Club of the bizarre Gentlemen

Oh my!
Who do we have here~? A new member of our little club I see. But where are my manners? Allow me to introduce myself. My name is lord Wellington Grey. A high ranking member of this very secret and privileged club of London in the time of our beloved queen Victoria~ the club of the bizarre gentlemen. I can understand that on the first glance we're just a normal club like every other generic club in London to you. But trust me. We are extremely different. Our club contains the most successful, ambitious, intelligent and powerful members in the whole universe, if not even beyond. Some were like this from the beginning but some needed the necessary perks and gear to reach such wonderful status. This is why we created several training regiments to educate those new members of us. And you have been chosen to join us! For THIS special occasion we collected monographs by very different authors, whose works they call "Jumps". These "Jumps" contain several "lessons" to educate you thoroughly. These "Jumps" are mostly based on our current time and or are containing the so called "Gothic Horror" theme. However, we had to trim off some unnecessary parts of these works, because they simply didn't meet our standards. Anyway, once you will get into these "lessons", you will notice that the content would be what other would call: "profoundly immoral". Such nonsense but I can assure that these lessons WILL give you power, wealth and fame.

So why don't you start already?

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1. Subterfuge lessons

1. Gone To Ground – 200cp – A Study In Emerald

You're quite the hard chap to find, should you wish to be, even though every citizen has a pair of eyes with which to see. Submerging yourself into a city's hustle and bustle allows your presence to go unremarked by all but the most alert and hawk-eyed of searchers, and the unwitting man and woman on the street make no note of your presence if you should not draw any attention to yourself, despite the WANTED poster tacked to the wall you just walked past.

2. Messers Street And Walker – 400cp – A Study In Emerald

The streets of your city are known to you like few others. You always know the best routes to get where you are needed within a city on foot, effortlessly finding a path through alleys or around ever-shifting traffic jams. When pursued, you're able to vanish into the maze of alleys and lanes at a moment's notice, disappearing around corners like a ghost and slipping through policed areas like a rat. Your walking speed is curiously fast, too – your measured steps take you from 'here' to 'there' almost as quickly as any cart or carriage might race along the streets.

3. Sub Rosa – 200cp – A Study In Emerald

Discretion is your watchword and you've something of a knack for ensuring that secrets remain secrets. For any particular incident, you know which of your people can hold their tongues from wagging and which cannot. Something about your involvement and handling of the situation keeps nosy journalists and curious public away from the sites of scandals, disasters and uncomfortable truths that you would rather not be made common knowledge.

4. A Favour from Higher Authority - 300cp – Cultist Simulator

It seems you have been graced by the Hour of the Velvet, jumper. Around you forms a fog that shields your presence from the powers that shape the world. Through this Favour, the Colonel will not force you into the service of an Hour, the Lionsmith will not use you like a tool against his eternal rival, the Mare-in-the-Tree will not try to steal you, and The Wolf Divided promises to kill you last. Even the laws of the Mansus as a whole will look past any children born of your unholy unions, preventing the Crime of the Sky. For the duration of the jump, and despite not being invisible to them, the Names and Hours will remain indifferent to your presence, allowing you to inhabit their world without being dragged into their cutthroat politics. This pardon only persists for as long as you remain neutral in their conflict. Should you rise against them, know that the hammer will come crashing down from all interested sides. For an undiscounted 300 CP, you'll be equally blessed with indifference in future jumps, allowing you to enter the domains of gods and other otherworldly authorities without

incurring their ire. At least this way, it won't be your presence that condemns you, only your actions.

5. Mimic – 200cp – A Study In Emerald

Mimicry is not limited to the animal kingdom; some humans, too, possess the trait of being able to change their appearance. Though not with magick or odd physiology – with disguise. At a moment's notice you may improvise disguises and alter your voice and mannerisms to become quite unrecognisable, then remove them in barely a moment. If you have cosmetics and other props available, not even your longest friends would know you from Adam.

6. Disguise Props - 200cp – A Study In Emerald

An astonishing selection of wigs, makeup powders & paints, and prop clothing for a variety of different roles. In future worlds, the section updates to include the props for different local characters of high & low position.

7. Changeling - 400cp – Cultist Simulator

Flesh is but a carapace to you, and in the dances that will follow you'll come to understand how useful it can be to shed your skin. Through this power, you may reshape your flesh and those of others in any matter of your choosing, provided you are familiar with the final form that it will undertake. You could change age and gender. You could grow wings, horns or additional limbs. You could even use it to turn into someone or something else entirely. The more familiar you are with a particular form, the easier it will be for you to replicate its original strength, even if it's only a partial transformation.

