any cp from them. They do get all the appropriate discounts. They can get more cp to spend for each cp you spend on them at a 1:1 rate up to 1000cp in total

**Companion import** (100 for 1, 200 for 4, and 300 for 8)
You can import up to 8 companions. They get 800 cp to spend on background choice, perks and items.  They can take drawbacks, but without getting any cp from them. They do get all the appropriate discounts. They can get more cp to spend for each cp you spend on them at a 1:1 rate up to 1000cp in total.

## Magic

Here you can select your magic powers

### General

**Connection to the Power** (free and mandatory if you want magic)
The Power has touched you and formed a connection with you. This makes you generally able to sense magic vaguely as well as the general ability to use magic. To what level and in what capacity you'll customize farther below.

**Utility** (100)
You've learned some art, trade or skill that works especially well together with your specific type of magic, enhancing both in usefulness by several factors. Typical examples for this

would be a “Heavy” working on a construction site, lifting lots of heavy stuff all day without issue or a “Torch” protecting blimps from catching fire/exploding. There's also some rarer examples. A “Cog” with a speciality in medicine eg. combine their abilities with an actual surgery skill to perform incredible surgical and healing feats. Those will be still inferior to what an actual “Healer” can do but it will outclass anything modern medicine is capable of.Purchase of this perk automatically comes with the option of a fitting job offer.

Can be taken multiple times.

**Special ability/special talent** (200)
You have one special ability that makes you stand out from amongst the rest of your peers in regards to your connection to the Power. Something that gives you a huge advantage when using your powers. This may be the result of a very special connection to the power, or a great understanding of it you gained through years of study and self experimentation. Examples of this would be “Heavy Jake Sullivans ability to expand his connection to the Power in a way that he could partially use neighboring powers, like become a partial “Heavy” increasing his density in critical moments and making his whole body stronger and denser in general or “Summoner” Crows ability to possess his own summons and control them remotely similar to a capable “Beastie” with his animals. These talents will be much more obvious and useful the more powerful you are and the more control you have over your powers and in some cases even just come as a result of power and training. With this purchase, you just get a very special talent outright.

Can be taken multiple times.

**Massive reserves** (200)
Each Active has a limited pool of magic power they can draw their magic from. If they were to spend all of it, they need some time to recharge. While recharging doesn’t take too long, mostly some minutes to become fully charged, this leaves them relatively vulnerable in that period. This means that professional Active fighters and warriors try to defeat enemies as efficiently as possible, conserving their power and spending just enough to passively refill again while still fighting. While most Actives have a small stream recharging their pool you’ve got a river, allowing you to outfight most Actives. Not only does it take longer for you to run out of magic if you use it in a normal way, but your magic replenish faster and is also more powerful as you can afford to put more power into every punch compared to other Actives. You are not immune to completely overtaxing yourself however and you may still chew off far more than possible.

## Training

**Inexperienced** (+100)
You’ve just discovered your sorcery and you’ve had literally no experience using it. For some forms of sorcery this might be very dangerous as experimenting on your own, without a proper guide could be harmful or lethal. You’ll get an additional +100 cp for taking this drawback. This doesn’t count against the general drawback limit.

**Basic training** (free)
You have some basic training with the magic purchased later down the line. Nothing that makes you automatically extremely skilled, but enough so that you don't burn down the whole neighborhood as an accident the first time you try to summon fire as a "Torch".

**Mastery** (100)
You've had several years or even decades worth of high quality training and maybe even experience on the battlefield when it comes to using your powers. You are an expert when it comes to applying your specific style of magic and supernatural powers in the most subtle and controlled way.

## Powerlevel

**Passive** (+100)
You're not an Active but a passive, meaning that while you do technically have a connection to the power you won't be able to use the magic of this world at all. Atleast without any further modifications or purchases.

**Weak** (free)
You'll be able use magic, but barely. This means you'll still be the target of anti-active hate and propaganda, while not being able to defend yourself with magic. As a "Torch" you may be able to produce a small flame at the tip of your finger, enough to light a cigarette.

**Average** (-100)
You're at the average level of power for an Active in this world. You have enough power to do actual useful things with your magic as well as some serious harm if you want. A "Torch" could actually produce fire balls or stop the gasses in a blimp from igniting. A "Traveler" could travel safely at visual distances. A "Beastie" could control a couple of animals.

