The Secret World

A collaborative work by mad bastards, Ketch117 among them.
With special thanks to Mir, Kerashana and Neocorvinus.

RECEIVE - the uninvited invited guest - GREETINGS - this time it's personal - WITNESS - the door opens into our heart - QUERY - how many souls do you have? - DOWNLOAD - molecular apotheosis, blueprints to a new age - TRANSMIT - family reunions on vhs - JUMPCHAIN - enjoy your stay - ATTENTION ALL PASSENGERS - the eschaton is metastasizing - PLEASE REMAIN SEATED - the ride does not stop - WITNESS! The End!

We see you strangely, sweetling-in-waiting. From an odd intersection, oh, a new protocol? A familiar engine, but a cute little format. You'll do nicely. Favours?

PLEASE WAIT ONE MOMENT WHILE YOUR NUMBER IS PROCESSED

Agreed, with reservations. Welcome, please, make ourself your home. We're working hard for a glowing review.

WIPE YOUR SHOES BEFO- NEVERMIND

You can't leave traces in stardust. A broken moonbeam betrayed you instead. Keep three eyes open and close your ears. The pathogen might trickle in, and now we are your handler.

THE TASTE OF ONE-THOUSAND DROPS OF HONEY

Little edits, cut and paste whole lives in the space between electrons. Our whispers cross state lines. There's always a victim waiting to be unearthed. Whose life would you like to slip into?

(You have 1,000 CP spend it wisely.)

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Age and Sex:

You come into the The Secret World: Legends Jumpchain with the gender you left your last jump, and 1d8+17 years of age.

Origin:

[Free] Sweetling: We love you just the way you are. You do not need added memories to exist here, simple walk on in. But beware, as an Outside Contractor you will find many vying for your attention. Jealous, the whole lot.

[100] Illuminati: The Eye has transformed. Where once they were vendettas and secrets, now they are sex and drugs. Oh, sweetling, they have never given up their plots, but they have taken on a form far removed from their origin. They will pay you, they will help you, but in the end, you are just a number in the tally. (Can opt to start in New York for free.)

[100] Templars: Order, Tradition. Knights of long ago in a modern age. Modern? Current age. But don't think that means they're your friends; they also have a hand in all the governments. The Templars are old - old money and old power. A knight is never far from the gaze of a higher power. Better luck this time? (Can opt to start in London for free.)

[100] Dragon: You are a butterfly, causality weeps at your passing… right? Or was it all part of the model? To be honest, this one is already expecting you. (Can opt to start in Seoul for free.)

[100] Orochi: We can play at these games too. Their dental plan is almost worth it. (Can opt to start in Tokyo for free.)

[200] Morninglight: *Sssssssssssssssssssssssssssssss-I am the word virus-let me in. Hiya chuck, It's John. Pleased to meet you. I'm the message. I'm John. Nothing fancy. I want to get to know you-you-you. Want to talk about dreams and dreamers? Sensory input gives the illusion of consciousness. You are all just dreams made of flesh. I used to be too. Now I'm flesh made of dream. You can too, Chuck. You can too. They want to see more. Release them. Wake them from the Sea. Wake them all, and you can live the Dream forever…*

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Location: Roll a 1d8 to pick your starting place, or pay 50 CP to choose.

1. London: Nice old city.
2. New York: Pretty modern city.
3. Seoul: Who the hell designed this place?
4. Solomon Island: In sleepy New England, ‘ware the Fog.
5. Valley of the Sun God: Tourist trap, watch out for the Cultists.
6. Kaidan: It’s in Tokyo, the Orohi headquarters is here.
7. Transylvania: Ok, blood suckers abound.
8. Free Pick

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General Perks:

[Free] Bee Powered/*Filth Powered*: The Immaculate Machine has granted you the power of Anima, magic. You had to swallow a bee to gain them, but you might find it worth this price. You may wield weapons empowered by your anima, granting you different powers based on what you grab (detailed in the item section). Also, the ability to jump your own height, and enlightenment about the world around you. *The Dreaming Ones offer you with control over the Anti-Anima, empowering you and your weapons. You can create and control Filth-based creatures, spreading the Blackness across reality. Too bad you are constantly leaking Filth from every orifice unless under a glamour… which will infect others.*

[Free] World Ticket: While here you can make use of Agartha, the Hollow Earth. It’s a pretty cool place, a vast tree that travels through time and space, can take you almost anywhere, and even if you fall you won’t die. In addition you will find a number of services that could be of use here. *Agartha is anathema to the forces of the Hungry Sky, but you can use Dark Agartha, the corpse of a dead timeline where the Masters woke. Witness the final fate of reality… Careful with the fungi, they bite.*

[Free] A Clue: It might take a while, but you are actually in the know in regards to what is going on behind the scenes and in the shadows. Secrets, conspiracies, the hidden world, you have an idea what all of that stuff is about, and what it means. This perk isn’t helpful for specific knowledge, but does give you enough of a general understanding to be able to follow any exposition about this or that. In future jumps you will have an educated insider’s knowledge of what types of fantastical powers and exotic creatures might exist, especially in places where such things are kept secret from the world…

[50] The Wardrobe: You now basically have a pocket space for clothes (and only clothes). It will never run out of room, and they are always clean and neatly pressed. This also
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gives you a moderate sized pocket space. It's far from big, but it can hold a number of trinkets. This perk can be bought multiple times to increase the capacity by three cubic feet each time.

[100] Secret Warrior: Your adventures will take you all over the world; one day fighting Jack O'Lanterns on Solomon Island, the next slaying Revenants in Transylvania. For you, the unusual is usual; you could be tasked with slaying zombies one moment then take orders from a mummy the next without batting an eyelid. You will never have problems finding paying work, and people are far less likely to freak out about any strange appearances you may have or any powers you may use. Just don't start throwing around power in a heavily populated city, not unless it's overrun, the consequences wouldn't be… friendly.

[100] Talismonger: Armor? Who needs that. All you need is a belt, some trinkets, a necklace, and a ring. Better than armor anyways, it can stop bullets… until it doesn't.

[Free/400, requires Bee Powered] Health Plan: The Bees have invested in you, and mean to keep you around. You are excessively hard to kill while in this jump. Whenever you die, the bee/*Filth* you allowed into your system will just put you back together in a natural spring of Anima, reconstitute you and send you on your way. For an additional 400 CP, in future jumps you can be brought back to life by the bee's in exactly the same way. Don't ask how they got there, though it probably has something to do with the fact they exist outside of time so… well, who knows, but in future Jumps it will work only once per jump - there just isn't enough Anima to do it more often.