8. Open Soul - 100cp – Cultist Simulator

Many would believe that a medium is a bridge for the spirits, but in the present day and age a medium starts off as but a simple entertainer. This perk provides all the tricks and experience needed to become an unrivaled mentalist, giving you a wide array of mundane abilities that seemingly border on psychic powers, such as hypnosis, telekinesis, clairvoyance, and mediumship. These abilities are not actually supernatural but rather a calculated application of suggestion, misdirection, and subterfuge. In addition to this, your mentalist skills can be used against other mundane skills, like cold reading, to prevent people from reading your thoughts or emotions, or learning your trade secrets without your consent.

9. Pseudo-Philanthropy – 400cp – Kingsman

The common masses don't fall for the same old bread and circuses like they used to, but they still have their vices, and you know just what to tell them to have them hailing your praises. Of course, you need to be able to deliver, or at least pretend you can. Fortunately, most will never question your motives if they benefit from them.

10. finesse - 100cp – The free universe

The first and foremost skill in your line of work is control and precision. It'd be embarrassing for your butterfingers to ruin a masterfully planned job, wouldn't it? You'll find that

you have a great sense of skill and deftness with your hands as well as your feet - as a pickpocket and an acrobat alike you'll be well valued.

11. mesmerizing - 200cp – The free universe

Mesmer might have been onto something, considering what you can get done with just your own animal magnetism. With just a bit of focus, sleight of hand, and confidence you can lull the unsuspecting into a suggestible hypnotic state, being able to cloud their minds - even seemingly vanishing to their eyes. However, this isn't magic, and anyone keen eyed and prepared for tricks is going to shrug this off.

12. The shadow - 400cp – The free universe

For good or ill, you'll need to be able to move like a specter to get what you want. While not quite at the levels of the famed robber Arsène Lupin, you've got enough raw talent as a thief, spy and infiltrator to pass as him to all but the most discerning eye - skilled in entering and leaving where you're not wanted while leaving a very thin to non- existent trace, as well as expertise in the art of dis- guise and deception. Certainly enough to get the Gentleman Thief's applause.

13. Meh, Indiana Jones was a hack: - 600cp Bartimaeus Sequence

You seem to be particularly practiced in the various arts of subterfuge, smuggling, research and archeology. You find it exceedingly simple to research, locate, travel to and obtain objects and artefacts of great power and myth. Old ruins welcome you into themselves, and ancient scriptures with winding, complicated riddles read like straightforward instruction manuals. With a few weeks of research and adventuring you could find the holy grail.

14. Harmless Enough – 100cp – Great Detective

Whether through seeming innocent, incompetent or small, you have found a way to pass unnoticed and beneath suspicion most times. Hide behind enemy gazes and sidle around society.

15. Barnum – 300cp - Investigation

If people want to be tricked, who are you to say no? With unerring accuracy, you know what people want to hear, effortlessly conning people into doing as you will, often pandering to their own fantasies in the process. In a pinch, greed works too. You have a never ending supply of cons as well should one fail, you can effortlessly slide into the next.

16. Always on the Run - 100cp – Sherlock Holmes

The crucial part of any proper scheme is knowing how and when to get away. You're a natural at this, and possess a sixth sense for timing your exits that usually ensures you have at least a day's head start before they realize they even need to be chasing after you in the first place. This sense also lends itself to covering up your trail, letting you vanish like a ghost if you've had any time to prepare at all.

17. In the Shadow of Giants - 300cp – Sherlock Holmes

It’s truly funny just how easily people write you off as just some bumbling sidekick, of no real importance whatsoever. This perk allows you to casually let attention slide off of you in favor of those you associate with, rendering you more of a footnote in the eyes of others. Opposition will focus their attention on your associates, not registering the threat you pose and the skills you possess. Play your cards right, and take advantage of this, and it very well might be their fatal mistake. Even when not dealing with enemies it might be useful to let others take the spotlight at times. You choose when and where this perk takes effect.

18. Master of Disguise - 200cp – Sherlock Holmes

You are incredible with disguises. Even improvising with what you can find in a hurry tends to be extremely effective, and with actual time to prepare you can fool nearly anybody. You're not perfect, but anybody with any skill in disguise knows that ninety percent of the time people believe what they think they see.

19. Undisclosed Assets - 300cp – Economic Investment

Through practice and experience, you’ve managed to hide your true power level very well. Whether it is the tax auditors, or a threatening challenger, very little information can be found should you be very thorough.

