A World of Darkness:

Monstrous Menageries

The Possessed and the Bygone.

It may be unfair to say, but there is a hierarchy of monsters. It isn't always a question of power; independence is perhaps a better measure.

Bygones are the losers of that hierarchy. Many of them were once just 'mundane' animals, before what was mundane changed. Some are between the mundane and the miraculous - the Gryphon was a wise and proud creature, and beyond that acquired blessings during its storied history. And some were always miracles - The Phoenix, the Dragon, the Ghul, and their kin are creatures both wondrous and horrid in nature.

Some of them spread upon the earth in very conventional ways, others are born from the souls of the honored and holy dead, or infect other creatures with strange parasitic spawn, or have even stranger sources. In modern nights, many 'Bygones' crawl from Progenitor labs. Or Etherite ones.

What makes them a Bygone is that they aren't the ones who have a say. They aren't the Shapers, nor backed by such a force as to defy the design and resist the will of the Shapers, not the way the Fera or Cainites can. And so, as mankind moves beyond them, they retreat.

Yet the Bygones aren't the only beings defined by not helming their own fate. The Possessed - whether Fomori, Drone, Gorgon, or the rare Kami is the product of other peoples - or more often, notpeoples - choices. Whether it wormed its way in, or forced it. Whether the host opened the door, or chance did, or just the world in all its glorious awfulness. Whether the spirit is bright, or dark...

Possessed are defined as agents of an agenda they have little say in. The most free willed of the Possessed, the Kami of Gaea, are well known for their terrible geasa. It is all

downhill from here. While the discussion of how much free will a given Possessed possesses varies, and some of the arguments for counting all of them on the lower end of the scale come across as motivated reasoning, they are infected with an agenda that from the moment they are claimed going forward, will define their lives. The general perception among those who judge such things is that a possessed is in many ways a glove, with the spirit the hand, and the spirit hierarchy the mind controlling the hand.

This is arguably quite unfair for high autonomy Possessed. But high autonomy possessed are *rare*, and the state rarely lasts, except in the case of Kami.

Take these 1000 MP (Map Points), and tell us where you were found?

If something is discounted, it only takes up half as much space on the map (costs 50% as much). Something shrunk below 100MP is free - such decorations are naturally included with the already present elements on the map you're drawing.

So tell me, *were you a...*

Bygone (200MP):

Remnants, creations, exiles. Whether you're a lowly rooster whose crow slays the enemies of the sun, or a serpent with a world clutched like a pearl in your claw, you are something *other*, something that exists beyond the edges of the map. A clone grown in a horizon realm that is otherwise a normal human is a bygone. So is a seven headed dragon made of lightning. Bygone covers a multitude of sins.

Here There Be Dragons, indeed. While Bygones are not required to take Exiled or Thaumavore (since some constructs can easily pass as natural, and you could enter in an earlier eras before they were driven from reality), not taking either of those locks you either to an earlier era, or makes your difference from nature subtle and locks you away from taking Cockatrice Egg.

Possessed

It seems you aren't alone in there. You have been seized - possessed by a spirit. Your will is probably not entirely your own. That said, what that means depends on what has taken you.

Fomori (Free)

The Wyrm, primordial force of destruction and renewal, the cosmic churn. Once it was the force of purification, stasis has corrupted it, and now it corrupts all. It knows only one way to free itself - destruction. Destruction of others, yes. Destruction of everything that stands, exists, and by existing represents the entrapment stasis. But ultimately its own as well. Universal oblivion.

Echoes of the Balance Wyrm still exist, and you *can* be one if you wish. This is no kindness.

The stereotype of the Fomori is as the disposable mooks of the Wyrm, the forces it throws at the world, assuming they will be destroyed, because if they hurt the world before they die, the Wyrm wins, and if they die... that's still destruction, and the Wyrm wins. While this stereotype isn't always correct, it's correct often enough that you can't call it unfair.

Fomori have *Stench of the Wyrm*. They also suffer from at least one level of *Dysfunctional* representing their personal perversion of purpose, unless they're of the Balanced Wyrm or they bought Autonomy. If they are of the Balanced Wyrm, they must take *Hated by the Wyrm* instead - that isn't to say that a Fomori of the Balanced Wyrm *isn't* influenced, just that that influence can be a healthier one that isn't punishing enough to require *Dysfunctional*.

Drone (Free)

You are a convert of the OneSong; you (probably) heard it, or saw it in the perfect patterns of the world, or found it in mathematics. You probably were drawn to it, trying to follow that perfection. It was probably unknowing on your part, until you fell into calcification, until the weaver spirit crawled inside you and rewove you to be whole.

Drones are among the rarest kind of Possessed. Except for the fact that they're almost impossible to notice and at times their actions seem incredibly widespread, so how does anyone know this? They only take those who are entranced by Order, those who fall into the periphery chasing the OneSong. Except if all those rumors of server rooms full of cocoons are true (they are). Or

the mysterious fact that some drones - former vampires seem prominent here - appear to have become drones intentionally to escape parts of their nature, which doesn't mesh with the 'unknowing, accidental' narrative.

What is true is that Drones have a certain degree of autonomy unknown to weaver spirits - the heritage of their mortal side - and in this they are able to have perspectives that can be valuable to the Weaver, while alien to it. That said, the average Drone is fanatical in their service to perfect order to an extent that no human mind can truly understand. Drones must take both *Manufactured Limits* and two levels of *Dysfunctional* representing their all consuming devotion to a vision of Order that inspires them and rules their life, unless they buy Autonomy, and they have *Stink of the Weaver*.

Gorgons (200MP)

The children of the Wyld - gorgons are never human, for humanity is a creature of the Weaver. Except when they sometimes are Kinsfolk. Or dead people - sometimes the Wyld will take the Dead and breathe new life and purpose back into them (though it's unclear if this includes the original soul). And the rare story of just... random human Gorgons.

That said, it's generally true that Gorgons are overwhelmingly made from animals, plants, and objects. Unless changelings are all Gorgons, which they might be (but if so, are sufficiently distinct as to not be represented by this option).

While the Wyld can theoretically be chaotic and weird, these days it mostly seems to be harkening back towards nature, to the wilds and the untamed lands. Wyld influence can be chaos - nature is Gaea and the Triat in harmony, not the Wyld - but the Wyld is certainly cosplaying as nature a lot these days. Many Gorgons seem little more than various forms of cosmic terrorism aimed at mankind. And usually not the parts of mankind steering the decisions that harm nature.

Still, while many Gorgons are little more than nature themed monsters, others harken back to the Wylds true nature; that of creator, of the twister of forms, breaker of destinies, who makes the world different each day.

Gorgons must take *Stench of the Wyld*. The demands of their mercurial nature inflict them with at least two levels of *Dysfunctional* unless they take Autonomy.

Marauder (600MP, Requires Gorgon)

There's one more group that might raise the number of human Gorgons quite a bit; the Marauders. Exactly what goes on when one becomes a Marauder is an open question, but one version of events is that they are possessed by a Wyld spirit. Or, perhaps, their *Avatar* is. If this is the case, they're certainly less ruled by the wants of the Wyld compared to the average Gorgon. But... while no given Marauder necessarily has a Wyld Agenda, the Brownian Motion of Marauders *does* work towards the Wylds goals. Oftentimes in coordinated ways that make no sense so long as you think of every Marauder as independent of the rest.

Marauders are only required to take one level of *Dysfunctional*, but they *must* take it. Autonomy will not let them opt out.

Kami (200MP)

The rarest kind of Possessed, the Kami of Gaea are the agents of nature, created by the world for a *purpose*. Alone among the possessed, they all hold their own Autonomy; they pursue the will of Gaea because they *want* to, not out of any external perception filter.

Every other kind of possessed has some kind of society, even if it's only in the shadows of their masters. The Kami of Gaea stand alone and isolated. The Fera theoretically support and protect them... but they're so rare that most packs won't even know *of* them.

Some Kami are places - living lands. Others are made from animals (including people) and plants. The Fera sometimes wonder what the difference between a Kami and a Fera *is*, but the Fera don't seem to count as Kami. Why a land possessed by Gaea's fragments is a Kami, while a land possessed by the fragments of the Wyld is not a Gorgon is another question for the ages. Perhaps it's best to remember that logic is of the Weaver, and can only be reliably applied to it.

Kami all have Autonomy. This doesn't relieve them of their one level of Dysfunctional, representing the burdens placed on them by their Geasa. They also all have the *Stench of Gaea* merit.

A Note on Identity

While it's wrong to say that the Triatic Forces don't care about what's between your legs, their concerns aren't particularly *human*, and they have use for either. Some Bygones don't even *have* a sex. And while a Bane might tear you down over your gender identity... they would do that *no matter* what it is.

In short, your sex, gender and related factors are between you and yourself, and jumpchan is fine no matter what you want to show up as. Your age is similarly an open question. Many possessed live short lives, and bygones might live in literal dog-years. Others are quite immortal. Pick something that makes sense.

Starting Time and Place

Gaea's Kami may *predate the Fera*, much less humanity, and several Bygones will certainly claim to be older than Adam. Fomori are more recent.

Basically, you start at any point in the World of Darkness's history where your kind exists.

Merits

Bygones can take one 100MP Merit Free, and receive a floating discount on one 200MP Merit, one 400MP Merit, and one 600MP Merit.

Egg

What is your fundamental potential? What are you able potentially able to do, and grow into? Your 'Egg' measures this. This is your strangeness and potential as a Possessed or a Bygone, perhaps intermixed with other natures. 'Something Else' might bring you potential separate from this, but it's potential that follows it's own rules - a Mage can

grow into an Archmage, though as a Marauder your Egg would represent the ultimate potential of your Madness to warp reality and empower you outside of the normal uses of Sphere Magic. You must buy each in sequence - you can't take Dragon Egg until you take Phoenix Egg.

Rooster Egg (free)

Like most monsters, you have a nature, and you don't really go beyond that nature.

This in no way makes you weak - if Marauders are mages whose Avatar has been semi-possessed by the Wyld (an idea that is forwarded at times, and we choose to entertain here), then a Marauder is a Gorgon. They have a specific, limited nature. They paint the world with their madness, defying Consensus.

Specific doesn't mean weak. But it does mean specific. Your nature is limiting; you aren't going to (using what you have here) grow beyond it, your abilities are limited and specific. If you're a Fomori, you aren't just *wyrm possessed*, you're possessed by a specific Bane, with a specific nature, that expresses that nature in a specific way. You may be able to grow stronger, but... only to the limit of the spirit possessing you, and that spirit is slow to grow, and limited in character.

Essentially, *Possessed: A Players Guide*, *Freak Legion: A Players Guide to Fomori*, and *The Bygone Bestiary* all work off of pre-prepared templates, and assume close cooperation between the Storyteller and Players about *everything* the player purchases, with the Storyteller encouraged to say no, to limit things, to add weaknesses, to make players justify everything they buy and tie it back to what they are, not who they are. To aggressively ride herd on the players.

Think of this level as a Storyteller who says no a lot. You still have the abilities and potential represented by the origin you took here. But as an expression of it, you're one from a restricted and limited campaign,

Cockatrice Egg (200 MP)

Of course, there are beings with natures that are broader, natures that give them strength, rather than ones that let them be strong despite their limitations. Hydra, Ferectoi, *monsters.*

If you want to put this in context, your potential is like playing in a campaign with a storyteller who knows people like watching their character grow. The guardrails are still there, you have a nature, and work with it. But you can work with that nature - grow it, build up to more.

Phoenix Egg (200 MP)

You are something... powerful. Something with potential. Maybe you're a Dragon, with all the countless natures dragons have. Maybe you're a Jotun, who despite being translated as 'frost giants' were closer to gods of the wilderness and the wildness beyond the reach of man or Æsir. Maybe you're possessed by a child of Older Brother, and can channel a not insignificant fraction of his direct power.

You no longer need to worry about 'can I,' not for any normal ability you might imagine yourself developing. You can, even for all those abilities that get mentioned, but never have rules for them written. This isn't *limitless* potential, to be clear. You're still grounded in the mythos of being a monster, or in expressing a spirit nature, but you have the kind of potential that a storyteller might give to a final boss monster to a long running campaign...

... when they kinda want their players to lose.

To be clear, this doesn't make you more powerful. This is all *potential*. This is what you *can* develop. If you're a Dragon, you're still a hatchling.

Dragon Egg (200 MP)

But 'final boss' isn't the actual limit here. There are also GMPCs. There really aren't examples of possessed at this level of potential - not unless you count the strongest Cathayan Akuma as 'possessed', which... they aren't but are adjacent to. For Bygones, the main canonical examples are Celestial Dragons, who can have their own mini-worlds stretched between reality and the Umbra, and are said to have strength on the same level as Archspheres. It's not

wrong to talk about Bygones on the level you could grow to one day become in the same way one talks about Incarna, or similar beings.