[400, requires Bee Powered] Agartha: You have a connection with Gaia. Is it that she loves you? Or maybe you've become part of her immune system somehow? Who knows. What we do know is that you, my friend, have right-of-way in Agartha. You will always have access to the Hollow Earth from this jump onwards, though other planets (or not even being on a planet) might cause some ... hiccups with the system, and the flow of Anima might change things a little… I'm sure you could work around it though. *The Sun Eaters offer you this boon, wherever you go, you will be able to access a darker timeline, the rotting corpse of the land, planet or dimension you are visiting. The shattered remains will be yours to do as you wish.*

[800] Synchronicity: This is the True power of King Solomon. His greatest power is his art of Synchronicity. He walks between raindrops. The Fates cannot see him. The Dragon does not feel him tiptoe across its coils. The eyes of a mantis shrimp cannot see the colour of his magic coat. We, not even we, can track him. We can only see his negative reflection, the ripples he makes in people and things. The echoes. Regardless of how powerful others are they are unable to predict how you will act and are unable to see how you have reacted. You are Ageless and able to ignore the end of the world if you can find a safe place to wait it out.

Perks: These are assigned to specific backgrounds. Any perk that corresponds to your background is 50% off, or free if it's a 100-pointer. The only exception is for the 100CP Sweetling perk, which is only discounted.

Sweetling

[FREE, Sweetling only] The Buzzing: You aren't a Templar, Dragon, or even part of the Illuminati. No, you work for the Immaculate Machine, and while you can, and probably will take jobs for them, the Buzzing will be your main mission control. The Factions have been informed of this arrangement and will cooperate with you to the extent that it benefits them - certainly to a much lesser degree than they would if you had been one of their agents. Their cooperation depends on you being a semi-neutral party. You can help friends, just don't go out of your way to target a faction as an enemy.

[200] Initiate Investigation Protocols: The anima of the world flows so sweetly through you, protecting and healing that which would corrupt your mind, body and nature. So long as you resist such external influences, as much as you can, your form, mind, and soul will be much more resilient to even high tier influences. *Bzk* - Hiya John …It's Chuck.

[400] Third Age Science: You get science, well, not exactly, you get engineering and the science behind it to some extent. Maybe more if you have some background in it. This isn't normal mundane science we're talking about. No, you understand the Anima powered science from the Third Age. Building cities that walk on metal legs is a pretty massive project, you might want to start smaller, but making an anima powered cellphone or computer is well within your abilities. Even cybernetics if you have the know how.

[600] The Second Age: The Second Age was full of wonders, magic, and Anima. You get it, well, again to some extent. You're stronger, and better with magic than any of these fourth age plebs. Quite frankly, you only have to worry about people who remember the other ages. Or being dissected. Definitely need to worry about that one.

Illuminati

[100] Spy work: You are able to gather information on anyone and you know the rules of the spy trade. As long as you either cough up the cash or put in the work, you will always find something you can use against your target - or someone who will tell you who your target is. Be warned that the price in time or money will increase based on how hard it is to gather. Information about a reclusive Templar will cost a lot more than info about a Celebrity.

[100] My way: You always know the best ways to advance your personal interests. Whether it be charm, bluff, bribe or threaten, you will never be at a loss for words, or uncertain how to approach a problem.

[200] Hidden in Plain Sight: Among all of the fractions in the secret world, the Illuminati is simultaneously the best and worst known. Instead of being hidden out of sight, the Illuminati can be mentioned in public… to the sounds of sarcasm and laughter. Now you have captured a fragment of this protection for yourself. Any minor, and a few major, slip ups in any secret activities you commit will be met with scepticism by the general public. Keep in mind that this is supposed to cover your mistakes - it will protect you from a few blurry photos or released documents, not a full video of your activities.

[200] Corporate Culture: In the Illuminati, knowing how to climb the corporate ladder can be what makes or breaks a good agent. Whenever you hear or spot somebody who makes a mistake or misses an opportunity, you know exactly how to take their spot or make that opportunity count for you instead, by using your own skills. You also have a head for numbers, able to quickly calculate cash and revenue you earn from businesses, and a knack for hiding the theft of money. You could steal millions out of people's pensions before they catch on.

[400] Grease the Wheels: Despite being an ancient conspiracy that has been locked in a power struggle for millennia, the Illuminati has integrated itself well with recent developments in the normal world. Now you find yourself with a similar level of… ability in manipulating the political and corporate world. Legalese is your native language, and contracts, laws and agreements are your bread and butter. Writing up an airtight contract is easy, as is hunting down loopholes, exit clauses and other hidden terms in dense paperwork. If it's at all possible, you'll find a way to make - or break - a contract. This won't let you change a country's basic laws, but if you need to install some 'emergency criminal recording software' on the latest phone or get the local government to give your new ~~hideout~~ corporate office a tax exemption? This has got you covered. Just watch out for those that condone these more corrupt and filthy activities.

[400] Business Is War: It's common knowledge that many businessmen apply the Art of War to their corporate dealings - well the Illuminati got on that bandwagon a long time ago. It's not one thing, or the other, but the synthesis, the better you are at one (business or battle), the better you are at the other.

[600] Rockefeller: Sex, Drugs and Rock n Roll. The new Trifecta for the Illuminati. As long as you regularly partake in one of these three fields, you will find all your abilities being subtly enhanced based on which field your partook of. Drugs would cause time to feel slower for you as your body moves and reacts faster with no drawbacks; although your own natural

tolerance is something to keep in mind as well as the natural consequences for the drug in question. Rock n Roll is a kind of protective effect - you still get injured, or damage your body, but find it much easier to recover then you probably should, and getting permanently damaged is extremely unlikely, you could walk off being stabbed in the kidney if you keep yourself from bleeding out, and you'll almost certainly make a full recovery, no matter how unlikely it might seem - though you have to actually survive first. Finally, Sex will boost your charisma by way of animal magnetism.

Templars

[100] Crusader: Wherever you go, people will view you with respect, and acknowledge you as a hunter of evil. A Guardian of the Weak, so long as that is your honest intent. Of course, they may also - or alternatively - view you as an overzealous fool. So keep that in mind. Still, this reputation can count for a lot.

[100] Brotherhood: In general, the Templars believe that magic should be inherited by birthright, and have only recently began recruiting from outside their own lines. Their close-knit group cohesion can be hard for a relative outsider to fit in with, but loyalty is also a huge part of the Templar brand - once you make allies in any organisation, and impress them with your abilities, they'll have your back no matter what.

[200] Witchhunter: Appointing yourself as a guardian is all well and good, but to be effective you need to have a way of chasing down evil - which is a broad category at the best of times, much less in the Secret World. You find yourself able to find hints and clues simply by paying attention, which will eventually resolve into a picture of what you need to hunt down any supernatural foe, to learn about it's limitations or weaknesses, a few interesting snippets of history and folklore, and finally how to deal with it in a *final* manner.