20. Traveling As A Man – 200cp - Castlevania Netflix

Even with the wisdom of the ancients, there is something that can be said about traveling the world with your old eyes. For although many things stay the same in this world, the people that populate it do change; and with enough time, it’s possible that someone will appear who will even surprise you. Of course, it’s more than likely that someone who looks like you will be driven out of any city or village you visit with pitchforks and torches. The effects of this perk are two-fold; first, your inhuman features are easier to hide, or at least nobody will have the stones to call you out for it so long as you look mostly human- blood-red eyes or pointed ears be damned. The second is that you have an easier time finding those who are at ease with your inhuman nature, or at least accepting of it. Getting to know them even a little bit will let you know if someone is a bigot towards your kind, if they’re ambivalent, or even if they’re eager to serve.

21. Courtly Intrigue – 400cp - Castlevania Netflix

The courts of monsters are no less complex than the courts of humans- more so, in fact, because you have to account for beings with centuries of life, superhuman abilities, and even magic. Thankfully, with this you’ll become a skilled manipulator, persuader, and seducer, with the ability to spin nearly anything in a way that will seem reasonable or attractive to the person you’re talking to. You’re also skilled at sniffing out the weakest links in a group and can find the chinks in nearly anyone’s armor. Of course, you might want to be careful about who you lip off to, lest they split you up the middle and bite out your heart or give you a staking while your back is turned.

22. The Metal – 400cp – Darkstalkers Valeria

No one can kill the metal, not with an unstoppable superstar like yourself at the helm. All the unnatural charisma that pearl-clutching parents feared is at your fingertips, your mastery of the genre is almost unmatched across history. Though few outside your genre care for your style, fans of metal are drawn almost irresistibly to you. The dangers of listening are true, as fans quickly become devoted cultists if they continue to listen to you. A great deal of this power really does come from the sheer talent you have for the music of metal but the rest? The powers of Hell, just like everyone fears. Through metal, you cast a spell on the world. Your music can create magical effects, from enslaving the wills of the weak to cursing your enemies with unholy punishments. Increasing your own power with a brutal riff on the guitar or sending out a shockwave of sonic force at will. A whole song can even be devoted to a spell, creating ritual like effects, like the infamous suicide concert of Lord Raptor, the Australian rocker that left hundreds of fans violently committing suicide to please his dark master.

23. Red Riding Hood – 100cp – Darkstalker Valeria

Humanity's apparent weakness is one of the first strengths it can turn to against the Darkstalkers. People and monsters, especially monsters, have a tendency to underestimate you when you put on the disarming, cute demeanour you've become so experienced with. Whether a little girl appearing as harmless as she should or an adult giving the aura of a harmless but friendly neighbour, most others struggle to keep in mind that you might be a threat. And given your talent for hiding weapons on and around your body, with the ability to near instantly whip them out, all you really need is an excuse to get in close. Please mister monster, can you help me find my lost parents? Click.

24. Words of Ozom – 200cp – Darkstalkers Valeria

The pen is mighter than the sword. Or at least your silver tongue lets you dance around these brutes and their magical powers. Why fight when you can deceive another into doing it for you? You're a devil when it comes to lying or manipulating others, even thousands of years old demons are susceptible to your charming speeches if they don't guard themselves well. You can ferret out the desires of others quickly and know exactly how to play on their faults and dreams to direct them as you wish. You're even quite good at keeping suspicions away from yourself, redirecting the ire or blame towards the less guilty.

25. Madman – 100cp - Batman: The Animated Series

When you're surrounded by crazies, it might be a good idea to fit in, right? You have a deep understanding of psychology, but more importantly you're capable of giving off the impression that you're as mad as a hatter, and can fool even the best psychologists while doing so- appearing, for all intents and purposes, like you're insane. Your maniacal laughter is truly something to behold, and could give even the Joker a run for his money.

26. Nightmare - 200cp – Batman: The Animated Series

Knowledge of you- specifically the parts that would scare the pants off of the average Joe- seems to spread like wildfire. Play your cards right, and you'll quickly gain a reputation as someone who shouldn't be trifled with... of course, while many are superstitious or cowardly, actually being able to back up your reputation doesn't hurt. You can toggle this on and off, though it won't remove information that's already out there.

27. Multiple-Choice Backstory – 200cp – Batman the Animated Series

See, you're from this place called - no, wait, you took a chemical bath- no, you've been empowered by- actually, it's all technology- uh, you get the idea. It seems people will accept pretty much any explanation for why you have your abilities and equipment, and if you don't tell them they'll find their own explanations. More importantly, it's exceedingly unlikely that they'll uncover the truth on their own, no matter what methods they use. ...And The Jumper Got Away!