You might just be an unhatched egg right now, but the idea that you have no power to your own name is nonsense. The Celestial Dragons willingly withdrew, even if their lesser kin did not, and some of them are even patrons of the Technocracy, though it knows it not.

Critter

How much of your potential have you realized? Even if you're one day going to grow into a Celestial Dragons, that doesn't mean you're there yet. Not everyone starts out weak, but but it's hardly rare. How much of your potential have you realized? Critter cannot be more advanced than your Egg. You must buy each in sequence - you can't take Great Wyrm until you take Ancient.

Wyrmling (Free)

You are a neophyte, maybe you were just possessed, just hatched, or maybe just immature. You have the core abilities of whatever you are, but don't necessarily have much experience with them.

Call it 'character creation.'

Young (100MP)

You've gone beyond the basics. You've hit your stride; you don't just have the core abilities, but have polished them. Your strengths are workmanlike, you aren't a beginner anymore, and have the strength to face the challenges of the average campaign.

Many of the more unimpressive beasts or disposable Possessed have peaked by this point.

Adult (100MP)

For even strong breeds of possessed or bygones, your strengths have fully matured at this point, and there are plenty that simply don't have anything this deep to dig out - it's probably not

worthwhile to take this without either *Phoenix Egg* or *Something More*, since it represent more realized potential than you *have*.

Think of this as the point where a long running campaign would retire a character, since there's little left for them.

Ancient (100MP)

You're entering the realm of the truly horrific - very few breeds have depths deep enough for us to plumb *this* deep. You're the kind of Dragon that Dragonslayers hunt when they're tired of life, and count your peers the Methuselah. The *scary* Methuselah.

Great Wyrm (100MP)

In some ways, this is a downgrade. Oh, you're quite a bit more potent than the previous option. No, it's not weakness that makes this a downgrade.

It's that being like you are held in check. All the Archmages and Celestial Dragons and Cathayans Bodhisattva and Celestial Dragons and so on... you have a balance going on between all of you, one where no one is really allowed to move.

You warp the politics of the world by existing, but in a lot of ways, that's the *only* way you get to act. Because if you move...

Well, if you move, the whole world will move with you. Some with, some against, and all will fall into war. Not even the Wyrmspawn among your ranks are ready for that - not that they're against World War III, just that they aren't ready yet. Take *Watched* for no points.

Strange Nature

While Bygones are usually conventional beasts or monsters, possessed can be of wildly different and strange natures. You are not just a conventional person (or animal, or monster), but something stranger.

Locus Genii (100MP-700MP)

Not a conventional 'template', but Kami may be Animate Lands - landscapes come alive. The Wyld claims objects, which could include entire buildings, and their plant hosts can include expansive root networks. And Marauders like Witches House show that even the formerly human can become... other.

This option represents that you are a place, as much as an entity.

100MP represents that your form can be a territory up to the size of a suburban home. 200MP can represent a territory up to the size of a large mall. 300MP can make you the equal of any Animate Lands, and you're at least as big as a decent-sized town, but it can go quite a bit bigger than that. Hazanko is a mountain range. That said... being that size can be more of a weakness than a strength.

Influence can not exceed size. For 0MP, you have about as much influence as... a human, to divide across your entire size before other powers come into play. For 100MP, you have the influence of a dozen people. For 200MP, you can equal a hundred. Finally, for 300MP, you can divide your influence to equal ten thousand people, to tend to the vast territory of yourself.

To be clear 'influence' probably isn't a person manifesting. Rather it's the various gifts and powers that you can effortlessly call upon nudging and pulling on the world, or roots reaching up to grasp the world, or similar.

While most Locus Genii can't move, this isn't a requirement. Witch House is a spatially discontinuous series of caverns... and their position is neither completely fixed, nor consistent. If you're stationary on the medium term, this is free. If you are highly mobile, it costs 100MP.

Points spent this way don't measure how much *damage* you can do by moving as a big thing. That's measured from your Egg and Critter Merits. An 'immobile' living land might still be able to crush and destroy via landslides, while a highly mobile living building-that-wasn't-there-yesterday might not be able to directly cause harm because they move by warping the world so that it's as if they were always, and can't actively damage anything by their moving.

Chimerical (100 MP)

Some bygones straddle the line between being a myth rejected by mankind as it passed into the age of reason, and truly being a thing of dream. For example, Unicorns have their place in both werewolf and changeling lore, and both groups see such beings in very different lights.

While you may have your own existence within reality, you are tied to things of fae and their mists. You can naturally see through the mist and some of your abilities may draw upon things of fairy or have effects attached to the dreaming.

Something More

Neither Bygone nor Possessed is a strict category. Many beings can be possessed by a spirit, including beings who arguably already count as such. And Bygone is an even broader category - it's not *common*, but it's certainly known enough to be expected for Mage Constructs to Awaken themselves.

You may take this multiple times to represent something *really* exotic, like a Possessed Abomination.

Blurred ("Free")

Perhaps you're an awakened Homunculus Marauder? The line between 'bygone.' Being a Bygone does not exclude you from being possessed - evidently many Gorgons take Bygone Hosts. Obvious if you include Lesser Beasts in their number.

This option doesn't really do much on its own. Simply take the more expensive of the two origins as your 'cost', and represent whatever potential this grants you with the Rooster Egg Merit-Chain. You must buy Egg multiple times, to

represent the different 'potentials' your mixed nature gives you, while your discounts are the discounts of the origin you paid for.

Vampire (600MP)

Vampirism is a curse, so it's hard to see how it's desirable. Unless, perhaps, you're a Fomori.

While there are certain Banes well suited to take advantage of the Curse of Cain, most Banes aren't. Even most really *powerful* Banes aren't. It's not a question of power, it's a question of being the right kind of being to subvert the Curse. And... most can't.

They jump inside, sink in their hooks... only to discover that the Beast is *nastier* than them, and it sinks its claws into them, and enslaves it. The Bane goes in... and it stays there, never to escape, until it ultimately dies and stays dead with the vampire it hoped to enslave.

Vampire Fomori may take Autonomy for free.

Vampire Drones are actually somewhat 'common' as far as that goes - it requires significant Auspex for a Vampire to hear the OneSong, but the peace it offers sounds like a comfort and anchor for them. That said, normally becoming a Drone takes most of their special strengths away, along with most of their weaknesses. A Vampire Drone still requires blood, but that blood is just dead matter, slowly digested into animating force yes... but it can't be used to fuel their strength or vampiric magics.

If you've taken this perk as a Drone, you're evidently an experimental version of the 'vampire drone', since while your blood is not vitae, it is immediately processed into a kind of Weaver-Essence that can't just fuel your life, but also your abilities both Drone and Vampire. That said, like all former vampires, your Shapechange potential is stripped away by becoming a Drone. Vampire Drones do not have (and cannot take) the *Vulnerabilities* Flaw. Technically they still have two. Fire and Sunlight. While Drones normally have a powerful resistance to damage even *before* the special abilities of the Possessed come into play, those two will continue to plague Vampire Drones. That said, a Drone could simply

have enough Fortitude added to the possessed power of *Invulnerability* to walk under the sun, and a fire that could harm a drone through that would be a terrible flame indeed. Such petty weaknesses do not rise to the level of justifying taking Flaws.

There has never been a Vampire Gorgon or Kami. While the Wyld sometimes takes the dead, it breathes *new life* into them, and a vampire is so divorced from Gaea that it would be almost unthinkable for her to adopt one. Yet... in some futures, Ennoia seems to become something like a Kami for the entire planet. If you take *Phoenix Egg* or *Dragon Egg*, you might represent some grand effort by one of those forces to pervert the Curse of Cain to their own purposes. If so, you can't take *Vulnerabilities* or *Thaumavore*, as neither force will tolerate leaving you in such a cursed, dead state.

In general, a Vampire Bygone would be rather unusual. Most Bygones are too divorced from humanity to be turned by a curse aimed at humans. The most common example would be a Construct that's basically just a human, though Progenitor Labs make all kinds of abominations against all that is right in the world.

Vampires normally have *Stench of the Wyrm*, though if you're Possessed you should replace that with the appropriate Stench. They have *Thaumavore* level two, and a particularly nasty version, as they can normally *only* feed it via blood, and it can be touchy about which blood works. They have *Dysfunctional* One, representing their vampiric instincts and Beast (though many possessed templates will flat out replace that with their own version of *Dysfunctional*). And they have *Vulnerabilities Two* representing their many weaknesses and all the powers designed to work especially well against the Undead in general, and Vampires in particular.

Mage (1000, free Marauder)

Mages are just human, in the end. Being a Mage is the natural state of man; to not wield your own will and walk through the world sleeping is a fallen condition, an insult to the spirit of man. As such, there's little surprise in that you can become possessed.

Likewise, mages have been creating life in their own image for a long time, and it seems that whatever force hands out souls respects it when they make things in their own image; awakened homunculi, golems, robots, androids, bioroids, and A.I. have long existed. Or maybe there's a secret society of Mage Cats protecting reality from horrors from beyond. *Mage is that kind of game.*

Being possessed by a Bane tends to bring ruin to a mage. The Bane normally tricks the willworker in question rather than simply taking over, and plays the long game. Perhaps it's their enlightened will that shield them. That said, the powers of the Bane degrade the will and spirit of the mage, and the offered power slowly scours away their Awakened will, until the damage becomes too much and their soul falls into quiescence. Since you're paying for the privilege here, something about your soul resists, and your enlightenment will not fade away, It gets to play devil on your shoulder though, and can manipulate and frustrated you. This isn't full Autonomy, but it is a step in that direction. You may discount Autonomy, since you already have a foothold.

That said, you may discount mage if the bane has some hooks into your Enlightened Avatar. If you take Mage at a discount, every bit of growth in your Banes power will become another veil of the illusion, a barrier you must wear away before you can complete your next Seeking.

Mage Drones are curious creatures. Their understanding - whatever Spheres or Arete they achieved - are fixed at the moment they were claimed. Their paradigm is essentially 'reality, as it is'. They are incapable of Vulgar magic, but at the same their subtle magic never generates paradox - whether they're creating Weavertech, or causing odd coincidences, the world works *with* them, but they can't work against the World. It's just not part of their paradigm anymore. You may buy whatever level of enlightenment you achieved with the Critter-Merit Chain, but have no future potential to extract as a Mage. As such, you may discount Mage.

If you took Autonomy, you may waive that discount. If you do, your enlightenment may grow as normal. That said, your paradigm and the kinds of magic you can perform remain 'locked.'

A Gorgon Mage who *isn't* a Marauder is an unknown creature. Perhaps the power of the Wyld might fight back against paradox in some way, or empower you magic in a chaotic fashion, or act as a powerful source of Quintessence as the force of creation empowers it? What it would do to the mage's paradigm, the negative (or positive) ways it might twist it... who knows? Such things are represented by the level of Egg and Critter you buy.

A Kami Mage would probably make sense, but hasn't been explored as a possibility. While Gaea could certainly support a Mage in various ways, the various banes that plague mages come from Man, and the power Man has granted The Weaver. Likewise Gaea is unlikely to limit your paradigm, but outside of the fact that many spirits will be friendly, you also probably don't get direct paradigm support.

Fera (400)

The Changing Breeds are perhaps the most common supernatural being (except maybe psychics) to get possessed. While they all have a strong resistance to such a fate... they also inherently put themselves out where it *can* happen more than anyone else. Any of the Changing Breeds may be selected; your Drone Mokolé isn't really all that much weirder than anything else you could make here.

A Fomori Fera isn't the same thing as a Black Spiral Dancer, but honestly is going to engender a lot of the same responses, except maybe worse. The only spirits that will answer their call are Banes, limiting the Gifts they might learn - while if you're bound to a spirit of the Balance Wyrm instead you might *theoretically* have non-banes talk to you, you still smell of the Wyrm, so it's an uphill battle. Your Rage immediately grows stronger, for Rage is Of The Wyrm. If you're one of the changing breeds *without* rage then you get it as your first Possessed power. A common Fera Fomori 'power' is the ability to come back as a kind of zombie monster once they finally croak. If you have this power, coming back this way won't count as chain-ending death. That said... such monstrosities tend to be short lived.

A Fera Drone is, in some ways, a sad creature. They have one form - whatever form they were Clarified into. That might be their human form, war form, animal form... but it's' their *only* form. They can not use Rites; the balance and spiritual

relationships those depend on are cut away as they're woven into their new state. They can use Gifts, but any future gifts they learn they learn as one of the Possessed, using that route rather than their Fera nature. Generally, Metis lose their deformities, though there are exceptions (mainly when the Weaver likes them). They have no Rage, and can not frenzy. Non-domesticated animals dislike these drones.