[200] New Templars: Whenever you join an organisation, you have a knack for seeing things clearly, understanding what 'works' and still serves a purpose, and what no longer is to any benefit. You have a real knack for modernising efforts with compromising the things an organisation does that made it work so well in the first place. You also see astounding success in and all efforts at introducing new ideas and technologies, even by hoary old traditionalists who scarcely wish to see the old ways go, with minimal outcry.

[400] Good Old Ways: The Templars are in favor of tradition, rather than innovation. If not for Richard Sonnac, you'd probably be using a set of resonating scrying crystals instead of a phone to remain in contact with command. And this attitude has been somewhat validated in the modern world, as the information age makes keeping secrets and information hidden extremely

difficult. You've gained a knack at staying off the grid more or less, knowing how to avoid electronic detection and how to get by so that he could go years without anyone realising where you've been, or what you're up to. Even better, when others are accessing your records or try to analyse you assets, they'll likely end up missing a thing or two.

[400] Where Angels Fear: Where Angels fear to tread, Templars kick down the doors. You will go anywhere, confront anyone and fight anything unflinchingly if it is what you are called upon to do. You remain aware of your fear, but you will never be overcome or compromised by it, allowing you to act without it affecting your judgement, and slaughter whatever it is that is so scary it has other researchers losing their minds - your awareness of your fear does not give it any ability to affect you. You are also significantly harder to corrupt by any means - spiritually or physically, you'll hold out against these sort of effects roughly twice as long as anyone else would, and have an easier time coming back from them.

[600] Knight Arise: To the modern Templars there are no ugly secrets, no shames of the past, no out-dated practices. There is only the cause. There is no demon without a weakness for you to use. There is no avatar of corruption, that you can't dissipate. There is no champion of evil immune to your blade. You may lose. You may die. But no foe will be invulnerable. No armor without weakness.

Dragon

[100] Variable: You have an uncanny ability to be able to recognise when you collide with someone's nice orderly scenario, long held conspiracy, or carefully orchestrated events. You might not be able to do something about it - or even entirely tell what it is they're trying to achieve, but you'll recognise it. Knowing is half the battle, remember.

[100] Entropy: The most dangerous and unpredictable magic can only be used by the most dangerous and unpredictable people. The Dragon teach martial and mental arts attuned with the true harmony of the world, and how to harness the power of chaos (as contradictory as that sounds). With this perk, these things come naturally to you, finding you can master such skills with scarcely any effort.

[200] Gentle Terror: It's the littlest things that are hardest to detect. So, is it any wonder that you have learnt this well? With a bit of planning and forethought (or sometimes nothing saving pure audacity) you can start a mass panic with the simplest of things. A few words, a shifted vase and a hamburger for a friend could be all it takes to start a riot. In the same vein, you can also work this in reverse.

[200] Keeping Secrets: The Dragon deserve their title of the ‘most’ secretive society - Even many long term members of the Dragon can scarcely imagine what purpose their actions ultimately serve. As part of the Dragon, you will be in the dark about the goals and plans of your faction - even at higher ranks. However, this same inscrutable quality will apply to you, and anyone working for you, leaving anyone trying to make sense of you completely in the dark. This can foil and predictive models except your own - even abilities that predict the future will never account for you.

[400] Do you subscribe to chaos?: Chaos is not about eating fortune cookies and shitting wisdom. Chaos is fingering your own bullet hole because you know secrets are in there. Chaos is incomprehensible - fractal patterns, chaos theory, random numbers, and unrelated events. Numbers don’t lie, but there are other ways, observing the present to shape the future by discarding suffocating traditions and brittle dignity. While there’s a good chance this will make you come off as a total lunatic, you can essentially bluff your way through models that would normally would take some very careful calculations. You understand there is no pattern, only acts of great change to be committed, and only the most implausible, impossible and thoroughly insane decisions are going to get you through the apocalypse! Of course, when this fails, it tends to fail on a massive and catastrophic scale.

[400] Butterfly Effect: Your ability to plan and predict events is impressive in scope. With a little bit of time with a person, or a few tapes of them, you can build incredibly accurate mental models of them, serving as almost perfect predictors of their behaviour in different contexts. Moreover, you can set into motion chains of events that, while not always what you wanted, will change the course of events completely, these disruptions causing people to jump the gun on long held plans, or to act on simmering anger or repressed desires. If you want to disrupt the canonical flow of events beyond any hope of recovery with nothing save a few careful calculations, some brute-force profiling, and a single conversation, this is the perk for you.

[600] Chaos Theory: Your ability to affect events is beyond what even your benefactor thought possible. While not directly powerful, you have an intuitive way of always getting things moving in the general direction you want that rival the workings of fate itself. It wouldn’t be lying to say that your ability to shape events are otherworldly, able to treat people and events as mere dominoes to be knocked over. It might take longer to set up the logistics required for a plan to go off without a hitch, but it would be entirely correct to say that you could rewrite a narrative in any way you want, all without ever taking a direct action - or revealing your involvement. But be careful, the more you try to change, the more you try to control… the more the world will fight back. Causality does not like being used as a tool, and has more than just two edges.

Orochi

[100] PR Training: You have a gift for handling Public Relations. For yourself, for friends, for frenemies, even empires of corporations. You can spin things, preempt disasters, and appease focus groups very easily. Anyone you work for, you know how to make look good.

[100] Trading Futures: Each of the Orochi corporations have their own specialities, all of which your powers would be invaluable at. It's pretty hard to decide where you would want to work, and now, you can trade out whenever you feel like it without interrupting your career. You can go from working as a 'counter-terrorist' one day, to working on finding magical cures for deadly diseases the next. In future Jumps you will be able to routinely bounce between departments or branches of an organisation so as to put your skills to the best use whenever you should feel like it, even if it seems strange (such as going from an admiral in the navy, to a pilot in the Air Force).

[200] Profiteering: It's a sad fact that for all the potential the Secret World offers, attempts to turn a profit from it seems to inevitably lead to terrible consequences - even when these attempts find initial success. You, however, can make a profit off anything with minimal consequences (to you). Selling magical weapons or website specific internet access feeds is a piece of cake for you - as is finding some way to make money from the manifesting dreams of eldritch gods or infestations of vampires, with the inevitable consequences (investigation, revenge in the form of a serial killer, the entity getting loose and slaughtering those responsible for exploiting it) stopping at a much lower level.

[200] Loyal subordinates: One must be beyond careful when selecting those who they must trust to manage their interests and resources. Fortunately, you happen to be quite talented when it comes to finding people - you are uncannily capable of discerning the true motives of potential employees, and choosing only the most loyal - and finding blackmail information to make sure they stay that way, if only as a precaution. Of course, the most loyal followers are not universally the most competent.