**Powerful** (-300)
You've got an extra powerful connection to the Power. Not only are the things you do with your magic more straight up powerful, but you'll also be able to do more with it. A "Torch" at this level could burn down houses but also sense sources of heat or remotely heat up and sabotage specific parts of machinery. A "Traveler" would gain a sort of "head map" that acted as a wide range sensory ability, telling them exactly where safe spots for teleportation in her vicinity were (allowing for safe teleportation without visuals) as well as a passive danger sense. A "Beastie" would be able to control several animals, while also sharing their consciousness with them, allowing for shared sensations.

Basically every member of the Grimnoir society, every Imperial iron guard and basically any Active that matters in this series is a powerful active. So a purchase of this merely allows you to play with the big boys, not immediately dominate them.

## Type of Magic

Here you can choose what kind of connection to the Power you have

only pick **ONE**



**Beastie** –aka. Beastman. Common active type
Can control animals and speak through them (regardless of whether such an animal would be physically capable of human speech). The greater the power and level of skill the more different critters can be controlled at once. More intelligent animals require more power. Some Beaties can actually put part of their own conciseness in the animal, so everything the animal sees, hears, smells, tastes,  feels, etc., the Beastie experiences. There are rumors that extremely strong Beasties can actually take over another person. “Dolittles” are low level beasties who can communicate with animals but not actually control them.



**Boomer** – Very rare active type
Can cause explosions. They can cause things in a radius around them to just explode or cause themselves or parts of their body to explode without being actually harmed. (May require oxygen; unclear though)



**Brute** – Common active type
They channel power through their bodies to make themselves stronger, tougher and faster including heightened reaction times. If they channel too much power too quickly they can damage or even kill themselves.



**Cog** – aka. Boffin, Machine head. Rare active type
Cogs are intuitively brilliant in a particular field and their brilliance drops off the further they get from that field. All Cogs are geniuses to begin with, but in one field of your choosing you'll be supernaturally gifted, creating marvels of science and engineering. These creations may be futuristic, and in case of some powerful cog creations straight up supernatural. Along with "Healers" they're one of the commonly adored and beloved Active types, keeping Anti-Active sentiments somewhat at bay.



**Crackler** – aka. Edison, Lighting Bug. Common active type
Can control and manipulate electricity. They can also sense electromagnetic fields, they can charge themselves with electricity to a degree. Powerful Cracklers can redirect lightning.



**Fade** – aka. Shadow Walker. Rare active type
Can alter their density to pass through solid objects. Somehow they're not blind while passing becoming intangible and they also don't have any issues with automatically sinking through the earth. Becoming tangible while passing through a solid object will lead to their matter fusing with the object. Thus this is a very dangerous and difficult magic to master. Touching objects and persons and extending the magic field will cause them to become intangible as well. A talented Fade can touch an enemy to make him intangible, pull him into a wall and make him tangible again- fusing wall and enemy together.



**Finder** – Uncommon active type.
Can feel and see through the disembodied spirits that inhabited the shadows of this world. These spirits are not the souls of the deceased but rather different kinds of entities, similar to summons. The remains and beings of lost and consumed worlds who linger in some extra dimensional in between place intersecting with our reality. Finders can see and feel and communicate with these spirits, who they then use as invisible and intangible scouts.



**Healer** – aka. Mender. Very rare active type
Uses magic to rapidly heal others. They don't see as most people do; instead they see the inner biological working of people in great detail. While healers can quickly knit flesh together and cure illnesses and diseases, they can’t regenerate fully lost organs or body parts. Healers are one of the main reasons why not everyone in modern (1930s) society is anti-Active.



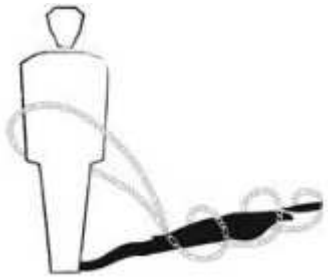
**Heavy** – aka. Gravity Spiker. Common active type
Can manipulate pull and intensity of gravity. The more talented and powerful ones can change the direction of the gravitational pull, or move singular objects around telekinetically similar to “Movers” as well get an overal sense of different masses, densities and gravitational pulls in the vicinity, also revealing hidden objects for example.



**Icebox** – Common active type.
Can control and manipulate ice and they aren't harmed by extreme cold. While most of their power involves freezing things and creating ice, they actually manipulate coldness, meaning they can quickly drain the warmth out of their surroundings.



**Justice** - aka. Scales. Very rare active type.
Can magically sense the truth of things, including but not limited to telling if people are telling the truth. They can also track people by seeing the truth of the choices a person takes on a path. With this intuitive truth sense, a Justice is a perfect detective, riddle solver and overall tracker. A "Mouth" however can lie to a Justice.