A Bygone Fera would be an odd thing - quite literally a thing out of myth. That said, it would fit fine at the right junction. A werewolf whose mother was a normal Garou, but whose father was the north wind. A Dragon Changer who was a dragon in truth. You would be an interesting existence, and one whose birth would herald change and strife, but... nothing that *couldn't* happen in a chronicle.

Most Fera have *Vulnerabilities* Rank One, though there are enough different Fera breeds that some might have more serious issues.

Psychic (100MP)

Most common among the Fomori, as being a psychic can open one up to forces one isn't ready to deal with, some of which might take advantage, there's nothing really special about this marriage of nature beyond a second source of power. Most Psychics are rather limited in potential, and have only a specific (or a few specific) tricks. That said, your limit is defined by your Egg.

Note that psychic might alone can't really justify anything past Cockatrice. Psychics are common, but they're rarely potent. Perhaps if the marriage of natures produced some strange synergy, one that lets you might go past that point - but it wouldn't be a purely Psychic potential.

As for Bygones... it could represent either an engineered psychic power, or the strange intuition of the inhuman.

Mummy (600MP)

The primary example of Possessed Mummies are the Bane Mummies, of which there are only supposed to be seven. That said, it wouldn't be unthinkable for the

Wyrm or its agents to decide to make more. Likewise, it's not unthinkable for the Wyld or Gaea to decide to create such a champion.

This option isn't compatible with Drone - Clarification would remove everything that makes a Mummy a Mummy. A Bygone Mummy probably is the product of a mage creating some exotic construct with a recovered or recreated ritual as a component - odd, but mages can make odd things.

Paragon (100 MP, Free Bygones)

Red in tooth and claw might be the ideal that people imagine when they talk about fantastic beasts, but not all of them met it. You? You certainly do.

Whether or not you're a mythical monster, a lesser beast like a dog or wolf, or some mages construct like a homunculus or A.I., as a Bygone you are defined in people's minds by your attributes more than your accomplishments. By such metrics. You are a paragon. You are hale and healthy, fair of form, untouched by birth defect or disease, swift of thought, and perceptive.

If you're a more abstract entity, what these virtues mean adapts to be appropriate to such a being. An A.I. can expect to have no underlying flaws that will throw them into insanity or cause them to degrade overtime. You'll have to decide what exactly this merit means in such non-standard cases.

Grounded (100 MP)

Humans make things too complicated. They pile up a tower of definition, and then use that definition, and act surprised when a thing is itself, rather than its definition.

Beasts? Nature? It doesn't do that. It takes things as they are.

You are sane. You are, in fact, more sane than any two-legged monkey who has forgotten its place in Gaea's order. You are incapable of self deception, of becoming mentally unbalanced. You remain grounded in the moment, and don't project assumptions or seek patterns that don't exist.

Of course, the Weaver might point out that assumptions can be hugely useful mental shorthands, that her success is founded on focusing on the long term over the moment, and that if you don't seek patterns that don't exist, you're unlikely to find many that do. If you're unwilling to sacrifice those cursed burdens Dogma and Science may buy this a second time. If you do so, you'll be of two minds on most subjects - one mind clear of patterns and assumption, living fully in the moment, and a second one fully enmeshed in patterns and predictions, always using it's metrics to judge the world... and when the world does not match, adjusting its assumptions to better model it. Like the Wyld and Weaver, working together once again.

Embodiment (200 MP, Free for Bygones and Marauder)

Do you lose something, if you can never go home again?

Bygones are not spirits. Not in the sense that a Werewolf or Mage means, at least. Some of them might qualify for what a mundane human would consider a 'spirit', but Bygones are earthly. Yet there will come a point where most of them will be driven from their roots, forced to live in exile among those who have no home upon the earth. This, ultimately, is not just a humiliating state of affairs, but a dangerous one.

There will come a day when spiritual storms will sever the connection between the Earth and the Umbra. When that happens, disembodiment will begin to set in. A simplification into an ideal, a loss of identity as one falls into the concept of what one is, and becomes that thing's spirit.

Whether or not such a fate befell the Bygones, it won't befall you. You are beyond so-called 'Void Adaptation,' and will never disembody. More than that, you are immune to dooms that come from wandering far, or from the consequences of partaking of such places. A cursed land that no one may leave... you may leave. If you eat the food of the underworld, you may still walk among the living. Neither time nor food among the fair folk will steal your soul and leave you a fairy.

If for some reason you *want* such things to happen, they will.

Pure (200 MP)

There are many vectors of corruption in the fallen world. It's not even a matter of *choice*, of doing the wrong thing. You can be corrupted because you slept in a Pentex-Brand Bed, or listened to music composed by a Weaver inspired artist. Even cutting yourself off from civilization won't protect you - you can breathe in corruption from air pollution, or just be born to the wrong parents. It's quite likely you're already suffering the consequences of such. So let's not do it again.

You are, metaphysically speaking, clean. And since the divide between spirit and flesh is artificial and unnatural, that means you're clean physically and mentally speaking. Spiritual detritus will not stick to you. Curses won't sink in. Pollution won't collect in your lungs, nor lead in your organs, nor stress in your brain.

To be clear, this doesn't stop immediate harm. A fireball might burn you. But it couldn't leave you with cursed wounds that would sicken you, steal your health, and lead you to becoming possessed by a Radiation Bane attracted to the glowing flame of balefire that marked you. Even 'natural' forms of lasting harm... aren't. You will not scar, and while you might not heal faster, you can't become crippled. You will not suffer diabetes, cancer, or other 'natural' curses any more than you would a witches spell. Not even Old Age, for is that not just the curse of time?

At the same time, just because a harm isn't physical or isn't immediate, doesn't make it a curse. You can suffer emotional pain. It just won't build up and turn your mind against itself. A poison might cause immediate harm as it passes through your body - this will stop it from *lingering*, from remaining in the body, or ruining your body in a way that causes future ongoing harm.

But the worst harms of corruption? That something can seep into you, make itself a part of you, and ruin you, ruin your mind, your morals, and twist your purpose, and make you glad to be a slave? That will never happen to you.

Or, if this was too late in the granting, will never happen to you again.

Upwell (400 MP)

The Wyld is the very source of creation, the Weaver's web distributes it,, the Wyrm wields the cosmic fire that breaks all things down so that they might be recycled anew. Many beasts are tied to these forces of creation and destruction - the Bygones are often a source of wealth and plenty, and those possessed by a fragment of the cosmic forces involved here are no less entitled to a portion of their patrons might.

While many Bygones are little more than common beasts to be harvested, their wealth fated to belong to others, your destiny is not so unkind. Your relationship to these forces sees your native reserves of supernal energy constantly restore themselves. It's fair to say that your strength refreshes itself within a period of ten minutes.

Natural (400 MP)

It is natural for a cat to have nine lives. There is nothing supernatural or mysterious about it. Nor for one to steal breath. It is natural for the dragon to fly and breathe fire. Modern Man might claim neither of those capabilities could be natural, that the dragon is too big to fly by wing, and that biology does not agree with the powerful breath of a dragon. But modern man is an ignorant lowly thing that has forgotten its history.

Your abilities are *natural*. Your strength and toughness and other abilities that are part of being what you are... they just are. They will not fade before the fading of magic, nor be canceled out by some 'reality anchor.' In future worlds you need not fear 'power negators' or the like.

There is an exception to this, and that's the explicit. Spellcasting *is* explicitly magic. A Mutant Power from some world with a mutant-alphabet-genes is Mutant, and so on. Even in such cases, always use the most limited category to see if something is subject to opposition, and if there is ambiguity... it isn't.

Otherworldly (600 MP)

One of the defining traits of Bygones is that... well, you don't tend to find them in the physical world anymore. They've largely retreated to various pocket worlds in the Umbra, or were made in Horizon Realms.

Going forward, you will still be able to find bygones in such places.

This doesn't import over the Umbra in its fullness. But there will be pockets, places where *myth* lives. Whether to unleash in Zooterrorism, or to harness for their countless strange abilities, or harvest for resources, or just to use as a retreat... every world will have Bygones. And just like Unicorns today, those Bygones will only be able to live and thrive in their pocket worlds, supported by the subtly different laws of those places.

That isn't to say you *couldn't* bring such creatures to live under the sun and stars, but just like in this world... doing so will be some work.

The Unclean

These merits are either Free or Discounted for Fomori.

Befoul (100MP, Free Fomori; No discount for Balance Wyrm Fomori)

Destroying things is easy. The problem is that people keep *making* more, keep fighting you to preserve them. To really destroy something, you have to ruin it. That way people will say things like 'good riddance.' Or maybe, if its memory hasn't been entirely despoiled, "They're in a better place now."

(There will be no better place. Not after the Wyrm is done.)

You may passively radiate corruption in line with the nature of your possessor. An Enticer poisons the world in a very different way than a Hollow Man. That you touch or touch you will rapidly gather corruption, and anything near you will gather some, radiating out from you like ionizing radiation. Anything that touches *that* will take on some corruption, if less than what was touched directly. And so on.

Your corruption has both direct and indirect effects.

Directly, it will become more visible, spiritually speaking, to those aligned with that corruption, even across the Gauntlet, and will act as a weakpoint towards such influence. It will start to warp, first in spirit and then character, but given enough corruption *physically*, to express that nature. The corruption can fuel aligned effects if they take hold - if you're possessed by a Bane aligned with disease, you could curse a

building corrupted by your presence with Plague, and the building would keep the curse going for a while.

Indirectly, it makes what you have corrupted more open to further influences aligned with that corruption, and less open to influences opposed to them. As a rock bottom example of this... even the weakest Fomori, may find places they frequent dirty quicker, and become harder to clean. Walls attract Graffiti, and resist whitewash.

The stronger you are, the faster, more complete this desecration becomes, the more contagious the infection.

This Merit may be bought multiple times if you can corrupt things to align them with multiple themes, but the first purchase is always for your 'own.'

Break (200MP)

It is the purpose of the Wyrm to destroy so that there is space to create. All things have their time and place, and once it passes, so do they.

That is how things are *supposed* to work, before the Weaver perverted the natural order. While the Wyrm isn't much about the natural order anymore, you at least embody this much of it -

Damage you do *matters*. It isn't contained, or ignored. Your blows slow and weaken the prey. A friendship you damaged can't simply push through the damage, or put it aside till a better time. Until the damage you do is healed or fixed. Like with sickness and age, those you target weaken until their fall becomes unstoppable.

Second, it's hard to stop you from doing harm. Your attacks find the weak points, they trace out the gaps in armor, fulfill mystical loopholes. It may not be *impossible* to tank your attacks, but if it happens you're probably fighting someone you had no business fighting.

Though that would just make you 'most Fomori.'

Infect (400 MP)

It's the nature of many Fomori to corrupt, and in corrupting create more. Fomori, given time and opportunity, can form entire Fomori families. More common by far is one Fomori creating the environment that gives rise to more of the same.

Like some of the most horrifying Fomori, you have little trouble making *more*. Your spirit can shed fragments that can possess others, turning them into possessed similar to you.

Alternatively, you might be good at leveraging your nature to prepare and infect people with other spirits of your patron - you don't make others of your own specific breed, but prepare the way to turn others into possessed *like* you.

Non-possessed *can* take this - you might be something like a vodayany, able to make more of your kind from drowning victims (or through some other process).

While the stronger you are, the stronger those you infect are, there is diminishing return. A Rooster might create peers, while a Dragon would create minions, if minions stronger than a Rooster's peers, and who might through luck and accomplishment transcend into something *greater*. There's also going to be a trade-off between personal investment and time, and both starting strength and ultimate potential.

You may buy this multiple times, to have multiple 'infection modes' that make different trade-offs. Purchases after the first are discounted for everyone.

Corrupt (600 MP)

It's sort of surprising how successful agents of the Wyrm are at getting people to sign up. On a fundamental metaphysical level, they offer people nothing of real value, and demand everything in return. While they use deceptions and ignorance to create openings, their lies are rarely *that* convincing, nor should people return again and again to drink lies that have already burned them. And there are many Wyrm mystics and other true believers who need no deception.

This isn't exactly charisma - mere charisma wouldn't give you nearly the same reach. You represent a cosmic force, a primal truth of the cosmos, an *answer*. And people are

eager to listen, no matter how soul destroying that answer ends up being. The lost, the seeking, the hollow. People readied by life for the truth you represent, and people who've had every other answer destroyed.