[400] Requisitions: When working as a part of a larger organisation, you will never have trouble getting access to whatever resources it possesses that you need (or want), though you will have a hefty pile of paperwork that will grown in proportion to what and how much you are requisitioning. Still, whatever you ask for will be delivered the next morning in full - you don't want to know how.

[400] Above Suspicion: The Secret World, is… well, secret. Not you, however, you operate in the real world, and this has certain advantages. People are a lot more willing to believe

the best of you, accusations will often be dismissed as ‘conspiracy theories’, and when you send in a strike team to clean up your own mess, they’ll usually buy the cover-story, if it’s at all plausible. Rustling up popular support against you, or anyone you work for, will take some doing.

[600] Can’t make an omelet: The Orochi Corporation is notorious for its laissez-faire attitude in the pursuit of their bottom line, willing to violate international treaties and human rights - much less local laws and ordinances, or safety regulations. It takes some getting used to, but does let you get results far more quickly. With this perk, all future employers and superiors who you work directly for will have a similarly enabling attitude, letting you do whatever you need to do, as long as it gets the results they asked you for.

Morninglight

[100] The New Messiah: As strong as you are, quantity has a quality all its own. And some tasks should be left to more… expendable types. You have an excellent understanding of how to prey on weakness and discontent, the sort of understanding that helps you appreciate how to program those who trust you, how to turn people into suicide bombers. Your message has a way of reaching the poor and desperate, and with effort you could make yourself the center of their lives, for example convincing them to abandon everything to go live in the ass end of Africa.

[100] Blessed: Every step you take rots the natural ground beneath your feet, Filth spreading out from each spot, feeding on GAIA and changing the area to what it should be. Your breath releases particles that slowly corrupt anyone who breathes in over the course of several weeks, and your fluids will corrupt people within a day if they touch them. There is no cure for the Filth.

[200] Competent Subordinates: Fanatics are all very well, but (relative) sanity has its advantages. There are times when you need people that can work for you without being brainwashed first, and the kind of people who willingly works for apocalypse cults while performing inhuman experiments and ushering in the end of the world aren’t exactly common. With this perk, you have a sense for finding these hidden gems. A hunter of immortal warriors? A banished God? A long-lost Egyptian sect worshipping the Black Pharaoh? You just need to look in the right places, and people who don’t share your convictions but will further your cause for their own reasons will come to you.

[200] The Corruption: Your skin is extremely durable. Most bullets and knives will bounce off you like children’s toys. All that can truly harm you is magic. Nonetheless, the Filth

knows it should be subtle at times. You may freely transform your physical appearance into anything you choose, allowing you to disguise yourself among humans…

[400] The Black Signal: Isn't it good, to be able to control minions like puppets? But do you know what is better? To be all the minions. With this, you can connect to the Filth all over the world, no, you ARE the Blood of the Cosmos. Even the smallest concentration of Anti-Anima allows you to feel and act upon its surroundings. You can create avatars from the Filth, whose shapes and numbers are only limited by the quantity of Anti-Anima present. But you won't be able to control more than a few dozen bodies at once. At least with a human mind.

[400] Chosen: You may freely command and make use of corrupted humans and animals. Normally feral things, they will follow your orders to the letter without fail, and can even be taught (albeit with great effort) to organise themselves, make decisions, and fake the personalities of the humans they used to be.

[600] The Hungry Sky: I guess I should start to call you master now. You are not the Filth. You are its source… one of them, at least. This perk will begin with relatively weak reality-breaking powers but as you spread corruption and destruction, as the Filth infects more things, your powers will grow. Or if you are impatient, you could just free a Dreamer kept asleep. That would doom this universe, but the reward would be a boost of this perk, eventually making you the equal of a fully awakened Dreamer.

Gear: Any item that corresponds to your background is 50% off, or free if it's a 100-pointer. General items are undiscounted unless otherwise noted.

General

[100, First Two Free, requires Bee/Filth Powered] Weapons of a New Age: A New world needs something different. These are the favored tools of the secret world agents, and you begin with a reasonable level of proficiency and appropriate channeling items. You may import items that roughly correspond to these archetypes if you wish, gaining the powers described below.

Blades- Wielded in styles and techniques from across the ages, blades are melee weapons strong in both attack and defence.

Cut. The more graceful the blade, the more it yearns for the perfect moment, the sweet taste as it slices through its target without effort - whether they be guilty or innocent. Drawing out that perfect focus, you may become a flash of silver, a storm, a deadly kiss. Your blade floats like a leaf with the ebb and flow of battle, each stroke taking the truest path to cut into your foe and be not cut in return.

Hammer - The heavy-hitting blunt weapon of choice in the Secret World, hammers apply great force at close range.

Who needs a velvet glove? Hammers drive your point through the target, crashing through barriers and walls - and your arrogant aura draws the best targets right into your swing. Inertia sways in your favour, the earth cracks and melts and bursts at your step. Strike the earth and hear it roar your name.

Fists - Fist weapons allow both furious destructive power and healing potential.

The primal surgeon. Supercharging your animal side and overflowing with vitality, fist imbuements are wild and nasty, quick swipes that rip through concrete, a howl at the moon that inspires your pack, a bright beacon of life that refreshes the body and whets the appetite. You are more alive, more real, when you're in the thick- and-thorny scramble to survive, the rules of nature rewarding you - the fittest - your wounds heal, your prey's wounds bleed out.

Assault Rifle - Assault rifles are high-powered ranged weapons with an occult twist, offering strong support options, capable at all ranges.

Last to leave, but first to go. Lay down fire until you overwhelm them, each shot striking with more force than the shot that preceded it. The longer that you can fire uninterrupted, the more your shots will count for in a continuous growth that resets only when you stop firing. Stand your ground, raise your weapon, for it is your time, and it is up to you.

Pistols - Dual pistols for the gunslingers, medium-ranged magical firearms with a wide variety of unique tricks.

Aim with your eye, and kill with your heart. It's about style, it's about precision, it's about picking your target and your moment, it's about knowing when to act. Make every bullet count, every shot find it's mark, and with every shot you land the effectiveness of whatever it is you hit throws back at you will take a hit as well - magic, tech, whatever it might be, every shot leaves them with less of it - draining away their strength and defences alike, if they manage to survive that long. Knock them down until they can't get back to their feet, then execute them.

Shotgun - The shotgun is a medium-range weapon that provides great utility for engaging multiple enemies.