**Lazarus** – aka. Opener. Rare active type
Can bind the recently dead's spirit to their body, causing the body to remain animated. Those are actually the spirits of the dead, and not some other spiritual being. While most of the recently reanimated retain their old personality for a while, these new undead, also called Zombies, inevitably go insane. As a corpse, they still will feel every hurt and pain that may have caused their dead in addition to the pain of slow decomposition. With time they will become feral and crave human flesh. Lazarus have some control over their Zombies, they are however unable to just dismiss the spirits out of the corpses once revived.
Getting rid of a Zombie (and freeing the trapped soul) requires sufficient destruction of the body via shredding, incineration, pulverization of some sort.



**Lucky** – aka. Slinger. Rare active type.
Can manipulate probabilities. They can never tip the scales of fortune 100% but powerful ones can come damn near close. As it's hard to have Power burning constantly, a Lucky can't just walk around carefree, but has to actively choose when to be lucky, like when shooting wildly at the enemy, but hitting every time.



**Massive** – Very rare active type.
Can alter their density to make themselves very dense and hard to damage



**Mouth** – aka. Word, Yap. Uncommon active type.
Can Influence a person(s) by speaking with their power, cannot make a person(s) do anything they absolutely wouldn't already do. A talented Mouth could strike up a conversation with two tough henchmen, make them believe that their old friends and then influence them into shooting each other (as they have a violent disposition to begin with). The more intelligent a person is, the harder they are to influence with this power. This influence can also be resisted by massive willpower. A Mouth can't influence a Justice. Capable Mouths can influence people very subtly, and are also able to pick up on the general motivations, intentions and surface thoughts of people, similar to a "Reader"



**Mover** (telekinesis) – Common active type.
Can move objects with the power of their mind. They don't normally need visuals for this type of control, as their power is described as having thousands of long, invisible hands, which can not only move stuff, but also sense everything they touch.



**Pale Horse** – aka. Plague Bearer, Angel of death, Grim Reaper. Very rare active type.
Can poison or infect a person(s) with various diseases with a touch. The Pale Horse can maintain the sickness even if the infected person seeks a healer by keep putting power into it. Once a Pale Horse touches you and establishes a link they can infect you at a later date. They can then curse a touched person with every known mundane illness and disease, even multiple ones and control their course. Talented and powerful pale horses may be capable of disguising themselves as weak healers (by keeping infection and inflamation at bay)



**Reader** (telepathy) – aka. Head case. Uncommon active type.
Can read another person's mind and project their thoughts into another person's mind. They may also share huge amounts of information, including knowledge and personal memories very quickly



**Ringer** – Very rare active type.
Can appear to be someone else to anyone looking at them.  They do not actually change their physical form, nor cast an illusion that would be picked up on film.



**Shard** – Uncommon active type.
Can modify their bone structure, most commonly to makes claws.



**Summoner** – Uncommon active type.
Can bring in servants from other planes and giving them shape in our world.  The appearance of the Summoned is influenced by the Summoner, typically subconsciously. The power of the Summoned directly depends on the power of the summoner and how much energy he puts into pulling a summoned out the other plane. The power of the summoned also correlates to the size of its form in the physical plane. Summoned don't have normal physiology, but are make up of inky "demon smoke" which assimilates matter to create a physical form. As such, enough damage to sufficiently leak and disperse the smoke will cause a summoned to be dispelled, but targeting vital areas will be useless. Basically all summoned have animal like intelligence to varying degrees and can telepathically hold contact with their Summoner.



**Tinker** – aka. Fixer. Rare active type
Can repair mechanical devices; They may simply be a low level Cogs but where a Cog is intuitively brilliant in a particular field and their brilliance drops off the further they get from that field. A Fixer can look at something figure out how it works and repair it within moments.



**Torch** (pyrokinesis) – aka. Burner. Common active type.
Can control and manipulate fire or more correctly, they can control and manipulate heat. They are, ironically, very popular as a form of fire control.



**Traveler** – Very rare active type
Can teleport themselves and sometimes others, they have grey eyes. Most travelers rely on visual clearance before traveling, as teleporting into something massive will cause the travelers matter to fuse with the matter they teleported into, similar to Fades. Powerful and talented fades can sense their surroundings in a wide range, instinctively knowing where safe teleporting spots are. Talented travelers are capable of *partially* teleporting others, for example just their hands or heads.



**Weatherman** – Can manipulate the weather. The larger the change to that natural weather patterns of an area the more power it takes to accomplish. Large changes tend to disrupt natural weather patterns even after the weatherman has stopped.