28. Secret Identity – 100cp – Batman the Animated Series

Oddly enough, it seems that people have trouble putting two and two together when it comes to your "civilian" and your "costumed" identities. Even if you're the only person who fits the physical profile in the entire city, you can conceal your identity by playing dumb, wearing glasses, or even just slouching a little. This won't help if they have irrefutable proof of your double-life, but otherwise they'll just think it's a funny coincidence.

29. Disappearing Act – 200cp - Batman the Animated Series

You're extremely good at staying unheard and unseen when you want to be, almost seeming to merge into the shadows and letting you get the drop on almost anyone. Your knowledge of stealth also allows you to pull off an unusual trick of Batman's; with almost preternatural skill, you're capable of finding a hiding spot or rushing silently out of sight in the span of a few seconds; enough time that a person could be looking at you, turn away, and look back and not find a single trace of where you went. You also know how to reveal yourself in a way that gives the best effect.

30. Secret Keeper - 200cp – Dungeons & Dragons Ravenloft

The noble families are no strangers to keeping secrets, Some very dire. Whether by practice, passed down knowledge or luck; Your secrets tend to remain secret unless you choose to reveal them. One determined enough and with enough effort may be able to uncover your secrets but it will be much harder than it would otherwise.

31. One of the Crowd – 100cp – Fate/Legends God save the queen

Who was Jack the Ripper? Their true identity? So many likely suspects, evidence pointing which way and what. Someone as unassuming and disconnected as you from it all, you wouldn't even be considered. A man so plain that the eyes of hardened detectives slide right over him or a child who people struggle to believe could harm a fly. You can easily pull an unassuming presence over yourself, making others have a difficult time believing you have committed any crimes or have an evil nature. Even being told by others that you are the

culprit, it can be easy to garner sympathy from people who've not personally witnessed your crimes. And if you pull off the guise, you can show off a true nature that shocks even the best London has to offer into silence and fear for at least a few moments. All one needs to close the gap and take a stab.

32. Mystery in the Mist – 200cp – Fate/Legends God save the queen

A cliche it may be but what better suited time and place is there for grim deeds than the dark nights of a misty London city? It's your natural home, conditions that call out to the violent beast in your heart, urging you to greater feats of murder. The deeper the night, the easier you find it to hide from the awareness of other beings and the more deadly your own attacks become whilst hidden. Mundane stealth and supernatural concealment both steadily improve the darker your surroundings are. At a foggy dusk on the English docks, it may only be a minor boost. Useful to the common sneak or cutthroat but of little notice to true monsters. The depths of midnight, in darkest alleys cut off from the gaslights, it could turn even one of those common criminals into a pale imitation of the Ripper. Someone of actual skill in stealth or death dealing might find themselves imbued with demonic prowess and power, gliding past the awareness of expert magi and tearing powerful warriors apart with their bare hands. But all it takes is a lit lamp to dispel the shadows and rob you off this strength, partly or in full.

33. Ghost of London – 600cp – Fate/Legends God save the queen

A knife in the dark and not a soul around to tell who held it. The Ripper wouldn't be more than a footnote in history if anyone could find a trace of their true identity nor a fraction as deadly. Whatever the origin of the abilities may be, you have the Ripper's ability to go unseen in the eyes and minds of men. In a mundane sense, it's skill with moving and acting with such stealth that the whole of London couldn't track you down, even as you commit grisly serial killings. Hiding your movements and traces of your identity is simple. But perhaps as part of the mystery of the Ripper, your talents have gained a magical side. Beyond your already exceptional mundane talents with stealth, you've become able to conceal your presence to a supernatural level. Provided you do not directly attack them, you may as well be impossible to perceive for even the most acutely aware mortal man. Even those with supernatural senses would struggle to catch a glimpse of you right before them. Walk down a populated street, soaked in blood and carrying a fresh victim, and not an eye will turn your way. The evidence left behind by you can be affected by this unnatural power as well. If so wished, information on your identity, presence and evidence you leave behind of your actions or involvement can be erased. Even memories or electronic recordings disappear, everything short of severe physical evidence. Hair and blood of yours might disappear but your power will leave corpses and shattered buildings intact in reality and the minds of those who witnessed. Powerful magical defences can prevent this information erasure however.

34. The Mist – 600cp – Fate/Legends God save the queen

An old shuttered lantern, hiding a deadly magic inside. Opening the shutters and touching the candle inside will rapidly produce a deadly mist, to any but yourself. Made from a mix of magical curses and sulfuric acid, it rapidly burns away at anything it touches. Eyes fester, throats and lungs blister and burn, even skin or muscle rapidly begins to boil off of bones.