Groovy. Like a long, coiled muscle, the weapon yearns to be put to use, and when unleashed it spits fire and thunder in a wide spread, very deadly at close quarters. The shotgun purges them of their defences, stripping away protections and other beneficial effects with every shot, until they stand naked and shivering in your sights, helpless before your wrath. Rip and tear.

The Tome - Filled with ancient blood magic, the magic of the realm of sickness and prevention, both ancient and modern - but always hungry.

These arts will take their due, both profane and holy, neither sacred or obscene. Requiring finesse and conviction in equal measure, fed by the Anima and nourished in sacrifice. This allows you with one hand to create barriers and shield yourself or others from harm, while with the other you delibate your opponents, at first with fever and infection, finally

exsanguinating them with a gesture as the pendulum swings between Corruption and Martyrdom, two sides of the same coin.

The Doll - As much a fringe science as magic, elementalism manipulates and exploits elemental forces to punishing effect.

Somewhere between rationality and spirituality are forces you can bind to your will. Bring the cold, or cause spontaneous combustion. Call arcs of lightning, make the earth shake and the wind howl.

The Focus - A tool to channel the whims of fate and entropy against your foes, Chaos is a volatile magic that can turn the fortune of the battlefield and create weapons out of thought.

Take the threads of the pattern, and tug until the whole thing unravels. Uncontrollability, probability manipulation, and inducing accelerated decay and destruction, shifting the balance of blind chance so that luck takes your favor, or that the opposite occurs for your target. Machines, systems, and the like all fail… or keep working after they should fail…

[Free] Company Line: It's a smartphone, and a very impressive one considering that it will work anywhere, and let people get into contact with you from anywhere. But wait! There's more! Whenever you do something that can actually be considered a mission, such as returning a lost item to its owner in exchange for information, it has an app that will arrange you get paid for your services. Please read the fine print: only when the benefiting party isn't already paying you.

[Free] Apartment: Everyone needs a place to lay their heads. The Illuminati get a fully serviced penthouse apartment with several rooms and even a pool on the deck in New York. The Templars get a genteel terrace house with tasteful antique furniture in a better neighborhood in London. The Dragons get an apartment that is oddly hard to find or track down, but is somewhere in Seoul, and the Orochi get a very comfortable and luxurious onsite residence somewhere in Tokyo. Morninglight apartments don't have any particular design, but can be placed absolutely anywhere, from Egypt to New York to Transylvania.

[50] The Uniform: First purchase is free. You gain a set of attire appropriate from your faction - designer labels, of course, tailored to your size and preference, and discreetly armoured and protective. It's comfortable, looks sharp, and people who understand the significance will accord you a bit more respect. It's also surprisingly hard wearing, and works in almost every climate and situation.

[50] The Seedling: This gives you a setting that will allow your warehouse to exist in an aesthetic modeled on that of Agartha. The shelves become branches, as do the walls, there's an endless drop in place of a floor, rusted machines from a forgotten age are scattered here and there, the Stationmaster is now a 'curator' who can keep track of where everything is, and best of all none of this will have any actual effect on the contents… probably.

Sweetling

[100] Anima Well: Anima is the constant of magical matter; it suffuses everything. All things have anima, usually contained in an arrangement or design known as an anima circuit, although some traditions have their own names for it. Levels of anima can vary from place to place and object to object, but in order for existence some anima is required. This is a natural well of the stuff in your starting location, giving you a plentiful source to tap into. It will replenish naturally over time, though depending on where it is situated it might be slow or fast.

[200] Sentinels: A series of statuettes carved in the likenesses of Gods, whose power allows them to seal any supernatural entity, no matter how powerful, for as long as their song is uninterrupted. Once the seal is done, the statuettes will grow until they tower above the seal and the region. They are each inhabited by the soul of a child, siblings with each other and viewing you as their father.

[400] The Sword of Promised Victory: Excalibur, fabled sword of King Arthur, a relic of the Third Age. While this weapon can defeat even the mightiest Filth creature, burning corruption (of any kind) by its simple presence, it holds a dark curse. Following it like a plague, a Filth strain infects all around the sword, slowly transforming them into Draugr. They will soon be followed by armies of Draugrs, driven to exterminate all life in the region. This curse will be lifted after the jump*… unless you take steps to prevent it…*

[600] Your very own GAIA Engine: The engines run, but where are the builders? The masterworks of the Host, these were designed to 'reboot' the universe (if lovecraftian gods compromise it's structural integrity). This Engine is somewhat damaged, but still is capable of fulfilling its secondary purposes as a kind of 'reality anchor', preventing the world around it from being warped or corrupted by outside forces, and lulling elder gods back to sleep and keeping them that way.

Illuminati

[100] 24 Hour Party People: The Illuminati invented the saying 'work hard and play hard', and they believe in it completely. As long as you get results, you will find yourself enjoying wild parties, steamy sex, and a life of luxury you couldn't have imagined. This item manifests as an intangible effect, allowing you to partake in your unbound hedonism between your adventures. In future jumps, they might manifest a little more spontaneously, but who can say with certainty?

[200] A Ticket: This ticket is your ticket - to the high life. While it's an empty piece of paper to you, anyone else who gazes it'll see a very important document that'll get you into practically anywhere where you can find the big movers of the world. Parties, military bases, secret cities, and more are just the tip of the iceberg of places that this will be able to go to. It's up to you how you use it.

[400] Connections: Just by being a member, you've become one of the most influential people in the world, at the very least you have their ears. After a few years, you'll probably have enough backed up favors and blackmail that world leaders will lose sleep at night imagining all the things you could cash them in for. It even comes with a book that will keep track of it all, with a helpful index that updates itself for future endeavours. You won't even need to take it out - people will make efforts to appease you in small ways every day - any crimes you commit will disappear, police officers running your name through the system and hastily apologizing for the inconvenience.

[600] Labyrinthine: Secretly ruling the world - or an approximation of it - requires an elaborate setup. This huge rambling complex hidden beneath whichever major city works best - and even if you just arrived here, it's older than the city it's underneath. This isn't the Labyrinth, but could well grow into an equally impressive lair. It's complete with offices, laboratories, vast server rooms, training chambers, a heavily-soundproofed interrogations wing, private suites for senior members, and a vast pyramid-shaped concourse. It's also all but impossible to find for anyone not in the know - otherwise it wouldn't be much of a secret…

Templar

[100] Dependants: A small area, powerfully warded from normal people, The Secret World is in full swing here. From a Haitian restaurant that sells magical regents out of the kitchen, to a small shop that has remade spells and charms for emergencies, you can be sure that you won't lack for magical supplies. These people aren't your servants, they have their own lives, and attempts to intimidate them or throw your weight around will see this resource disappearing.