This isn't some magnet for the forlorn and the meek. CEOs who have been able to buy everything but meaning. Disaffected prodigies who have no idea why they should pursue their talents when they bring them no satisfaction. Religious Visionaries who could spawn a new faith, lacking only a vision...

It's frightening how fast you could build yourself an empire, and the fanaticism you'll find in these followers. Maybe one day you'll create your own Pentex.

The Singers

These merits are either Free or Discounted for Drones.

Voice raised in Song (100MP, Free Drone)

The OneSong is a pattern that flows through all Culture, all organized ways of conveying 'how things are done.' And as a Drone, you are one of the Singers. Around you, all forms of organization become vectors for a pervasive social influence. This isn't targeted at individuals, but at groups.

Around you, there will be "spontaneous" organization, as the underlying order of the OneSong drives people to greater coordination. People will be more likely to fall in line, as if social pressure had been directed against them *personally*. And your mores and goals will filter their way through the population. The only way to cut off your influence would be to cut away all trappings of civilization, and your grip will only grow stronger and further reaching as your power grows. Perhaps one day the whole world will exist within the song.

Passing (200MP, Free Drone)

While a Wildebeast might be mistaken for a big scary dog; a Harpy won't be mistaken for a bird at anything but the greatest distances, and a Lesser Beast like a Cat might be wiser than any man and have nine lives... but is on some level just a mundane cat. That

is to say, the ability of a given Bygone or Possessed to *pass* as human, or normal animal, varies.

This Merit removes ambiguity.

Even if you're a Ghul whose every form is hooved, you can pass as human unless someone is clear sighted - as it has some level of supernatural perception to see things true. If you are a construct, you might simply be, physically speaking, perfectly human. If you're Possessed, your natural powers and development will never push you towards developing inhuman features.

Think of this as always pushing things towards passing. It won't let a ten foot tall ogre pass as human... but a eight foot tall one could manage to present themselves as just someone with Gigantism without real issue, even if that's somewhat unbelievable. And if you *could* develop in a way that wouldn't expose you, you will.

The Merit isn't negated by *Strange*, but if you have both you *will* have features that the clear sighted (whether mortal, or just a vampire with Auspex) can spot, and a bit of a tendency to run into such people.

Consecrated (400 MP)

Many Possessed have some level of formal relationship with the force that took over their life. Among drones, that's *all* of them - they normally have a place in the design of the Weaver, a station within her hierarchy. And this isn't one way; as you are given tasks, you are also given aid as appropriate for any member of a large organization. Support is one of the fundamental strengths of an organization.

This doesn't represent a two way relationship. You are entitled to significant unconditional support from whatever force chooses you. Even in future worlds you will receive this support. Constant subtle aid, reliably being able to depend on appropriate blessings showing up when convenient, manipulation of environmental conditions, or a squad of Chaos Monitors showing up to simplify a situation. This represents a great deal of organizational effort to help you and smooth your way.

How much aid is given is scaled to your own power - think of this as your power defines how many resources this merit is providing as your aid 'budget.' But even a Rooster Egg

Wyrmling will get enough help to count as *dramatic*. And to be clear, unless you have done something *dramatic* yourself, this represents genuine favoritism by the force in question. For example, a Drone with this will be genuinely treasured and favored by the Weaver, in its own alien way; don't only think of this merit in the form of direct aid, but also in terms of favor. Though if you work against the interests of the force that Consecrated you, that favor will eventually tarnish.

This merit can be purchased multiple times. Only the first purchase is discounted for Drones. Everyone always buys their "own" first, and you may buy the same force multiple times if you're extremely supported. Make your best judgement for what force favors a particular Bygone, it doesn't have to be triatic.

Maker of Wonders (600 MP)

Technology is one of the Weavers favorite tools, the promise that the chaos of existence will submit to the order of design and be tamed to service. This Merit represents overwhelming affinity with technology, manifested through several advantages.

First, you're just overwhelmingly good at technology. Whether it's using technology, manufacturing technology, designing technology, or researching technology, you are beyond the human limit. If the limit of human achievement at one of those subjects is 'five', then you're an 'eight.' And if your fundamental limits increase, you will remain beyond those limits in these subjects by about the same amount. If you have no limits, then these talents will always remain a bit ahead of any other talent you have, by about the same amount. If you have *other* talents that do the same thing, this effect won't go recursive.

Second, technology *works* for you and around you. Web browsers will do a search before you sit down in a chair, machines perform more smoothly and efficiently than they *can*, and the perfect order and purpose of the Weaver seizes and guides technology near you to serve you better. Likewise, *you* can work with technology. You can read a word document off the hard drive of a powered down computer... or write one. Every interaction with technology you have is sped up, improved, and pushed further.

Third, not only will anything you design 'naturally' be Weavertech, and naturally integrating the fetish aspect to enhance nature and function of the rest of your design (no matter how esoteric that design), but the blueprints designs you make will naturally

result in anyone who faithfully follows your instructions producing the same weavertech. You could make a smithing pattern that would result in a perfectly mundane blacksmith producing 'weavertech' swords.

Finally, you may design Weavertech to interact with any force you observe. This is not a promise that you can *easily* tame the universe, but you can reach out and touch... anything. Or at least, design a machine able to do so.

The Untamed Hordes

These merits are either discounted or free for Gorgons.

Intuit (100 MP, Free Gorgon)

Chaotic behavior might hearken back to the primal origins of life, and echo the myths and legends of gods and spirits. But it tends not to be that ideal for actually achieving goals. That's a problem for the Wyld, because its agents are inherently chaotic and whimsical. Not always family friendly whimsical, their behavior can often hearken back to the most terrible tales of the fair folk and why they are called Fair. That is, not as a description, but as a prayer. But however freeing such an attitude is from the entrapment of the Weaver's order, it's not a very good way of getting anything done.

That said, a Marauder bereft of sanity and severed from an accurate perspective on the world oftentimes still pursues their goals in ways that actually advance them, even if that should seem to be impossible considering their infirmity. This is hardly unique for agents of the Wyld, for it holds a design beyond the limits of order. Like them, following your whims and internal desires tends to lead you towards accomplishing your goals, even if doing so should be impossible. Your possessor or your avatar filters your chaotic whims and how you look at the world to bring your actions into alignment with a whimsical trajectory that will accomplish your goals.

That said, the Wyld is neither kind nor gentle. Depending on this alone will accomplish your goals in chaotic ways that disrupt the world. And it's not unfair to say that in a modern world with just-on-time deliveries and a complex web of interdependence... disruptions can be paid for in death and harm. Maybe not death and harm you'll ever see, but the Wyld is not gentle. Don't forget the nature of your patron, and that it is an

enemy of systems. It guides you to achieve your goals, and in achieving your goals you will also achieve the goals of chaos and creation both.

How profound and incredible this intuitive guiding is scales to your own strength. Other origins that purchase this merit will be guided by the logic of their own patron. You may purchase this merit multiple times undiscounted to gain other filters for your profound intuition.

Fateless (200 MP)

The designs of destiny and the dooms of Fate all are woven by the Weaver. It's in the name after all. The Wyld rejects such sure paths. Can there be anything more horrifying than knowing the ending before you began? Is that not a living death?

You at least are severed from such certainty. You cannot be compelled by fate, not to act, and not to not act. You cannot have chance twisted into certainty against you, or have it perverted, or have a design imposed on you.

More than that, you resist all attempts at prediction or control whether mundane or mystical in nature. Those who try to define you find that there is an element they didn't include that lets you escape their designs. Grand rituals that attempt to use you as a component find that you slip their net from a factor they could never have predicted, master plans discover that they did not include some aspect of you that renders them pointless and self-sabotaging.

When dealing with you, people must engage with you, not some token of Fate or prophecy, for no prophecy may control you or dictate your actions.

Revolutionary (400 MP)

Iterative improvements and refinement, discovering flaws and fixing them... there's a thousand kinds of change that the supposedly changeless Weaver supports. For all of her supposedly static nature, she is a proponent of evolutionary design, or progress. But what she can't do is create something new.

It is to the Wyld that the very act of revolution belongs. Whether it's a new kind of sound in music, a new mode of thought in chess, a new approach in architecture, a new animal

divorced from previous lineages, or simply a monkey-wrench thrown into an existing system that caused it to spin off into a new purpose... to the Wyld comes revolution, and from it goes revolution.

It's not wrong to say that you are a true child of the Wyld. In this you have several boons.

Whenever you work in something where there is no true established system or skill for it, because you are doing something new and blazing a new trail, you work with the same kinds of ability that a future master of the craft would have once it's established. Such skill will fade as the field becomes more established, though some of the skill will remain with you, proof of your trailblazing.

Whenever you're creating something, or add a new aspect that deviates from existing patterns in fundamental ways (rather than merely refining what came before, or importing an existing approach), your craft will naturally be that of a Wyld fetish and incorporate the spirit in a way that supports this new direction. If you're creating life, it generally will take the form of a new lineage that has some inherent spiritual aspect to it that improves it.

Lastly, you can simply see outside the box better than those who live within the Weaver's web. The unthinkable is more thinkable to you, the artificial limits that limit other people's thoughts don't even exist as you trample over them without ever realizing they were there to achieve something spectacular, and such trailblazing is blessed when you do it.

Touched (600 MP)

Gaia has her design, and this design is one of balance of all three parts of the triat. But we all know what the Wyld thinks of designs. In you, the forces are not in balance.

Those touched by the Wyld are inclined to dramatic expression. Your nature strains at smallness. This form of touched will not make success any easier, but it will increase the scale of success. Dramatically.

Those touched by the Weaver are denied failure. It works most dramatically against those seeds of failure that sabotage a whole work, the metaphorical ones in the dice of the gods, but it will adjust any outcome away from failure... and no further.

The Wyrm recognizes that it's less important to consistently succeed, or even to dramatically succeed. If that success or failure was at an irrelevant moment, it's nothing but farce. Rather the Wyrm understands that it should act at the right moment. When its touched is invested, when they put their very wills into their success, the primal churn shifts the outcome strongly in their favor. They can turn a failure into true success or success into something even greater. That said, it lacks the constant effect of the other triatic forces.

The degree of shift is defined by your own power. This merit may be purchased multiple times if your actions are adjusted in multiple unbalanced ways, but only the first is discounted for the Gorgons. All who buy this take their own nature first. while a Bygone may choose which nature they favor.

The Sacred

These merits are either discounted or free for Kami.

Wholeness (100MP, Free Kami, Balance Wyrm Fomori)

You make the world *better*. Within you is a spirit of Gaea herself, and from that flows... wellness, wholeness, health. Disease fades around you, trauma abates, pollution disintegrates into something nature can reclaim. Even more metaphysical markers like the Gauntlet experience improvement; damaged sections heal, it also thins out as things move towards the way they were - spirit and flesh both in their proper place, holding hands. This isn't *hugely* fast. It scales to your powers, but it increases in scope more than speed, and it's not unthinkable that if you're strong enough your aura might help entire regions.

If there's a factor you can think of to move something closer towards some kind of idyllic ideal of universal wholeness, your presence probably shifts the world that way too. This doesn't *fade* when you leave. If someone recovered from their trauma, they remain recovered. But darkness isn't stopped from reclaiming what your presence healed, nor opposing your healing in the first place, and even healed wounds can leave scars.

This wholeness is the Gaea's own theme, but if bought by a non-Kami/Balance Wyrm Fomori, they will replace that theme with their own. This Merit may be bought multiple times to acquire multiple themes, but the first theme will always be 'your own' core theme.

Stench of Gaea (200MP, free Kami, forbidden Fomori)

Many things smell of the force that rules them, or give rise to them, and from this they inherit both friends and enemies. The Triat conflict with each other endlessly. If you smell of the Wyld, the Wyrm and the Weaver both will find reason to find fault in you, and probably see you as either a resource to consume or an obstacle to remove. If you smell of the Weaver, there are entire supernatural societies who have disturbing dreams about all the horrible ways they'll unmake you, and if you smell of the Wyrm...

Well, these days it's the literal stench of evil.

Both Weaver and Wyld exist as part of Gaea's nature, and while they have very different ideas for what that nature should look like, they both recognize it as legitimate. And then there's all the spirits of the world itself. It's not wrong to say to smell of Gaea is to be anointed as holy. Don't underestimate the range of this; it can manifest as everything from luck to a Totem Spirit directing a strike force of angry wolfmen to save you when you're in danger.

Pretty much the only spirits that are *hostile* towards you because of this are those that are hostile towards everyone anyways - Banes mostly. The rest are at worst indifferent, but there are many spirits who will consider you a friend from just this, and work to help you in their own way.