While those of supernatural durability may resist the burns, the mist has other deleterious effects. Magecraft is significantly harder to use while within the fog, the mist interferes with such energies, and movements are rendered sluggish even in those unharmed by the mist. The mist expands quickly, to a limit of around a hundred meters in any direction from the lantern, hitting a Bounded Field that limits it's progress any further. However, the user of the lantern can control the mist finely, limiting it to only the insides of a building or creating a constant free space around certain people they wish unharmed. Others trapped within the bounded field lose all sense of direction and even memory of their location, causing those familiar with their current locale to become lost, and preventing anyone without magical spells or senses from being able to leave the mist. Needless to say, it makes it far more difficult to notice your presence or movements if they're thus affected. The lantern can be taken within your body, removing the weakness of temporarily damaging or destroying the item before it reappears in a few hours, but this forces the mist to be constantly active and automatically target all beings with magical energy within it's potential radius. While you can prevent it from attacking non-magical beings, the mist is uncontrollable in those other regards.

35. Concealing Cloak – 100cp – Van Helsing Valeria

A heavy cloak, which seems to expand to fit any wearer's size. When worn, others cannot see you for what you really are or even understand that you are not human, unless you let them glimpse your face beneath the hood. It's heavy and not particularly comfortable but it keeps out the rain and cold well enough, as well as allowing you to walk among the humans as you might once have done. Perhaps a mask is in order.

36. Secret Lair – 200cp – Van Helsing Valeria

A cave or forgotten cabin, hidden away from any town or village. An excellent spot to lay low and, as much as it can be, a comfortable home for a monster like you. There's a bed made up in a dry area, big enough for you, and the stocks of food and simple survival materials like lantern oil or bandages never seem to run dry for long. The comforts of civilisation might be mostly lost but you needn't live like a complete savage.

37. Rifter - 300cp – Leviathan the tempest

You seem to have great instinct for navigating anywhere underwater, an spatial awareness in 3D environments that many lack. Thus you more easily navigate the rift, the place where the ancestral and tribal memories of you kin exists, though dangerous to the fools and the unprepared. You can re-discover great lore in that place and your resistance to the spiritual as well emotional influence of the tempest as well other sources is great.

38. Shadow Name - 100cp – Mage the awakening 1st edition

All mages possess a shadow name, one different from their given one so as to minimize the threat of a sympathetic assault. Yours is a bit better than that however. Your real name is completely obfuscated by your shadow name. Any attempt at mystical divination of your true name reveals only your shadow name and any mundane attempt to find your real name finds only strangely edited but impossible to decipher records. The only way anyone can find out

your true given name is if you tell them. Any other attempts are categorically doomed to failure.

39. Guerilla Futurism - 200cp Mage the awakening 1st edition

The future is coming and you intend to be on the right side when it arrives. And now, so will all of your social media followers. You are masterfully expert at engineering campaigns of social media, public awareness and crowdsourced fundraising. With covert use of your magic, you may use just about any information distributive method at your disposal to disseminate any information that you desire. The only limitation on how far and how wide this information will spread is how long you actively focus on keeping the campaign running. You could reach normal kickstarter goals in hours or ensure that everyone on the planet has seen a celebrity photo. Perhaps with a year of covert efforts and preparations, you could manufacture the next "Gangnam Style." I suppose you could use it to make and spread your own memes as well, but really that is a waste of your talents.

40. Mystical infiltration - 100cp Mage the awakening 1st edition

Stealth is the cornerstone of espionage. As a magical spy, another layer is added to this conundrum as mystical detection is yet another thing one must be concealed from. You are now keenly aware of how your magic can be used to conceal your presence, as well as how to detect and get around both mundane and mystical means of detection.

41. Accuse publicly, Apologize quietly – 100cp Mage the awakening 1st edition

A common maxim amongst the order. Failure is not tolerated patiently in the Silver Ladder and you know just how to cover your ass when the proverbial shit hits the fan. When a problem arises, you know just what to say to make sure that you are not the one blamed for any mistakes or failures. In fact, you could very easily shift any blame onto someone else so long as they were at least tangentially involved in it. Best of all, by making reasonable gestures of reconciliation with the wronged party, you can outright avoid or mitigate any wrath or revenge they may have had planned for you as a result of this betrayal. Goodness you'd have to be an asshole to do it but darn it if it doesn't feel good.

42. Fear of Darkness – 100cp – Beast the primordial Paradox

You're really good at being sneaky. When it comes to skulking in the shadows, few are better even if you don't take advantage of your supernatural powers.