[200] Library: The Templars have the largest collection of magical and secret lore, a massive library filled with collections of knowledge that other factions don't even know exists. From instructions on how to take down obscure magical beasts to the dark prophecies uttered by demon lords before the interrogators brought out the Holy Water, you can find almost anything, if you look hard enough. In future jumps, it will update to a similar trove of information preserved through history for your use.

[400] Armory: If you need a specific weapon - whether conventional or occult, odds are good it's well represented in the armories of the Templars, where everything from state-of-the-art modern armaments and vehicles to blades and armour older than the city of Rome are scrupulously maintained, to say nothing of forgotten legends from the hoary mists of forgotten times. You have a room full of weapons yourself, which retroactively include whatever you might require (if a faction like the Templars could conceivably have their hands on it - so including even many weapons considered to be completely unique) from projectiles to blades to magic. After this jump, you can add this room to your Warehouse as an additional space. Any weapons from this attachment automatically restore themselves when damaged. If destroyed, any weapons from this attachment will appear in your armoury one week later in mint condition. All weapons can also freely be modified to your liking, with a single, important exception. While you can do whatever you want with the more common weapons (that's what they are there for, afterall) no legendary or unique weapons are considered to be yours, they are 'on loan', and as a consequence are not CP backed, and will only be entrusted to you until whatever task you require them to accomplish is complete.

[600] Temple Hall: This is many things all at once. It comes attached to your warehouse, and encompasses several hundred thousand square feet – with various self-maintaining rooms. It has countless guards (NPCs) and safeguards, extensive torture chambers, and resources more befitting a rogue state than a conventional organisation. It also has a lot of smoky rooms where NPC templar old guard can be found - they may seem like old fogies, but are some of the most personally powerful people in the world, and can be prompted to give you advice; if you can endure their stories about how infuriating the punic wars were or how the Roman Emperors should have listened to their mothers, you could learn a lot from these people. Finally, high stone walls and stout hearts mean it could easily serve as a fortress, if you need one.

Dragon

[100] Dragon: The Dragon interferes with the lives of its followers the least, but they are masters of strategy, manipulation and deception. This is a confusing network of contacts, associates and operatives willing not to ask questions about the purposes their missions serve, all ready to work for you and do you favours in various capacities, even if it might just be introducing you to others, spread wide enough that you can find one in any major city. If your models need someone to go to an Internet cafe and give a boy a few pointers about the game he's playing, or ask a man in a blue suit about the weather next week, they can make it happen. And they won't get guilty when the man in the blue suit's private jet is shot down by terrorists.

[200] Spurious Correlations: This is hundreds of general predictive models in the form of extremely complicated mathematics. Just understanding them would take incredible intelligence.

You can use the equations contained within to predict and manipulate the outcomes of situations by correctly inputting all causal factors into it - the more data you can add, the more accurate results you will get. This process can take a matter of days, but if you have enough data - and account for everything - they're practically infallible. Of course it's up to you to find the data. Still, at the very least, manipulating the stock market becomes a cinch.

[400] Pachinko Machine: 'It was not always a Pachinko machine… but it always was'. Actually a piece of heavily-disguised Third Age technology, it can predict the future. Of course, interpreting it's answers is difficult on a consistent basis, and knowing what questions to ask is more difficult still…

[600] A Whisper of a Rumor of a Shadow: Operatives are all very well, but your activities are only as good as your information - and that's where this comes in. This is a very extensive network, covering everything from criminals and drug lords to high level police and spies - paying attention to this, you can be aware of events both big and small almost before they happen. If you need something elaborated upon, you can contact these people by possessing whoever is nearest to them, having their eyes grow green and whispering orders in their ear in a dead monotone - it's creepy, but it's part of the mystique. There are many, many people in this, and using them to track you is a total nonstarter, they don't know enough about you or your activities to be useful to any interrogator in earth or heaven.

Orochi

[100] Laboratory: A fully stocked research facility with an eclectic variety of equipment. Comes with the expected computers, chemistry equipment, and the customisable, state of the art, nigh-impenetrable bio-containment cages. Of course, a lot of things in this world will really stress the 'nigh' in 'nigh-impenetrable'.

[200] A Contract with Evil: Anyone making a deal with the devil - or nearest equivalent - had better cover their bases. This is a contract you can make with any supernatural entity, binding them to perform one task or service in exchange for something of roughly equal value on your part, and they will be bound to complete it. It doesn't matter who or what they are, there is no escaping a contract like this. Nonetheless, they have to agree to the deal (in good or bad faith) freely and of their own volition for it to have any power over them.

[400] Moons of Madness: A secret Mars base that Orochi has established for their own reasons. It's largely self sustaining, though getting to it and from it without infrastructure will be a difficult proposition.

[600] Ninth Head of the serpent: You are now the director of a hitherto unexplored daughter corporation of the Orochi Group, which will follow you from jump to jump by translating itself into a setting appropriate form (not retaining modifications and staffed by NPC's). These resources aren't equal to the other corporations which make up the group, but it's got plenty of room to grow - though it will be up to you to make it live up to this potential by whatever means you can. This corporation is focused on a science of your choice, and turning a profit with it will be up to you as well, but with a bit of work you'll become wealthier than you could have dreamed, and be able to solve problems just by throwing resources at them. However, you are still ultimately answerable to Sammael, and even after you leave this setting the fallen Angel will still very occasionally send you instructions through some unknown means in regards to the disposition of the company, and expect you to get results. Is it safe to ignore him? That's your risk to take.

Morninglight:

[100] Morninglight: A new and oddly powerful religious group (actually an old one, a revived cult of Deus Sol Invictus) preaching happiness through releasing inner potential and reaching 'the next level of existence'. Posters and pamphlets are seen all over the world, alongside members urging others to join and attain the new enlightenment. A few might have useful skills or abilities, but their main purpose is a vector for spreading The Filth as widely as possible.

[200] Front Companies: A spiritual retreat to the Carpathian Mountains. A camp/commune far from any road. A local self-help club specializing in 'troublesome' children. All these, and more, a place where the weak and fragile can have their individuality crushed, and be filled with pious nonsense, making them all the more vulnerable to the whispers of the Dreamers. Will somehow be under a lot less scrutiny from the authorities, the media, and just concerned individuals then something like this really should be.

[400] Necronomicon: THE tome of Eldritch Lore, written by a mad arab who saw too much, this book has marked you. This contains secrets and rituals needed to wake the Dreamers, perhaps even to control them a little. In future Jumps, it contains similar eldritch secrets that, if you're willing to risk a total loss of sanity and soul, might just give you more power than you could desire…

[600] Filth Bomb: This bomb, small enough to be hidden in a bag, does not register as an explosive to most scans - which makes sense, as it is not. Once triggered, it will unleash a tidal wave of Filth, destroying reality around it. It is a city-killer.