That said, also don't expect this to still a Garou's hand if raised in violence. While your murder may be *theologically* problematic, the Fera have a rich history of murdering those who are theoretically of Gaea, and most of them focus more on gifts for sensing enemies than friends. That isn't to say it's worthless - there are certainly packs who would murder anyone who tried to harm you (and then probably try and 'protect' you - by force and imprisonment if necessary - against any who would touch you). But that won't help you if you're already dead at the claws of a war form.

If you're possessed and not a Kami, then either your purpose (and hence how your *Dysfunction* manifests) must be deeply in-line with Gaeas - the Wyld or Weaver at its most supportive for Gaea's purpose, or you must have Autonomy. In future jumps you'll continue to have an aura of *rightness*, one that marks you as aligned with 'the natural world' or 'the proper order.' This is often, though not always, similar to a 'divine' aura and may be (or be mistaken) as such.

Autonomy (400MP, free Kami)

Most possessed, and even many Bygones, are not the masters of their own fate. They do not helm the wheel of their destiny. It belongs to someone *other*.

This will never happen to you.

Your will is your own. Your mind can not be harmed nor broken by any level of force. You will not be driven mad.

That isn't to say you're immune to Mind-Control, but such efforts must come from a perpendicular direction. You cannot be made to hate someone, though you could be mind controlled into thinking someone was your enemy. You could not be made to want to marry, though you could be compelled to believe you're at your wedding. Your perception, your understanding of 'now' can be interfered with, but your will, your actions, remain under your own control.

And while a clever illusionist or controller can get around your defenses for a while, even there... your will is *superhuman*. You have the willpower of ten average men. If something *can* be resisted by willpower alone, it's a good assumption to believe you'll effortlessly resist it. If something is doable by having the *will* to accomplish it, you will accomplish it. And your willpower recovers incredibly quickly.

Lastly, even if your perceptions are altered, or your memories, you *will* recover them in time. And not a lot of time.

There's one final virtue here. If you're in a relationship with a force that asks you to trade away will and identity for power, you will steadily gain power without trading away identity. This, incidentally, is the case for all possessed... except the Kami of Gaea. Though this also has the downside that you *can't* trade away identity anymore. You are

grounded in yourself. You can change... but that change comes from within, and only from within.

Numan (600 MP)

While the Weaver places all within an overall hierarchy, that's not the only form of relationship that can exist. There can be more personal relationships. And while generically, most possessed are seen as rather low in the hierarchy of spiritual beings, that is not always the case. The kami of Gaia are generally held in high regard by her material agents, and by many spirits. Oftentimes rather than having resources from above, those favored by the Earth Mother may have spirits personally attached to them, acting as extensions of them themselves.

But where a werewolf or one of the kinfolk might have *a* spirit helping them, a personal relationship usually established at birth as a gift from doubting parents, you have a whole rotating swarm of them falling in and out of your service.

Scaling to your own personal power, this represents a replenishing hoard of spirits whose strength you can draw upon, charms you can invoke, or service you can claim without need of rite or negotiation.

The nature of these spirits is defined by your own nature. This merit may be purchased multiple times, but only the first purchase is discounted for the kami of Gaia. You may buy this multiple times for the same patron to represent a vast horde, or perhaps a living land of great size that is host to armies of spirits. Purchases after the first may be directed at other patrons. Bygones may pick the nature of the spirits that come to serve them; they don't have to be triatic.

Resources

Many bygones and possessed aren't human. And some of those who are... well, stopped being so at some point. Choose if you interact with objects like a 'person' or an 'animal.' There isn't a hard and fast rule here - a western dragon probably is an animal (though there are legends that go the other way) while a celestial dragon probably has a more conventional approach to wealth.

But honestly, you could justify going either way.

Collection(200 MP per rank, discount "Animals")

Bygones often have odd collections. Dragons might be famous for them, but a monster just having a weird collection of odds and ends that piles up in their lair is just a thing. And you are such a monster.

This item is less a particular object or even a collection of objects, and more a tendency. Objects of interest, value, and power have a weird gravity when it comes to your hoard. This isn't so much that you go out and hunt for them and more that they find their way to you.

A hero who comes to slay the dragon may bear a valuable magical ring whose providence and power he knew not. The cliff you perch on might have an interesting rock you collect that turns out to be a significant fetter for a spirit of power. Major trade routes go through your territory, making it easy to collect a toll and fatten your hoard.

This notably is not a very human form of wealth. Don't expect paper trails, or for it to only be things that humans would normally pick up.

Resources (200 MP per rank, discount "Humans")

On the other hand, this is a human form of wealth. This is enough to live comfortably in New York City, having a penthouse apartment and being able to afford to live in comfort with decent luxuries. If you live somewhere less expensive, it will certainly take you further.

It will adapt to different settings, providing a paper trail and proof of ownership. In a medieval setting it would place you at very well to do low nobility levels of wealth, or the 'average' merchant prince. Every additional purchase multiplies your wealth tenfold.

Caern (400 MP per rank, discount "Animal")

You have a sacred space, a place where the energies of creation gather, spirits appear, and the divine can touch the mundane. Such places are valued by pretty much every kind of supernatural being. Even those who can't directly use the energy it provides can leverage it in rites and rituals. Outside of its direct value in providing energy for magic,

it can make many spiritual or magical acts easier, be leveraged to extend effects across connected geographic areas, strengthen friendly spirits and help them extend their influence, allow many bygones to exist in reality, feed Thaumavores, and more.

The node you have isn't just a minor one - it's the kind that *wars* have been fought over. It is aligned with you, it naturally hides itself to some extent, and it has spirits that recognize your authority over it and will defend it for you... but you had better have the strength to defend your ownership.

A second purchase means you have multiple such places, scattered over a large geographic area. With this, you could leverage influence over a territory as large as the United States... if you can afford to reveal such wealth.

A third and final purchase means you have such holy lands scattered across the *world*. There's pretty much nowhere on land where you don't have such a sacred space within a day's drive. A Celestial Dragon or Marauder Archmage might have trouble defending all of this.

Safehouse (400 MP per rank, discount "Human")

While this place might *also* be a Node, as it can have several supernatural advantages to go with its conventional ones... it would only be a Node strong enough to fuel its own defenses. This isn't a place of power... it's a place to *exercise* power. It is a highly fortified location, with both natural and supernatural defenses, and special resources to make assaults against it even harder.

Perhaps you have control of a Pentex Garrison, complete with a small army of the kind of Fomori you throw *at* hostile Caerns when you want to tear them away from the Garou. Perhaps it's a New World Order black-ops site. Perhaps it *is* a Garou Caern, one full of angry wolfmen who listen to you and are ready to go on the warpath.

Whatever it is, it's a fallback place with significant resources, some of which you can deploy *violently* and others that will continue to work towards protecting and maintaining the safehouse. In addition to whatever aggressive use it has, it will also have 'peaceful' uses and functions, or provide access to resources. That said, while you are recognized as having authority over these places, it isn't to the point of their

destruction (in practice - you might have that authority in technicality), and orders that will ruin them will require some fast-talking on your part.

A second purchase means you have multiple such strongholds, scattered over a large geographic area. With this, you could leverage power over a territory as large as the United States. Expect to be a person of interest to people who care. Take *Watched.*

A third and final purchase means you have bases across the entire *world.* There's pretty much nowhere on land where you couldn't have a strike force within a couple hours notice... though how they *get* there that fast might cause future problems. If you aren't part of Pentex or the Technocracy, expect your diplomatic relationships with those entities to be something requiring constant management.

Panoply (200 MP, discount Possessed for their triatic force)

It shouldn't be any great surprise that the possessed often have access to Fetishes. The process of making possessed, and for making fetishes are related, as dehumanizing as that sounds.

A single purchase of this can represent a single fetish of *true* power, the kind whose ownership would drive a campaign. Additional purchases add additional tools of legend.

Alternatively, it can represent enough permanent fetishes to fully outfit one person in style, enough that some might think it gaudy and excessive. Additional purchases multiply the number of such fetishes you have fivefold - enough for five people, then twenty five, then a hundred and twenty five, and so on. You *can* divide this across more people - this represents about as *many* fetishes as any one person could usefully carry and use.

Lastly, you may have a stockpile of temporary, limited use fetishes. Enough to outfit a pack of Fera with them, such that they could use them profligately without issue. Each additional purchase will represent ten times more, and they restock at a steady rate, but enough to fully replenish within a month of them being exhausted (pretty much only an issue if you're providing them to more than a single pack, and they're using them fast).

Notably, this isn't a *fixed* selection. Put away a fetish, and you can pull out a different one the next day.

Allies

Companions may take suggested or required Flaws - they receive MP for them.

Symbiote (100-300 MP; Possessed Only)

A possessed is a two man (or woman, or other) act. That said... the other player in that act usually isn't given a lot of attention here.

If you don't take this, then whatever force possessed you is just that, a *force*. While it might have a face, and can talk, it's not one of those spirits that's really an individual. Once you leave this jump, you largely don't need to even think about it as an existence with reality beyond your own, it basically doesn't have one.

If you buy this... well, whatever is inside you is now officially a companion. It still can't *leave* you, which limits the origins it might be imported into - it's not an independent existence and can't become one, but it can communicate with you, is maybe able to use its charms to help you outside of providing the potential for Possessed powers, and it can share its skills and insight (and it will have insight into *something*. It's the spirit *of* something). It has an agenda, but even if you two butt-heads, it's still a companion you can call upon. Basically, a normal possessed has their perception and will filtered to work towards their possessor's interests. Your possessor suffers the very same fate; its perceptions and will filtered to work towards your interests.

At 200 MP, it can to some extent call upon your perks. Not against you - if you have immunity to control, it can't use that to resist you... but if you have an uncapper of some kind, its growth becomes uncapped. If you have access to some form of alien magic, it might delve into the same, flavored by its own nature. And so on. It doesn't start out any greater, it will have to learn or grow into these things, but it can eventually become something powerful.

At 300 MP, you are no longer possessed by any kind of *normal* spirit. You're the host to the kind of spirit that could play Nushi - to offer power and influence in return for service. While it doesn't make your own possessed powers greater... your spirit can now

basically treat you as a Node it's inhabiting. It can't leave you, but it can readily act in your presence, and extend influence beyond you. It may also be able to lend you some charms or similar advantages. If it's 'slain', it will be sent into slumber inside you, to regenerate and recuperate. If you have a spirit *this* potent, then it's riding herd on you for the duration of this jump, unless you took Autonomy, or are a Marauder (while a Marauder could take this, it would probably represent their Avatar being *very* manifested, and an Avatar pretty much always puts their *person* and their enlightenment as the highest goal. Even twisted by the Wyld, that remains true.). Take *Tasked*, with your role being 'the agent for your rider' as your task.

Beasties (Free Bygone, 100 MP)

Import any number of companions as Bygones. They receive 800 MP, but may not buy allies. They may take up to 400MP of flaws beyond those recommended or required.

Ridden (Free Possessed, 100 MP)

Import any number of companions as Possessed. They receive 800 MP, but may not buy allies (except Symbiote). If you take them for free, they must be the same kind of possessed as you. They may take up to 400MP of flaws beyond those recommended or required.

Confluxe (Free Marauder, 600 MP)

Import any number of companions as Marauders. Their avatars will guide them towards meeting with you and each other, and provided their madness doesn't *completely* cut off the possibility, they will remember your shared friendship. They receive 800 MP, but may not buy allies (except Symbiote). They may take up to 400MP of flaws beyond those recommended or required.

Fusion (400 MP Marauder, 1000 MP)

Import any number of companions as Marauders; they are a *Fusion*, a group of Marauders sharing the exact same Quiet. Through this, they enjoy a certain level of 'natural' hive-mind. Not an extinction of identity, but an awareness of the rest of the Fusion, what they're doing, the ability to communicate faster than even thought, and an inhuman level of coordination.

All members of a Fusion share the same level of Dysfunction.

They receive 800 MP, but may not buy allies. If you are a member of this Fusion, they will share Symbiote with you. If you are not, they may 'pool' MP to buy it as a group. If you have *Infect*, and you create Marauders, you may choose for Marauders to often awaken as part of your fusion. They may take up to 400MP of flaws beyond those recommended or required.

Bēstiārius (100 MP)

Create up to eight companions, each with 1000MP to buy Origins, Merits, and Resources with. If they are possessed, they may buy Symbiote. If you're a Marauder, they only need to buy Gorgon to be Marauders themselves. They may be in a Fusion with you, if you wish. This works like the Fusion companion Import. If not, their avatar will guide them to help you.

You may buy this multiple times, to have a great host of allies.

Clout (100 MP per rank)

You have allies and influence to call upon. Not allies who care about *you*, to be clear. The web of connection will be unclear, and their loyalty will have been bought (actually bought, not fiat tricked into thinking they were bought). But not in a *lasting* sense. Think of this as 'ten favors' in a month.