43. That Which Lurks in Darkness – 600cp – Beast the primordial Paradox

Fear of the dark is often tied into fear of the unknown, and you embody this fact. You're an expert at hiding your identity and become nearly impossible to find if you don't want to be located. If you're a part of a conspiracy that gets blown wide open, you'll have hidden your involvement behind an unnavigateable web of proxies. This is even true if you want to be known by your actions and nothing else, even if they're incredibly blatant and high profile. Your Legend will grow with each audacious action, never having them lead back to you as long as you don't get sloppy. This doesn't help with keeping people from realizing something

is happening though. While you may be able to get away with murder, this doesn't help with making it look like a suicide or hiding the body.

44. Master of Paths – 300cp – Beast the primordial Paradox

Primordial Pathways are useful things. They not only allow you to get into your Lair, but they can also be used to go to other places as long as the conditions are right. The problem is they can be difficult to open. This isn't a problem that you suffer from. While opening a Primordial Pathway still requires the location to resonate with your Lair, actually opening it is as simple as jumping into a river and following the current. Since Incarnate Beasts can already do this, if you ever become one, you can instead create hidden portals between two locations that anyone who shares Family Ties with can see and open.

45. Bad Blood – 600cp – Beast the primordial Paradox

The Makara of Vancouver have a strange trick. They alone can learn a Nightmare called Your Strength is Your Weakness, which lets them temporarily weaken the supernatural abilities of most other monsters, with some not even working at all. While this Nightmare usually doesn't work outside of Vancouver, it does for you against anything that would count as Kin. The better you are at manipulating people, the better it works. Powers and abilities that are usually effortless fail to work at all, while those that take effort are much less effective, sometimes to the point of not even working. Best of all, rather than relying on the strength of your Lair, this abjuration scales based off your own personal power.

46. Monstrous Migration – 300cp – Beast the primordial Paradox

Beasts can force open any supernatural gate through an act of will as long as they have some understanding of it and their resolve is strong. Not only are you more skilled at opening such gateways, making it about as difficult as turning a doorknob, but you can even see these gates and keep them open as long as you like. Furthermore, by opening a supernatural gateway, you automatically gain basic knowledge about the rules and inhabitants of that place. Forming Family Ties with a native of that realm will also allow you to survive there if the standard conditions of the place would normally be perilous or inhospitable to you. Gates warded by beings more powerful than you may still prove beyond your capability to open, but even they will offer you less trouble than they normally would.

47. Fear of the Other – 100cp – Beast the primordial Paradox

People fear the Other attempting to infiltrate their society and change it from within. While you may not have much of an advantage on the second one, you're easily able to integrate into new groups, both mundane and supernatural.

48. Fear of Confinement – 100cp – Beast the primordial Paradox

You're good at capturing and imprisoning people against their will. This also makes it harder to keep you trapped, since you’re good at picking up when your jailer makes mistakes.

49. Breaking and Entering – 300cp – Beast the primordial Paradox

Others may think they're safe behind locked doors or while surrounded by guards, but this couldn't be further from the truth. You find it easy to identify and exploit security flaws, meaning nobody is truly safe from you. If you're good at covering your tracks and are stealthy enough, you might even be able to steal someone away without leaving a trace.

50. Unknown Suspect – 100cp – Beast the primordial Paradox

You're really good at escaping from crime scenes without leaving any evidence that would link your crimes back to you.

51. Apex of Transgression – 600cp – Beast the primordial

You're the preverbal devil on the shoulder. Not only are you an amazing tempter, but you're a master at manipulation and instilling new temptations into other people. Turning someone into a cannibal has never been easier. If you wanted to use this skill for good, you also find yourself surprisingly adroit at appealing to the better nature of even the selfish and cruel.

52. Cult Leader – 100cp – Beast the primordial

Some of the Begotten gather cults, either to themselves or the Dark Mother. You too have skill in gathering and leading cults. You are especially skilled at thinking up excuses, equivocating, and just plain bullshitting to justify your actions. For example, you are here to help people learn to fear the dark and the creatures it hides. That's why you help the local vampires cover up their crimes. But the local Hero? Oh no, he's only in it for the glory. Don't people see how if they help him kill you to stop the vampires, they'll just become dependent on him?

53. Stupid Heroes – 400cp – Beast the primordial

Heroes believe that they are noble and good, but at the end of the day they are simply selfish braggarts. Now all your enemies share this same flaw. Big egos will tend to make it harder for your foes to work together without driving each other away, and when you're finally cornered your enemies are highly likely to turn on each other for the honor of being the one to deal the death blow.