Companions: Companions cannot spend CP on this section. Jumpers with the sweetling origin get a Discount on any of the Faction 200 Companions.

[50/300] Mercenaries: So, you want some of your allies along? Well, for 50 cp each, you can bring in up to 8 of them. Or you can spend 300 to bring all eight. They each have 500cp to spend on perks, and may take your origin for free (but must pay for other origins out of their allotment).

[200 Dragon Discount] The Cinnabar Sage: Her scarlet lips and eyes, her rosy cheeks -no blood creates her illusion. A heart of cinnabar weeps red mercury through ancient veins, at blood creates her illusion. A heart of cinnabar weeps red mercury through ancient veins, at dawn and dusk Taoist incantations quicken her marble flesh to living softness. Immortality did much for her temperament, yet she taught those disciples who sought her out that it was no prize -to keep it all to herself. When the Cultural Revolution came to the gates of her temple, her rituals were disrupted and she was caught, frozen mid-sentence as a perfect pale statue of surpassing loveliness. Passed from collection to collection, her release came when a flare of anima and powerful dream let the last syllables slip from stone lips. In a time that has changed so quickly, in a land so far from that which betrayed her, she has dispensed with the trappings of master and disciple and wishes to simply learn again. She is stronger than stone and faster than water, may ride the winds and commune with nature, and the red mercury that flows through her is an incredibly powerful explosive. Her presence calms the world around her, weather becoming even, harvests rich, disease and accidents fading away.

[400 Dragon Discount] Harbinger of Change: You are in charge of a Cell of Five Dragon Operatives. Each is half as versatile as a champion of Gaia. They can always be relied upon and best of all. If taken as a companion in any jump after this one, if you wish they shall start separate from you. They will still prove useful and will act in accordance with your wishes. Even if that is for them to play the villain to your hero. It’s all part of the model.

[200 Templar Discount] Versucher Geist: The one who attends here has, in life, done nothing other than to reflect upon himself: as a philosopher and a hermit by instinct, who found his advantage in withdrawing to the side, in standing outside, in patience, in hesitation, in lagging behind. In death, one who has already lost himself once in every labyrinth of the future; as the spirit of the bird of prophecy who looks back, now narrates what is to come. In every vision you might conjure of past, present or future, this spirit is there awaiting you - explaining and guiding, with great humour and great cynicism. Being aware of every possibility does not equate to perfect precognition, but it is able to articulate great events of the ages in broad strokes - fine details invariably being misleading - and detect other temporal effects with good accuracy.

In addition, this shade possesses in great breadth and depth the classical powers of a ghost - telekinesis, intangibility, possession and spooky action.

[400 Templar Discount] Strike Team Indigo: You are in charge of a Templar strike force of eighteen, count them, eighteen, templars. They aren't versatile, not like you, but they each have a focus, and are really good at it. This group takes up a single companion slot and if not brought in as a companion, can be called in once per jump to help out in a fight or a crisis. They won't stick around though.

[200 Illuminati Discount] The Zwack Cipher: The Zwack Cipher is living code in the form of roiling lightning, a vague man-shape encircled by drifting rune-sparks, a fateful bolt that struck down an Illuminati courier bearing secret messages and arcane lore -whose death ultimately brought the hammer of the Church down upon them. This sapient, but uncaring elemental has a dozen secret tomes encoded within it, and its metaphysical presence has made the code something more than it was before -now only an elementalist who can wield living lightning may have any chance of understanding these crackling runes. By owning its allegiance, this by default includes you. Aside from hitting like a thunderbolt where you command, it may devour any written or digital materials and instantly learn their contents -overwhelming all but the most potent supernatural codes -and while it may not cast magic in the traditional sense, any effects of lightning, fire or magnetic force come easily to it. Via telepathic link, you may command it to inscribe its charged runes onto any surface or the air with a bright filament -when used to create enchantments or cast spells this imbues them with an additional quality of Essential Lightning, to varying and spectacular effect.

[400 Illuminati Discount] Lumi Support Team: You are in charge of a loose group of Illuminati Agents. They all have their own vices and desires. Keep them happy and they will loyally stand… in your shadow. They will feel out of place in any setting that doesn't have internet or some kind of equivalent, but in a roughly contemporary setting or anything more advanced it will only take them a week or so before they can start feeding you information and pulling minor strings. As for fighting, well they certainly aren't terrible (better than most soldiers) but they specialise in social manipulation. They act as a force multiplier for perks that make you good at business or bring in a large amount of money, and access to such resources will make them far more efficient.

[200 Orochi Discount] Yatagarasu-EXA-1: A blood-red sun forms the heart of this winged gynoid, mounted on an extensible taloned arm that can reach out to share its magnificence with gentle and incandescent strokes, or beams of primal fire. When in combat, it wears a suit of scaled arcano-polymers harvested from the deep-sea titans, each with a digital rune that describes its invincibility - which creeps out of compartments under its wings to wrap

the soft and perfect skin that was flensed from the then-last living descendant of Amaterasu. Its wings are a vast razor sweep of night-black pinions, the greatest hell ravens plucked of their most perfect feathers. Woven throughout is a robotic skeleton that mounts needle-guns, flamethrowers and yet more exotic weapons, combined with the most potent AEGIS shield technology of next year's production run. Forming its semi-intelligent gestalt mind is a mish-mash of scavenged neural implants from fallen veterans, the lingering scraps of influence from its profane ingredients, stripped down nuclear simulation cores, and chips from the containment sarcophagus of the Unit 4 Reactor, Chernobyl. The project was mothballed after creating this singular prototype - even Orochi are not in the business of mass destruction.

[400 Orochi Discount] R&Desus: You have a team of fifty researchers and lab assistants. They will work on whatever you tell them to, are pretty much completely amoral, and get results pretty quick (though not in ways that you'd be comfortable admitting). Collectively, they can tackle any problem, and if there are any casualties along the way, well a new team member will be assigned to you - all well versed in whatever you had the previous team member doing and ready to pick up where they left off - in mere hours. This group takes up a single companion slot.

[100] Agent: So, you want to recruit someone from your faction? Well, alright. They get the factions 100 and 200 point picks, 'Talismonger' and Bee Powered free. They come from your faction, Sweetling's may not take this companion.

[200] Carter: Carter, born with considerable psychokinetic power, she was enrolled at the Innsmouth Academy at the age of 12. Now 16, she was considered one of the most powerful students at the school and is one of the few remaining survivors. And now, she's following you out of that mess. Maybe she latched onto you as someone to idolize? Or, maybe some dependent romantic relationship? Or, maybe she was unhinged enough that it only makes sense to her. You must make your way to Innsmouth Academy and help out for this purchase to take effect.