>Other active types with little examples/information on (due to rarity or insignificance for the story)

**Babel** – Able to understand, decipher and speak any language

**Fortune Teller** (Precognitive) – very rare active type
can foretell the future, but since the further they see into the future the greater the number of possible futures there are, they tend to be very unreliable.

**Nixie** – Extremely rare active type.
Can create a "black hole" that consumes everything in its path until it eventually collapses in on itself. This black hole is some sort of magical void rather than an actual black hole, so everything within the event horizon will be obliterated and vanishes, but it won't have the gravitational pull of a black hole (it will still draw matter into it, but not nearly as fast/catastrophically as a true black hole that size would do).

**Shifter** – Rumored active that actually changes their physical form.

**Rasputin's power** – A weird power that has to do with affecting molecular bonds. Able to dissolve molecular bonds, effectively breaking, shattering and disintegrating everything you point your power to, while also being incredibly hard to kill as your power reforms your molecules and reknits your flesh better than a Healer. As such Rasputin came back from being stabbed, burned, drowned, poisoned, strangled…

## Drawbacks

no drawback limit

**Old** +100: You look and feel very old. Add at least +50 years to the age you rolled. Even if you are some immortal being you will still feel the pains, stiffness and reduced strength/speed associated with old age

**Crippled** +100: You had some severe injury in the past. Now your movement and dexterity is reduced in a notable degree

+100 Your old injuries will also cause you constant pain and overall stiffness, not enough to completely drive you insane all the time, but it will always be there.

**Short leash** +100: You're the personal bitch of some horrible employer, like J. Edgar Hoover who has you by your balls via blackmail. You're forced to take on jobs you don't enjoy at all to say the least.

**Orphan** +100: Well not really. Your real parents sold you because you were “possessed by the devil”. Your adoptive family was brutally murdered however. You’ve got some sort of obsession with finding the killer and getting revenge.

**Trust issues** +100: Due to certain circumstances you were forced to ally yourself with the enemy. It will be very hard for you to actually have them trust you, but you must make them trust you at least as much as to you being able to actually work together as a team in order to defeat the greater evil.

**Racism** +100: You’re black. I’m sorry. This means you’ll never be treated as an equal in civil society. You’ll have to sit in the back or in separate areas altogether, not drink from the same fountains and often even are not supposed to speak until spoken to…and this is just a minor inconvenience and disrespect you’ll face daily.

**Madis’ attention** +200: Madi thinks that you might be of interest for his master's goals. He’ll try to get you to “cooperate” with him. He is a very dangerous and heartless man, the most powerful Iron guard in fact. Not someone you want to cross. He’ll bring a couple of “friends” to get to you.

**Lost hand** +200 Someone cut off your hand. Despite any powers or technology you may have, it can’t grow back. Can be taken twice.

**Demoted** +200: You have been demoted due to insubordination or merely lack of conviction. Not only has this brought shame and dishonor, but you now hold no real power in your organization to actively change things or make a difference. Your superiors won’t even heed any crucial warnings if they come from you.

**Revenge** +200: You’re incredibly petty. You will spend considerable time, mental energy, funds and manpower to avenge yourself from people who have wronged you even in the slightest. You’d be willing to enter a faustian bargain with a pale horse just to see that a well respected general would be cursed with every horrible disease to suffer and slowly rot away for a year just because. His crime? Further estranging your already estranged grandchild.

**Burn out** +200 You’ve taken in too much power to quickly or have overdone it otherwise with your magic use and you lose all your connection to the power  because of it for the remainder of the jump. For an additional +200 this applies to any supernatural powers you have.

**Hunted** +300: You are actively hunted by the entire Imperium or the Grimnoir society or the US government, depending on your background. You can take this drawback multiple times and they will for some reason start working together hunting you down.

**Traitors** +300: During your time here you have to suffer constant backstabbing, traitors and betrayal even from your most trusted friends.

**Zombie** +300: You died jumper. That's the bad news. The worse news is that your spirit was bound to your dead body and now you'll constantly feel every pain that caused your death and even the pain of slowly decomposing. Your hunger for flesh will grow daily. If you are of a strong mind you can hold off your urges and suppress the pain for a decade and even longer and keep your sanity, but it won't be pleasant.

**Cursed** +300: You were cursed by a Pale Horse. You'll get sicker and weaker each week. You will not die in your 10 years here from this curse alone, but by the end you'll be barely hanging on by a thread.