These could be cashed in for an act of influence, an introduction, for backup muscle in a fight, or any number of other uses.

Such favors won't 'accrue;' they're use or lose. Who owes you is sort of undefined until it's time to call in a favor, at which point you can 'remember' who owes you. That said, this can't call in favors from just *anyone*. It can only 'buy' people who can be bought, and it doesn't have limitless power or resources to 'buy' them with. The strength and influence of those favors will scale up with your own power.

Storyteller's Corner

Choices to make, to pin down what version of the world you're going to.

Which world.

No, really. Which one?

There isn't one World of Darkness. The World of Darkness in Mage, where humanity is fragments of The One, and eventually puts aside its' childish things and *remembers* and wakes up, is different from the one in Vampire, with a petty, cruel, and jealous god, is different from Werewolf, where 'god' is just the name for the Patriarch, the Incarna of Dogma (or possibility patriarchy. Because the World of Darkness can't agree with *itself*).

The Bygone Bestiary itself literally calls itself non-canon, as Vampire shouldn't *have* things like Celestial Dragons, while they fit perfectly fine into Mage.

So tell me... *which* World of Darkness are you going to.

A Thousand Shadow

The World of Darkness has had many different flavors, borrowed from many sources. The Bygone Bestiary draws upon many, but so do the possessed in general. There's a breed of Gorgon that are... well... Lord of the Rings Goblins. Like... called goblins, and having evidently been sealed under a mountain for at least a hundred years, and just really *not* old-times goblins, but a more modern version.

So it's only fair to splash a bit of this flavor around. What comes around, as they say.

You may supplement this document into another world. This can be *just* adding mythical creatures, *just* possessed, or both.

If you're adding bygones, if it's a world that would believe in them then you may treat them like in the mythic past. If it's a more 'modern' world, then use those requirements.

If you're adding Possessed, then some adaptation might be required to make them fit; while the trinity of creation, preservation, and destruction shows up in many religions, and hence in many fantasy worlds, the particular *perversions* of those concepts the Weaver and Wyrm have become aren't so common. Figure it out yourself.

Keep all CP separate. All drawbacks are in play, and you may not escape them simply by going to a different setting - figure out how they adapt.

A Thousand Roots

On the flip side, the World of Darkness is *such* a kitchen sink that... well... it's not hard to add something *more* to it. Supplement another document into the world of darkness.

You'll have to figure out how the world adapts to these new elements.

Keep all CP separate. All drawbacks are in play, and you may not escape them simply by bringing them to a different setting - figure out how they adapt.

A Dark History

Have you been to the World of Darkness before? You may have this jump happen in a world you've visited before. Or, alternatively, in a campaign you played before your Jumping started.

Flaws

Most origins require, and all suggest, certain Flaws. That said, if you have an appropriate perk you may use it to justify not taking that flaw. If you have mind control immunity that would protect you from the influence of your possessing spirit, for example, you do not need to take Dysfunctional. You may, and if you do you will suffer the effects of that Flaw.

As an exception to this, Marauders must take Dysfunctional.

While Bygones may be pressured to take Thaumavore and Exile, those issues can theoretically be overcome 'in-universe.' Simply make the world one that accepts your existence to 'fix' the permanent paradox causing Thaumavore and remove the disbelief

exiling you. The damage to the consensus, everyone who will fight to stop you, and the chaos and destruction that may follow is on you, though.

No cap on Flaws, If you want to destroy yourself, Jump-chan will only watch on with amusement.

Span of Ages (100MP, max 7 ranks)

Many Possessed and Bygones are ageless, or nearly so. Every time you take this, double the time you'll stay in this world.

Dysfunctional (+100-600MP)

Some aspect of your nature impels you to behave in ways that are disconnected from the world around you. Whether you're forced to prioritize a problematic behavior, or treat imaginary people as real, or simply follow the urging of your possessor in ways that are completely divorced from your actual material needs and necessities, you are one of many mythical creatures whose behavior is one of your greatest weaknesses.

At the 100MP level, you are *somewhat* off center. Perhaps like Davenport, you think your dead spouse and child are alive and well, and you will spend time, energy, and effort on being with them and their well-being. Maybe you're possessed by an Art-Spirit, and the average Toreador finds your passion for art and beauty admirable and inspiring.

At the 200MP level, your dysfunction becomes defining. If you're possessed by a Lust-Bane, then it has its claws sunk deep enough in you that you might refuse to harm someone you find sufficiently hot... even while they're trying to kill you. Or perhaps you only talk in metaphor and riddles, and not the kind designed to be easily understood. Or you recontexualize the world in a way sufficiently off that you sometimes just *bounce* off problems. You are in some way constantly self-sabotaging.

Marauders at the 100-200 level may know they're Marauders, and what that means. It's unusual (and in game terms is in fact a merit), but not unknown. That said, they aren't capable of understanding *how* their reality differs from the actual reality, even if someone tries to explain it to them. If you're at this level, you may choose to be such a Marauder. You still won't be capable of understanding or retaining knowledge of *how*

you are insane/the nature of your quiet. Though you might be able to work out measures to work around it, if you have someone you trust who is sane and capable of resisting your sanity sink.

At the 300MP level, you're compelled to consistently behave in ways that constantly sacrifice safety/throw away resources. Perhaps you think you're a superhero. Perhaps you can not live within five miles of any creature that speaks, and can only tolerate the presence of others in small, viciously unpleasant doses.

At 400MP, you're compelled to behave in a way that constantly causes enemies. You're compelled to tear down parts of civilization, preach sanity draining revelations, or otherwise transform or attack the world constantly. Even Bygones at this level tend to have a Triatic relationship in their background, and your compulsion probably represents allegiance (knowingly or not) to that agenda.

At 500MP, you're compelled much like the 400MP level, but in a way that disregards your own safety. For example, you may think you're playing Grand Theft Auto online, or that you're in an Arena Match in a first person shooter. While your particular dysfunction doesn't have to be murderous, it will represent disruption or transformation on such a level as to have as much pushback as if it was murderous, and your attitude towards it will be one that disregards the level of violent response you will invite. This level of drawback is pretty much only survivable with out of jump resources. There are Marauders at this level who survive long-term, including an example of a group of them who think they're living inside a Quake match, but you are fundamentally gambling with your life at this point.

At 600 MP, your dysfunction is so profound that it completely disconnects you from cause and effect, and you're a little more than an agent of some twisting, insane and inhuman agenda that has nothing to do with you, your interests, or humanity as a whole.

Stench of the [Triatic Force](100-200MP)

The Possessed always smell of the force that possessed them, while some Bygones are so defined by their nature as to express a similar metaphysical marker. Wyrm taint grants 200 MP, while Wyld or Weaver taint only grants 100. One is the stench of evil, while all the others are more nuanced allegiances.

Thaumavore (100-300MP)

Your existence is not self-sustaining. This doesn't mean the normal kind of 'not-self-sustaining', where you have to eat to live. No, something about you requires a constant infusion of the primal forces of creation. Whether distilled via alchemy, stolen from the living, offered up by shamans, or harvested from Nodes or Caern, you must feed on the primal fire of creation to maintain your life and existence.

At 100MP, your hunger isn't *that* demanding. You must feed a bit every week - it means you must live near a node, or maybe have a witch who feeds you their blood, but it's manageable with basic care.

At 200MP your hunger grows to be something that must be constantly fed. It's on the same scale as a Vampires, and if you lack a Caern or Coven to feed you in a more refined manner, you may resort to scouring other people's patterns in vampiric hunger.

At 300MP your hunger becomes a monstrous thing. You don't just need a Node to yourself, but it must be a mighty one indeed to feed your hunger. More likely you use both Node and Victims, and you'll have victims aplenty if you wish to live.

Any level of this Flaw will sabotage any perk or item that provides a bottomless source of food.

Exile (100MP-300MP)

You have no place on Earth. Not anymore. Your nature is rejected by the world, whether because of Triatic taint making you more spirit than creature, or due to Disbelief, the world rejects you. You may suffer permanent paradox, be attacked by nature, or simply bleed out essence in an environment as alien as earth. Whatever it is, your excursions to physical reality are costly.

At 100MP, you *can* enter the physical world, and even stay there long term. It's not *healthy* for you, and you might need to take steps. Perhaps feed on quintessence - this will be equivalent to Thaumavore Two, but with the advantage that it goes away once you return to a friendly environment - or maybe you'll need constant healing - the world would probably kill you in a week without healing unless your lifeforce is

particularly vibrant and deep, and your own 'natural' regeneration won't fix the damage. Or an expensive to maintain environment. Or...

Whatever the case, you're not *barred* from reality, it's just costly.

At 200MP, reality *hurts* you. For you, entering the physical world is harmful. Maybe you can dip in and out, like a Kraken crawling out of the ocean to drag prey with it into the deep, but your excursions to the physical world will be measured in minutes without extreme effort.

At 300MP, you're no longer harmed by the material world... because you simply can't reach it. It doesn't exist to you, nor you to it. Your only interactions with it will be indirect; forces you set in motion or vice versa.

Tasked (+100-300MP; Drones receive an extra +100MP; forbidden Autonomy)

The Triatic forces don't create possessed because they look pretty. They create them to serve a particular role. While that purpose is normally covered by the behavior your *Dysfunction* drives you to, the perception and purpose filter the spirit inflicts accomplishes that. Or at least is designed to. That said, some possessed have more *defined* roles.

You have a specific purpose, a role that you fulfill. This isn't really something you can resist; doing it just seems natural and normal to you. This will take up time; it may or may not involve increased risks, that depends on what you are made for.

For 100MP, your purpose will take up about 30% of your time. That is, extra time *beyond* what you would 'naturally' do.

For 200MP, your purpose takes up about 80% of your time. Your life here is going to be more that of a machine of your 'patron' than that of a person.

For 300MP, every moment you're devoted to your tasks. Sleep is maintenance for function to continue after all... though if you dream, you probably have tasks you perform in the Onerae Dream Realms.

Your task might be something specific, or it may be a more flexible 'job' within the hierarchy. You can depend on the fact that you won't simply be ordered to die or throw away your life (or... you might be. As a Fomori especially, but such behavior is not covered by Tasked, and you may ignore it (at least, to the extent that any possessed is able to)).

Drones regularly have a specific job and place within the hierarchy, so they receive an extra +100MP for this Flaw.

The Feast of Nettles (+100-200MP)

This doesn't necessarily represent that specific ability. Rather, it represents value... to the powerful, who are inclined to use you for that value in a way that's negative to you.

Whether or not you have that rare ability, this represents *an* ability that has little to no personal value, which probably harms you to use, and which people will pressure you to use.

A version of Feast of Nettles where you have to sleep off a feast and perhaps eat some quintessence would be at the 100MP level. If you have the kind where you can easily accidentally overeat, and you explode the moment you go over by a hair, it's the 200MP level.

To be clear, the same power could just be an *actual* power, or it could be this drawback. It depends on your relationship with it. A unicorn whose blood can heal, and who uses this as leverage to bring a merchant prince under their hoof is just a unicorn. One who gets hunted by those wanting to steal their blood has The Feast of Nettles.

Rejected (100-200 MP)

Both Bygones and Possessed are strange. In the case of some bygones, they might not be unnatural - or at least there was a point in the past where they might have been natural. But even if that's the case, they aren't part of the world anymore. Others never were part of that order. And it's not like nature is friendly even to nature.

Either man or nature rejects you.

If you're rejected by nature, the natural world is hostile towards you. Birds might attack you, or else flee, dogs will bark, aggressively if they think they can fight, or to escape if they find the idea hopeless, and generally you will face hostility. This doesn't mean *spirits* of nature hate you - that's a different flaw. A hydra might rile up every beast of the forest as a monstrous predator... and that is natural, for they are a poisonous beast of the first order who brings destruction. And that's *natural* to them, their place in Gaea's order.

If you're rejected by man, something about your nature creeps out people. This can be overcome... but you're *wrong*. People can reliably pick you out of a crowd. Cops might assume you're up to something, or hassle you as unwanted, and so on. The human order knows you don't belong, even if any given human might not realize.

For 200MP, you may take both. Drones may not take Rejected by Man.

Vulnerabilities (100-300 MP)

The elephant fears the mouse, and the basilisk the rooster. Many Bygones have strange weaknesses, and spirits - and possessed by transference - are no better. They might overcome or negate some of your supernatural strength, restrain you unnaturally, or strike with unnaturally deadly force... or do something even *stranger*.

For 100 MP, you have either one serious weakness, or several less serious weaknesses. Most Fera are here - they have a metal (Silver for the Moon aligned, Gold for the rare Sun aligned) that works against them. True Faith has some suppressing effect, as do Imbued powers. And there's a host of minor weaknesses and banes, none of which are *that* punishing.