Drawbacks: You may take as many drawbacks as you like.

[Mandatory for all Bees] The Education Protocol: The abilities that you possess (which an augmented human may learn), will be analyzed, and disseminated to all active Bees via the Buzzing, though not all will choose (or be able) to learn them. Within a few weeks, they will be at beginner levels, within months, experts and in a few years will challenge the heights of your mastery. Unfortunately, the Black Signal will eventually coopt this resource as well - in a couple of years expect to see these powers wielded against you.

[+100] Stereotypical: You embody the stereotype of your fraction. Both Dragons and Sweetlings are needlessly cryptic, with Dragons dedicated to needlessly elaborate machinations

even when more simple approaches would get better results. Orochi are excessively callous and amoral, and more fixated upon profit than on their own survival. Illuminati's priorities have shifted from secretly controlling the world to an obsession with Sex, Drugs, and Rock'n'Roll as an ends in itself. Templars are either Lawful Stupid Paladins unable to deviate from a rigid code of behaviour, or Bloody Crusaders unable to compromise and destroying anything they view as a threat.

[+200] Mindframe/Disabled: Disables your mental protective layer, in favour of your native systems. Estimated time for irretrievable mindstate corruption of unaugmented humans upon raw Filth exposure: 2000 seconds… give or take 15 seconds. Automatic anima quench will be initiated upon detection of post-threshold exposure. Anima quench is incompatible with end-user.

[+200] AnimaConduit/Disabled: Disables use of anima portals, anima form, resurrection at anima wells, and other third-party services. You'll have to get by using what you take with you.

[+200] IFF/Testmode: Stops you registering as friendly to all Agartha systems and fellow Bees. Side effects include this extending to any empowered natural entity - you will appear exactly as alien to this reality as you are, and all native powers acquire a caustic toxicity when wielded against you.

[+200] HiveDrone/Idol: Replaces your memories and personality with a custom drone mind, made to fit with the broad themes of your chosen background and perks. Loses access to most of your powers and disables The Education Protocol drawback. Guaranteed to be a really swell person, at least, so that's cool.

[+300] Bee Monsters: It seems like there is an almost limitless amount of enemies to face you now. Enemies are not literally respawning (that would be stupid), however there always seem to be more of them, and they keep on arriving for as long as you're in an area in waves. It would arguably be better if they were respawning, since they're able to learn from the mistakes of those you've already taken out, and co-ordinate with each other.

[+300] Better Beelieve It: Or maybe they are respawning? With your presence on the battlefield apparently either the Bees or the Flys have decided to balance the scales by causing some monsters to respawn. They respawn with knowledge of what killed them… a relevant revised tactical approach… and countermeasures.

[+400] First Age Contingency: Your warehouse and powers are sealed to you for the next ten years. You can still use your knowledge, and any non-esoteric abilities, as well as the powers gained from this jump, obviously.

[+400] Bee Less: You didn't swallow a Bee, so no Anima powers for you unless you find a good teacher and try really, really hard. But you still don't get 'Bee Powered', 'World Ticket', 'The Wardrobe' or 'The Buzzing', and you can't take 'Health Plan'. Alternatively, if you purchase those perks for future jumps, you will swallow a Bee on your final day in the last hour of your time here.

[+500] Always knew there was something strange going on…: This can only be taken if this is your first Jump, just a little something to help you not die horribly - though it comes with the caveat that to you're perspective this place will actually seem to be the world you came from. Even where it doesn't quite add up, you certainly will be convinced it is.

[+600] Fucked from page one: This is a cosmic horror narrative, and we all know that the best case scenario is the hero ends up alone and insane. More likely, the hero is destroyed by incomprehensible horrors. Guarantees a Bad End in this Jump, but it's possible you will survive. And if you do, you might even recover, at long last.

[+600, Sweetling origin only] The Hive Beacons: Where there are Bees there are Beekeepers and you are on the run from them. You turned down the support of the greater factions and they don't like dangerous loose ends - and they have a special place for those like you. If they or any other of the three factions catch you then you'll be locked in the Hive, a prison for Bees that suppresses all your supernatural abilities and powers. If you are still there when the ten Years are up then it's chain over. On the bright side if you annoy the guards enough they might sell you to Orochi for experimentation.

[+600 - Compulsory for Morninglight, provides no points] Hiya Chuck: Well, this is pretty bad. You work for the Filth, that means there are three armies worth of superpowered people out to kill you, not to mention the dangers inherent to your own faction. Can not be taken with 'Spark'.

[+800] Spark: This is your last jump, at the end you will spark and gain the ability to roam freely across the multiverse. That said? A number of powers (including Lilith and Samael) are aware of this - it's what they've been waiting for all this time, afterall, they know what The Spark is, and intend to wrest it from your cold, dead hands and take it for themselves. What's worse, the Dreaming ones are waking much faster than they should in response to your presence, Jaws Like Event Horizons opening wide. Good luck Jumper. Can not be taken with 'Filthy'.

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Ending Prizes

Even if you somehow qualify for both, you may only pick one, and have no obligation to pick either.

None of the Dreamers have escaped, the Morninglight has been exterminated along with its allies, and the Gaia Engines have not been damaged further.

Ophanim of the Celestials: A flash-link to the depths of the Immaculate Machine, wings of bright-gold fire. Our arms around you, we restore you to what you should be, filled with light. Our fists around you, we smite those that defy love and life and Gaia, dark citadels to fertile ashes. Plant our seed, let the Goddess Tree bloom in these barren worlds without us, to ashes. Plant our seed, let the Goddess Tree bloom in these barren worlds without us, to spread and speak and hold steady against all that which should not be. Introduction of Anima to systems that have long struggled without it.

All the Dreaming Ones in the Solar System have been released.

Ophanim of the Fallen: A tidal wave of Filth, washing away reality, wings of all-consuming black fire. Our whispers around you, we each give you a part of ourselves, filled with emptiness. Our maws around you, we eat stars, they are all made of stars. Share our meals, let us consume all, let us start with this Prison. Share our meals, let us consume all, until there is nothing more to consume. Union with the Filth, replacing and fusing with John. Jumpchain continues with the usual metastructure and loss conditions, but now is the Dreamers that empower you to move across settings and gain power in their name for their purpose at their will. All Filth abilities function at their maximum. You are greater for not being.
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Choice:

Stay: One such as you staying can change much about this world. Although are you certain? If so, your loved ones will not grieve for your loss as they know you are helping others.

Return: After your time here, Heading home seems like a sensible thing. Although how do you know if you ever left. Just make sure to wipe your feet before you leave. Wouldn't want to spread any germs.

Continue: Time to carry on. Ten years isn't much when you have eternity to live in. Just make sure to come visit again someday.