54. Enigma - 200cp – Mummy the curse

Some mummies, including all of the Akhem-Urtu, are protecting from discovery or investigation by their magic. Records are destroyed in accidents, hard drives get infected with viruses, or evidence decays abnormally quickly. This effect becomes even stronger when the Arisen actively tries to hide their activities, but doesn't effect the mummy's own cultists. You not only have the strongest version of this effect possible, but you have control over it. You can choose to turn it off, to only hide certain facts about yourself but not others, or to expand it to cover your cult as well.

55. Designed For Use – 100cp - Promethean the created

The Unfleshed were engineered or programmed for a particular purpose, as a tool for human use. When you are going about normal activities, as determined by the situation around you, no one will question your appearance or uncanny powers. On the battlefield, your fellow

soldiers will not wonder at why you are shooting the enemy with lightning and customers at a restaurant will not bother to think about why a robot is taking their order. That's what you're there for, obviously, what's there to notice?

56. A Programmed Mind – 200cp – Promethean the created

Unfleshed are not burdened with a brain of meat. Their thought processes were coded to optimally guide them in their work. Due to this, manipulations stand out to you like a sore thumb. Whether supernatural or purely mundane, you recognize people attempting to alter your state of mind as easy as you would notice malware constantly opening pop-ups on a web browser. The very fact that someone is trying to lie to you is probably enough to guard against them in many circumstances, but knowing the cute girl at the bar wants to get in your pants or merely knowing that a mage is attempting to cast a mind control spell on you are not necessarily enough to stop them. But on the plus side, your ability to self reflect and cut through self deception is also greatly boosted.

57. Fake ID – 200cp - Promethean the created

Interacting with society in the modern age can be a pain without documentation. This set of fake papers will show you as having some mundane identity you define with reasonable credentials (a doctorate at most) and will hold up to any scrutiny, even appearing in computer databases. You can get a new set once per year, in case something tragic happens that sends you fleeing into the night stained with blood.

58. Monstrous Hunter – 400cp - Werewolf the forsaken

When you are on the hunt, the world turns into a horror movie with your prey as the victim. An air of menace settles over their surroundings. Strange noises keep your prey on their toes. When you finally meet, shadows seem to elongate or recede to heighten just how terrifying you look. They are overcome with fear as they feebly try to fight you off or run away. You can turn this off if you want to be more subtle and not let them know something is wrong.

59. Scout - 200cp - Werewolf the forsaken

Were you a career criminal before the First Change came upon you? You have all the skills to have been an excellent burglar or spy, able to sneak around, steal objects, disguise yourself, or lie with the best of them, abilities that will serve you well on the hunt.

60. Monster in the Dark – 600cp - Werewolf the forsaken

On nights of the new moon, who can say what might be lurking in the darkness or where those howls are coming from? As long as you are in darkness, you can teleport into any other nearby patch of darkness that is large enough to hold you.

61. Wolf in Human's Clothing – 100cp - Werewolf the forsaken

The Iron Masters keep closer ties to humanity than any other tribe. Consequentially, they are the most practiced at living double lives, keeping their duties as one of the Forsaken secret

from lovers and co-workers. You are quite capable of keeping up this kind of deception, creating cover stories for your strange actions and quirks.

62. Pangaea Reborn – 200cp - Werewolf the forsaken

Pangaea, as the Predator Kings describe it, was a hunter's paradise where the Uratha reigned supreme over humanity. They mourn its loss more than any other tribe. Indeed, they mourn it more than the death of Urfarah himself. You carry the legacy of that time, as humans can't help but see you as an apex predator. Your very presence is cowing to them, as though they knew they stood in the sight of a monster who could easily tear a man to shreds even when in human form.

63. Unlife Support Group – 100cp - Vampire the masquerade

Come on, you don't really believe they're going to keep this Masquerade bullshit going in 30 years, when everyone owns a cell phone camera and the goth trend has had time to die, do you? You've got to be prepared for when it inevitably happens, ready to stand up as a model citizen for Hemovorous Americans' rights. If nothing else, if vampire society won't accept you, you need to at least fit in with humans. You are quite skilled at explaining your condition to mortals and talking them into accepting it. Just because you've got a condition that means you can't go to your son's soccer games any more, that's no reason you can't keep living a normal-ish life and keeping the truth hidden from nosy suburban neighbors.

64. Fork-Tongued – 100cp - Vampire the masquerade

Vampires and serpents are both symbols of temptation, and you don't do a disservice to that reputation. You're quite good at manipulating others or making "friends" with them, or just talking them into seeing things your way.