For 200 MP you're about as plagued with weaknesses as a Vampire. Multiple serious weaknesses, and a host of minor ones.

For 300 MP you're as plagued with weaknesses as a *mythological* vampire.

While there are Bygones and Possessed with more weaknesses, they're unlikely to survive. Such blighted creatures are little more than living curses, fated to burn out in short order.

Strange (100 MP; forbidden Drones)

You are a bizarre beast, or a deeply warped possessed. While it's possible to use disguises to hide the signs of your freakishness, it only works imperfectly, and shape-changing can't remove all the signs of your true nature. Perhaps you're hooved and digitigrade in all of your forms, or you have an overwhelming alien musk.

Watched (200 MP)

You're a known player, someone people pay attention to. Your movements are watched, and people are ready to invest *sufficient* resources into watching them. If you're weak, this can become a death sentence - your cover is *completely* blown, and pretty much everyone in the world of darkness leans on their cover. If you're strong... Well, expect the world to respond to your every step.

Hated by the [Triatic Force] (200 MP)

One of the primal forces of the universe dislikes you. While any of the stenches can draw antagonism, this represents antagonism that will seek you out. That said, the tria tic forces are not intelligent in the way we tend to think of it; this is more like a kind of bad luck or a tendency towards unfortunate events filtered down through its agents.

This kind of thing is more likely to end with technocratic Hit Squads, or a Black Spiral Dancer raid, than a force of reality showing up to smash your face in. Not that the latter couldn't happen, but that would be at the end of a long road of highly successful antagonism from your side aggravating the issue - the kind of thing that could get that to happen *anyways*. If admittedly, sooner than for someone else.

While she is technically not a 'Triatic force,' you may take 'Hated by Gaea.'

Badly Touched by the [Triatic Force] (200 MP; Max Three)

You are touched, an unbalanced existence. There's a reason people like you aren't part of Gaea's design.

If you're Badly Touched by the Weaver, then your successes are smaller. It won't make you *fail*, but your successes are modest, a cosmic tendency to not rock the boat that mitigates your achievement into something that can fade into the background. A minimal level of achievement. You may discount 'Touched' for the Weaver.

If you're Badly Touched by the Wyld, your failures are grander. When you don't succeed, your influence makes your failure a grand thing, riling up the world and throwing chaos into the outcome to push it beyond the boundaries of your direct actions. You may discount 'Touched' for the Wyld. If it was already discounted, you may take it for free.

If you're Badly Touched by the Wyrm, when you really push yourself, you ruin things. When you really push yourself, when it really matters, you *desecrate*. Whatever you're doing, trying, putting your all in... it becomes *infected*. Corrupt and corrupting - it may very well become possessed by a bane, or you inflict a festering wound in the gauntlet that dark influence spills through, or what you're working on spontaneously becomes radioactive or otherwise tainted. The exact manifestation is chaotic... but it's always something hurtful towards the world, and if you aren't working towards the Wyrm's goals, hurtful towards you. Not that it will avoid hurting you if you're working towards its interests... just that its malefic intelligence will pick something *ironic* and cruel if you're opposing it. You may discount 'Touched' for the Wyrm.

Divorced from the Weaver

On some level, you are *disconnected* from the OneSong, the pattern of Order in the world. Choose which aspect of the Weaver you take no part in.

> *Rejected by Dogma (300 MP/600 MP; Forbidden Drone)* - Many beings would consider this a blessing. They're all *fools*. You have trouble employing Dogma. That is to say, generalizations. You can't easily divide the world into categories, must constantly reinvent the wheel when dealing with similar situations unless they're *exactly* the same, have trouble understanding other people's motivations, or even *empathizing* with others (since you have trouble understanding what other people are doing when you can't see them), and generally work inside a world that seems arbitrary and capricious.
>
> A second purchase of this cuts you off from Dogma entirely.

Rejected by Technology (300 MP/600 MP; Forbidden Drone) - The Garou often claim to be more 'natural' than man, and seek to tear down his tools as abominations. How shortsighted.

You can't easily engage with Technology. That is to say, a way of *making* or *engaging* with things to deal with your problems or influence your environment. Phones will drop if you try and make a call, yes. But furs won't protect you from cold particularly well either. Roads won't support your tread, making you tire faster, trip more often - and, to be clear, an animal trail *is* a trail. Even non-physical machines like rites and rituals will struggle to accomplish anything - if you try and get married, it probably won't *take*, and you're certainly useless as a Theurge.

A second purchase cuts you off from Technology entirely.

Rejected by Science (400 MP/ 800 MP) - It's ironic how few people really appreciate their relationship to the final aspect of the Weaver. The ability to take a piece of an observation and use it to understand the world, to understand how it can be *different* from what they see in front of them...

Science is both observation, and implication. It's the ability to take hypotheticals seriously, to wonder if the world can be *different* from the slice of it you have seen, and then come to understand that to be true by implication. It's the ability to observe something, and from that observation realize how the world can be the same elsewhere by implication, even if that sameness would be surprising or unexpected. It is the ability of order to be *more* than just this moment, this tool. It is Gnosis and Arete, understanding and excellence.

Being Rejected by Science once will mentally cripple you in a host of ways that make you a less independent entity able to usefully deal with the world. It ironically makes you more dependent on Dogma, to fill in the mental gaps you're no longer able to handle on your own. Being Rejected twice... Ironically, it would make you a kind of machine that needs others to guide it, something *less* than a complete person, unable to truly understand anything.

Divorced from the Wyld (Forbidden Gorgon)

On some level, you are *disconnected* from chaos, the essence of Creation in the world. Choose which aspect of the Wyld you take no part in.

Rejected by Creation (300 MP) - The Garou and the Fera sometimes call the Wyld the Firstborn, the Weaver the Second, and the Wyrm the third. This is... overly simplistic at best. But there's a reason the Wyld is first.

To the Wyld, Creation. And you are rejected by it.

You can't really... make things. Or at least, you struggle to. You can't just 'start making something.' You could follow a design that already exists, iterate over a blueprint or copy something you saw someone else do. But you can't make something new, something original. And this isn't limited to objects. You can't just come up with a new idea, or ideologies, or... Everything you have is just a reframed version of ideas you get from others. You can't even really 'make it your own,' not truly, because there's no point where you could stamp a piece of your originality into them.

They're just other people's ideas.

It's sad to say that plenty of people already live this way.

Rejected by Flux (300 MP/600 MP) - You struggle to change things. What things are is what they are for you. You can't easily advance a relationship, or start one. Someone could start a friendship with you, but on some level, it would be like how people project their own expectations on a robot, like soldiers naming and personifying a drone. You may have your own feelings, but they struggle to reach or influence others.

Whether changing the settings on a computer, the layout of a garden, or politics... Change is hard. You might be able to create or destroy as well as the next person, but change...

A second purchase of this makes change impossible. The world is a set of fixed modules to you, gears that might crush you but you cannot move. You can only interact with the world through creation and destruction.

Rejected by Growth (400 MP / 600 MP) - The first level of this is functionally identical to *Manufactured Limits*, except it represents a different source of the condition. Where Manufactured Limits is an internal stasis or a lack of an internal spark, this represents a level of metaphysical distance from the Wyld itself. Second, *Manufactured Limits* does allow one to grow. Such growth just can't come from the inside. All personal growth is impossible when Rejected By Growth.

As such, Rejected by Growth is worth 200 MP less if you have *Manufactured Limits*.

A second purchase of Rejected by Growth means that not only do you not grow, but your influence suppresses growth. You can not teach others; no one can learn from you. Plants you tend to don't grow. While you may be able to create something, you can't improve something you've created.

This is a kind of metaphysical hostility from the Wyld, a distance. It cannot be weaponized. The Wyld isn't held distant from your enemies when they study your methods, and a foe in genuine combat with you might enjoy insights improving their fighting and learning your weaknesses.

Divorced from the Wyrm

On some level, you are *disconnected* from destruction, from the churn of the primordial. Many people are foolish enough to see this as a *positive* thing.

Choose which aspect of the Wyrm you take no part in.

Free from Older Brother (300 MP / 600 MP) - The Defiler Wyrm was once The Wyrm's purgative function. The part that could wear away at a piece of the world and remove it. Bound by the Weaver, it could no longer work on the outside of things, and could only wear away inside, at their spirits.

You take little part in pure destruction. You struggle to directly or indirectly harm. Even if that harm was to heal - you might bolster a body so *it* could fight back, but you would struggle to kill a disease. Or a cancer. If forced into violence, you might be able to defend or escape, but actually doing harm to another would

be a great ask. Once, The Defiler Wyrm removed corruption. Now they can only increase it.

Struggle as it did, and know empathy for it.

If you buy this a second time, you will lose all ability to harm another.

Free from Middle Brother (300 MP) - The Eater-of-Souls was once the function of the Wyrm that made space for Order. Now, with order unbalanced and hungry, it hungers and consumes endlessly.

You struggle to support order, to make space for it to exist. Even if you're a champion of the Wyld, this is more damning than it sounds. The Wyld's efforts are often wasted because Gaea is a place where things have consistent existence, and even fighting order requires a certain level of order be created to engage with consistent existence. Nor should you think that you can just work within existing order and never suffer problems. It's normal for order to conflict with order - clearing out one order so that there's space for another, better one... That's as much a function of 'making space for order' as suppressing chaos.

While you can destroy order, or work within an existing order others maintain, you'll struggle to maintain your own apartment. After all, as chaos increases, you won't be able to push back on it. Entropy can only increase. Or, perhaps more problematically, dysfunctional order that you can't correct because that would be a *different* order.

What a second purchase of this would even look like is hard to imagine. Someone *that* divorced from reality probably can't exist inside of it though. Not even in the Umbra.

Free from Younger Brother (300 MP) - The Beast-of-War is the aspect of the Wyrm that once made space for Chaos. Now, it destroys all, even the Wyld it once cleared ground for.

You struggle to make space where chaos can exist. There are plenty of people who might think that sounds like a good thing. Until you remember that all creation, change, and growth is 'chaos.' Even if you're Weaver aligned enough to

think that sounds like a good thing, even purely 'ordered' systems tend to calcify if all chaos is allowed to flow out of them. One of the reasons Drones are useful is that they still have a bit of Wyld in them to give them the mental flexibility the OneSong needs. Where you exist in a system, every bit of chaos that leaves is unlikely to be replaced, leading to a downward spiral into repetitive behavior and destructive inflexibility, until you ruin whatever you're a part of.

Needless to say, but this is even *worse* if you're wanting to help the Wyld, or Gaea. Even Wyrm aligned groups will swiftly realize you're a toxic problem. Yet staying independent is hard, because retaining your own freedom and independence is a form of chaos, a space you struggle to create, where every bit lost struggles to be recreated.

What a second purchase of this would even look like is hard to imagine. Someone *that* divorced from reality probably can't exist inside of it though. Not even in the Umbra.

Hunted (200 MP)

You have an enemy. A Garou pack, a Mage coven, a Vampire harpy. They aren't at the top of the food chain, but neither are they at the bottom. They have resources, connection, their act together, and tools appropriate for hunting your Origin.

And they both take you seriously, and have a driving need to come after you. They won't be reckless, but they will be working against you from the moment you show up. The one mercy here is that, if you kill them, nothing guarantees new problems from this.

That said, hubris or bad luck might cause that anyways; you aren't *immune* from this spiraling or becoming persistent. It just isn't enforced via flaw. You may take this a maximum of three times. While you can be hated beyond that point, you'll receive no points for it.

Manufactured Limits (200 MP)

You are in some since a manufactured being. Growth, for you, does not come from inside. You might understand, but to *learn* to *grow*... it can not come from the inside. In

some ways, you must be rebuilt to be more if you are to change, for change will never come from within.

While all Drones have this, it might also manifest in certain constructs - bygones made without that inner spark of change.

Day you were Born (400 MP)

You have as much.

Leave all your items behind, as well as your Warehouse. Your companions can't bring theirs either.

Stick to your Lane (400 MP)

Leave behind everything but your Body Mod. You can be a dragon, what more do you need?

Ending Choices

You've paid your ten years. Now its time for you to decide...

Go Home

If you died and had no way of recovering from that, this is your only options. You go home; you get to keep what you've earned on your journey.

Stay

A... brave choice. Take this 2000MP to touch up your build. You'll need it.

Continue on

The choice you're probably going to make. Your journey doesn't end here.

Notes

Why?

Why bygones and Possessed together? Because mechanically, they're very similar. Because lots of Possessed are really Bygones (in Werewolf, Goblins are Gorgons. What's being possessed is pretty unclear. They're just... goblins). At the same time, there are a few Bygones that are... well... possessed. The Cockatrice is basically a Fomori Rooster. And that's not really unique?