**Pathfinder** +600: A piece of the great Enemy has already infested a big portion of crucial institutions which are holding, registering, herding and in someway gathering Actives. It has sensed your arrival and now drastically speeds up its timeline in order to quickly amass power and draw the Enemy to earth. Should the Pathfinder succeed and feed on enough powerful Actives in a concentrated Area the Earth is pretty much doomed and it and the Power, who has chosen not to flee this time, will be consumed.

**Chairman** +600: Lord Tokugawa has seen you in his dreams and deems you a problem so dangerous, that he himself choses to take care of it. This man is the most powerful Active in existence. Able to wield all types of magic, immortal, extremely intelligent, skilled and talented in all manner of arts, types of combats, strategies etc. The modern Grimnoir society has merely continued to exist, even after several obviously fruitless attempts on the chairmans life, because to simply enjoys a bit of action. He could have at any point wiped out the whole society singlehandedly.

**Alternative timeline Faye** +800: The version of the future has come to pass so feared by a future telling former grimnoir knight (and current Zombie): Faye has succumbed to the darkness of the Spellbound spell and now hungers for more and more power. She'll start actively killing Actives and gaining power. If she's not stopped soon she'll snowball out completely as with more power she'll sense more actives, can travel farther, can kill more effectively and gain more power…. Once she's killed enough not even Lord Tokugawa could stop her and once she figures out (through her original/actual Active power; see notes) that all of the Powers manifestation are actually the same just folded differently through space time, she'll know how to access all powers simultaneously. And at that point who could even touch her?

## Scenario

### Ronin

You take the place of Lord Okubo Tokugawa as the first human being to come into contact with the Power entity. You'll start in the early 1800s. The location is up to you and you're not required to be japanese if you don't want to. You'll start without any companions or access to

your gear or powers from other settings and are required to defeat at least two waves of Pathfinders before the present day. You'll need to find strong allies as well as ready your nation and other organizations across the world for potential Pathfinder infestations so that they are able to defeat them quickly enough to prevent the Enemy from homing in on Earth. Should you manage to defeat 3 waves of increasingly dangerous and powerful Pathfinder takeover attempts or alternatively take on the Enemy yourself and defeat it you will have successfully completed the Scenario. Failure obviously will result in the total consumption of every human life and magic itself.
As a reward you'll gain access to all different types of Active magic as well as Immortality, equal to the upgraded nominal perk, after the 2nd wave.

## Notes

**The Power:**

The Power is a massive strange and esoteric interdimensional alien Entity that lives in a parasitic symbiosis with humanity. It travels from world to world, selects different individuals to form a connection with them and grant them the seeds of magic. As the Active individuals grow and develop, so does their magic and after they die, the Power takes this ripened magic back feeding on it and growing itself. As this cycle continues, more and more Actives are born or awaken in the world.

**The Enemy:**

A similar entity to the Power, hailing from the same place. It is the Powers natural predator, constantly hunting it and consuming all the worlds the Power has touched in its wake. Thus the Power was forced to flee world after world, for millennia and seek new feeding grounds to grow strong again. This cycle will continue until the Enemy consumes the Power or one of them starves while searching for worlds to feed on (the Power not finding an appropriate feeding ground in time or the Enemy not finding worlds touched by the Power in time)

**The Pathfinder:**

Pathfinders or Harbingers are small parts of the Enemy itself that will spawn in worlds at random. If a world harbors magic/the Power a Pathfinder will consume magic and power, growing stronger in the process until it is strong enough to hail the Enemy itself. Once the Enemy is aware of the world, the Power will flee and the world will be consumed by the Enemy.

**The Chairman:**

The Chairman of the Imperium of Nippon, Okubo Tokugaba, was the first ever Active on Earth, the first human being that the Power made a connection to. He gained a connection to every aspect of the Power/every type of magic. As the Power chose him as his herald it made him even stronger after he proved himself capable of defeating the Pathfinders of the Enemy before they grew strong enough. He has become an immortal, who never sleeps, eats, drinks or even requires air, holding immense power in every single magic art with a

deep understanding of magic itself. He is the real Leader of Nippon, the emperor being merely a puppet.

**Faye:**

Sally Faye Vierra is definitely the most broken character in the whole series. She starts out as an OP Mary Sue and just keeps getting even more powers with time. She starts out as an incredibly fast learning quick witted powerful traveler with massive reserves. Then it turns out she inherited the spellbound curse and then it turns out that she's actually a powerful Cog that comprehends “physics, spatial matters and relativity” deeply in effect, grasping how she can just transform one type of magic into others, basically becoming an avatar of the power. To become like her you need at the very least the “powerful”, “fast mind”, “autodidact” perks, a cog power that let's you understand the nature of reality deeply and the more expensive version of the “spellbound” spell.

-HDManon