While possessed are somewhat more 'complete' than Bygones, neither of them have ever really had (or ever will) really 'complete' rules. Like... the Bygones have a passing mention that you can use redes as powers. It's in a little box you might easily pass by. A bunch of monsters lack abilities in their description (when the book doesn't just give up on stating them, like with Dragons). Every book that deals with Fomori, or Gorgons, or Kami, have new and *different* rules for stating them up.

Basically, they're kitchen sink splats, but what's in the kitchen is constantly changing, and that's as much on the author side as the storyteller. You're just expected to grab whatever is around and adapt it well enough for the purpose you have for them. As such, dealing with them together felt appropriate.

Return trip

You may use this jump multiple times, but every time must be something *different*. That doesn't have to mean different origins - a Living Land and a Human kami are *alien* to one-an-other, but you can't just return to basically the same 'thing.'

Post-Jump

Post jump, your nature and the limits of it no longer limit you. Depending on what you were, some of your strengths might be tied to a specific alt-form. If you're a Hydra, for example, you probably tie some of your physical power and weapons to your Hydra body, but traits that don't require something physical like that are just part of the Rooster Egg perk, and are with you always.

If you're a Bygone, you no longer need to care about Disbelief. At least, not beyond what other worlds would have enforced on you anyways. If you're Possessed, your spirit becomes Quiescent (baring other perks), and can't influence your behavior anymore. If you were possessed by a Bane, you might still tap into its wisdom on the subject of its corruption... but it can no longer *push* you or filter your behavior and perspective. If you're a Marauder, your Quiet fades into the background. You can tap into it, wrap the world in your old delusion, but it no longer rules you.

Tho weaknesses and issues of the various forms of Something More fade away in similar ways. A werefox no longer needs to fear silver, and the curse connected to their children will fade away. How you deal with Mage and all the questions that raises is individual to your own chain, much like every Mage jump.

Possessed and Disembodiment

Even before the Avatar Storm, possessed were sometimes absorbed into their patron force, or one of their magic spirits. A Drones static nature probably resists disembodiment, since that's *change*, but as getting absorbed by the Weaver/Weavers

Web/Greater Spirit of the Weaver is a canonical fate for some drones, not even they have the perk protecting against that by default.

Bygones

Elemental Affinities

Yeah, they don't really matter at all? There are beasts of the elements, but how the book tries to use it is... it's isn't just very western, it's a very small slice of that western mythology, and hardly manages to cast a net wide enough to catch all of mythology (which isn't that far short of what it's attempting). Luckily, it has almost no mechanical effect.

Bygones and children

Generally speaking, if you're a Phoenix Egg or Dragon Egg, than while you may have children, they'll be *less*. There are many dragons, and some of them are the children of the Celestial Dragons... but those children largely aren't Celestial Dragons. Whether by Infect or 'naturally', you can have children that echo your nature, but you'll have to jump through significant hoops for a Phoenix Egg child, and epic ones for a Dragon Egg child.

Celestial Dragons

Celestial Dragons are sacred to the earth, but that can take the form of champion Dynamism, Stasis, or the Primordial. As such, if you go through all the effort to be a Bygone, choose Celestial Dragon as your 'type', take Dragon Egg and Great Wyrm (for the core potential and realized ability) Otherworldly (because Dragons have their own little pocket worlds), and Wholeness (to represent your 'positive influence'/'blessings.') you may take Consecrated for free. You make take Gaea, Wyld, Weaver, or Balanced Wyrm for your 'Consecration', and you don't have work to make or maintain your pocket world, or name a slice of the otherworlds Otherworldly creates. You have a worldlet similar to a Bastet Den-Realm, the size of a major city... and it could *be* a major

city, or whatever else is appropriate to your nature as what essentially is a living locus of Gaea's power and a living godling.

Fomori

Infect

Yes, if you picked a 'summoning spirits' themed infect, you may continue to call spirits into hosts, even in future worlds.

Balanced Wyrm and Consecrated.

It's also worth noting that if you take this as a Balanced Wyrm Fomori, you may be drawing more aid to whatever city you're living in than an entire continent normally receives from that nearly dead aspect of the Wyrm. This isn't going to *hurt* the Balance Wyrm, to be clear. The merit provides the budget. But it's going to be notable on a global scale.

Remember the Balance Wyrm barely exists - normally it's the one *receiving* aid, not giving it.

Drones

So if you take Autonomy as a Drone, provided you haven't taken any drawbacks like *Hated by the Weaver*, then you may assume your independence is, in some way, proper. That said, it will also be recognized; you are by design an independent agent, and this is accepted as part of the design, but it is also acknowledged and you aren't going to be inherently trusted as part of the Hive Mind the way a normal drone is.

If you've taken Autonomy and didn't take Manufactured Limits, than you may assume your 'inner spider' is slowly reweaving you as you feed her experience and perspective and that intangible spirit of life you get by living, and with this she's steadily building you up in a way comparable (if not quite the same) as living. That said, the growth that Autonomy grants can normally only be spent on Possessed powers here, but a Drone could spend it on almost anything - you could use it to learn how to sing without practicing... though if you go that way, and give your weaver spirit nothing to add dynamism with, it's going to be... very *weaverish* singing.

Maker of Wonders

So the aspect where everything you design is reproducible Weavertech... yes, someone could backwards engineer from your design and figure out how to create original Weavertech. Not easily, but reproducibility is part of the nature of the Weaver.

Kami

So Kami are normally kind of screwed when it comes to growing their abilities if you go by Possessed. You can only take so many Taints without crippling yourself; while it's not their only role, they're sometimes supposed to be Gaea's *wrathful* champions. Other books (that don't really support using them as player characters) also give them more powers. If you take Kami, you can assume you're capable of some growth, but not as fast as a Fomori or Grogon, and while growth doesn't come from the inside, many drones will be rebuilt 'better' faster than your own development. Your as a hybrid of matter and spirit (without twisting yourself with taints) isn't just noticeably slow compared to other possessed... It's just slow.

Stench of Gaea vs Consecrated

Stench of Gaea represents that you have a strong aura marking you as beloved of Gaea; the world as a whole will respond to that, but it doesn't mean anyone *in particular* is in your corner. You may gain that by your actions, or blind luck, but that's going to be a product of events. Consecrated means that there *is* a particular force in your corner that's specifically looking out for you and throwing miracles your way, arranging things behind the scenes, and otherwise helping.

Marauder

Marauders are just immune to disembodiment/Void Adaptation. That's why I don't mention it in Embodiment. The perk is probably unnecessary, but someone would ask about it. Autonomy doesn't help with Marauder madness because their quiet *is* warped perception not warped will, and arguably their perception isn't even wrong. All the will and self-ownership in the world doesn't help when you literally live behind a reality filter.

Infectious Madness

Marauders can take infect and it makes perfect sense - some Marauders are infamous for infecting other with their madness temporarily and sometimes it *takes* and makes more a new Marauders from mages, or causing Awakenings with most of those so awakened Marauders. The 'natural' Marauder mode is reasonably passive, and with little control over the process. Even if you don't buy it, this is just something some Marauders can do, and something any Marauder at Cockatrice Egg or above might *occasionally* cause. Buying the Perk would make it something you do semi-regularly, and you could have some extra benefits - maybe those Marauders you create are naturally *fusions* with you. That is, Marauders that share the exact same Quiet, and from this have a kind of hive-mind (with you naturally the 'core' of the hive-mind). Maybe something else.

You can also use Infect to buy the ability to create Wyldtainted creatures rather than a specific Gorgon-Making method - Mages are known for creating life. If you do this, you'll be *very* good at making life, more so than your enlightenment and spheres would justify, but it's still going to be more work and less reliable than 'normal' Gorgon-Making in return for the greater flexibility. Actually, any mage may do this - just substitute out the Gorgon/Wyld part.

Confluxes

When Marauders start organizing on any level, it gets people nervous, and Confluxes often deserve that nervousness. A canonical Marauder Conflux is a group of Marauders who think they're playing a Quake Match. They descend into reality from the Umbra when they 'start a new match', and their insanity frames sleepers as 'the other team.' They can only teleport away after they win and no mundane human remains alive in the area.

Basically, I'm not putting it as a drawback you have to take. There are a number of Marauders with subtle madness or not obviously destructive madness who can pass. But Marauders in general and Confluxes in specific are the kinds of beings who generate a *reaction.*

What about the Negation Men?

M20 introduced a new wrinkle into this discussion, in the form of the Negation Men. Under the paradigm where Marauders are mages possessed by the Wyld, Negation Men are the Weaver's answer. They may be classified as Marauders, but they fundamentally serve a different force.

You may represent a Negation Man (or Woman) as a Drone. Their Dysfunction is at Level 3 - they believe in a world without Magic, and inherently and automatically oppose every manifestation of it around them. While technically awakened, the only use they get from their Arete is that it automatically works as countermagic against *everything*, and that it observes everything in their zone of 'changed reality.' Even if they don't see it themselves, it still counts as Witnessed. And all magic, even if it would normally be coincidental, counts as Vulgar with Witnesses. While it doesn't talk about non-mages, you can assume that their 'observation' is as hostile towards a Garou changing form or vampire's strength as it is to a Hollow One making themselves a bit lucky.

Still, while their opposition is a powerful effect, it's also a limiting one. They have no magic themselves. Things like a Drone's regeneration or the Hive-Mind or any of the other abilities drones normally display... they don't belong. They don't believe in the Weaver, any more than they believe in Santa Claus. As such, they're normally a Rooster Egg, and don't normally make sense for anything higher than Young. They lack most of the powers drones normally have, though they also don't suffer from *Manufactured Limits*. If you buy a higher level of Egg, maybe you bring order or progress to the world in ways beyond stifling anything not mundane; you'll have to figure it out yourself.

Considering how little use they get from it, you don't need to (and shouldn't) take Mage.

Befoul Vs. Wholeness

It's not wrong to see this as flipped versions of the same effect. Befoul goes for *concentration* and *persistence* while Wholeness goes for *scale* and *immediacy*. In a direct contest between the two, Wholeness could wash away Befoul before it could completely express itself, but couldn't clean the core infection of Befoul as fast as it inflicts

corruption. On the flip side, Befoul will struggle to reach the scale of Wholeness, with its effects tending to peter out before reaching those ranges.

After this jump, you may turn off these perks, or exclude things from their influence.

Vs. Voice raised in Song

On the flip side, both of those have spiritual and physical effects. Voice raised in Song is purely social. It's primarily a social channel, though it can to a lesser extent act as an information channel. But it's never going to heal someone, or *directly* turn them into a drone (though spreading the OneSong might let you lure more people into its web). Befoul and Wholeness change the world to change people and their behavior. Voice raised in Song change peoples behavior to change people to change the world.

Autonomy

Autonomy is like having Autonomy 11 out of 10 (that is, you don't just have full autonomy, you have 'a little more' than anyone should have, whenever the question comes up. No spirit or force outside yourself has any hold over you. It largely makes questions of humanity irrelevant; while you might not be a *good* person, you are grounded in yourself), and Willpower 50, and regaining 5 willpower per scene before any other gains.

Why no Changeling in Something More?

While Changeling may *be* possessed - be in truth a form of Gorgon, no one thinks of Changelings as little more than the fingers on the hand of a spirit, using them as a glove to reach into reality, and hence are not governed by this document. That said, a changeling becoming a gorgon would be somewhat recursive in nature, and doesn't appear to happen. Banes *can* possess a changeling, but while it doesn't instantly kill their fae spirit, it rapidly does, and they cease to be Changeling. There's no 'rapidly' with Drones - a changeling drone is a human drone, the fae spirit snuffed out. Could there be a Changeling Kami? Probably? If you really want to do that, use the crossover toggle.

Safehouse and Claut

Can't these just be used for resources?

Yes. Using a Safehouse... it's the difference between a corporate expense account and your own money - it's somewhat more exposed, and frankly a lot of the money you could tap into is money that's doing useful things for your Safehouses. It's fine if you're only spending moderate wealth, but there comes a point where you're hurting readiness (or your own security) if you keep tapping into it.

Obviously more ranks in it make this less an issue, but Resources scales up pure money faster.

Likewise, burning favors for money is legitimate. It might even be more money than resources gets you. It's also *way* more noticeable in a modern society. Moving that kind of money... you could get the IRS interested, get flagged by banks, and otherwise create all kinds of negative attention. And again, Resources scales up faster.

Caern+Safehouse

Yes, you can combine them. Having both at rank 3 would... Well, it would make you a *player*. You're not Pentex yet... but you probably give some Fera flashbacks.