65. I'm Out – 400cp - Vampire the masquerade

In 1999 Justicar Xavier de Calais will withdraw Clan Gangrel from the Camarilla and the Inner Circle will just... let him go. They won't try to tell him he doesn't have the authority to do that, or stop word from his declaration from spreading, or try to punish Gangrel who drop out from Camarilla society. Like him, when you declare that you're abandoning an organization or cause, your former allies will simply allow it. They won't bear you any ill will or try to murder you to stop you from talking. Note this only covers leaving. Joining their enemies or striking against them will draw down heat like normal.

66. Court Jester – 100cp –Vampire the masquerade

Everyone knows that the Malkavians are mad! Mad I tell you! I ought to know, because I'm Napoleon HAHAHAHA! *Slaps you with a fish.* And therefore their doings are quite inconsequential. Nobody needs to pay attention to what the Malkavians are up to,because it's obviously some insane nonsense. When you play the fool or pretend to be insane, people not only tend to believe you but are also quite happy to write off your actions as irrelevant, even when they might otherwise start to notice a worrisome pattern developing.

67. Creeper – 100cp - Vampire the masquerade

The Nosferatu are famous for their skill at stealth. They have to be, when their very faces are violations of the Masquerade. You are an expert not only at remaining unseen but also at breaking and entering.

68. Hosting the Masquerade – 200cp - Vampire the masquerade

The Ventrue think that they're so clever when they mind control the kine into thinking that a display of supernatural powers was just a movie being filmed. But who popularized movies in the first place? You are quite adept at covering up breaches of the Masquerade and convincing everyone that there's nothing to see.

69. Harpy – 400cp - Vampire the masquerade

Harpies are those Kindred who are famous in a city for collecting and spreading gossip, and you certainly belong among their ranks. You know how to ingratiate yourself to the proper set of "popular" vampires and how to gather rumors, but your true art is manipulating public perceptions. In the insular and paranoid society of the Kindred reputation is everything and the right insinuation in the right ear can kill, and you take to an environment like that like a shark to water.

70. Stretch of Sewers – 400cp - Vampire the masquerade

You know this large section of sewers (storm drain tunnels, so no having to smell shit all night) like the back of your hand. It has exits in discrete locations all over the city, including built into the corners basements of various interesting buildings, perfect to let you sneak around. In future jumps, you'll find a similar sewer system in a nearby city.

71. The Shroud – 100cp - Wraith the oblivion

It is thanks to the Shroud that the Quick cannot see Wraiths. In future worlds, your ghostly form will be fully visible to everyone. But with this perk, you can call forth the protection of the Shroud even in other forms or other worlds. While active, only other spiritual beings will be able to naturally sense you, as well as children, the insane, and those born with a connection to the world of the dead. To everyone else, including machines, you and your equipment will be invisible and inaudible.

72. The Fog – 400cp - Wraith the oblivion

The Fog creates even more distance between the Quick and the Dead, wrapping all their interactions in a blanket of fear and disbelief. You may call upon the Fog to cover you even in other forms. Those who see you or your powers will be overcome with fear unless they possess great willpower, and afterwards they will forget details and come up with rationalizations for how their experiences were actually mundane.

73. Criminal Scum – 100cp - Wraith the oblivion

There’s no shame in knowing your way around the wrong side of the law. You know how to case a joint and infiltrate it, how to pickpocket, how to hack, how to find a fence, even how to assassinate (though poison in a drink isn’t so useful against the Dead) among other skills. And most importantly, you’re a master at keeping out the authorities in the dark or at least bribed, even when you’re doing something quite esoteric but illegal like skinriding the Quick.

74. Manipulator - 100cp – Demon the fallen

It is in the nature of the Devil to be a master manipulator, and you are no slouch when playing with the minds of others.

75. Don’t Stop Me Now – 400cp – Demon the fallen

When travelling from one destination to another, you are more likely to have safe travels, despite any hazards that might have been in your way. Bandits will pass you by as you travel through the woods, Cops simply won’t notice when you speed through a red light and miraculously don’t t-bone another driver. As long as you are only moving from point A to B, the path will generally be a safe one.

76. I'm an Adult Now – 200cp – World of darkness mortal

Not really, but now you give off this feeling of confidence that makes people not think twice if you're doing something a child normally wouldn't or shouldn't be doing. You find it easy to get away with things like skipping school, not doing your homework, staying out past curfew, driving a car, and even drinking or smoking if you really feel like pushing your luck.

77. Telltale Murder - 200cp – World of darkness mortal

You know how to disguise a murder as a suicide, or use the means by which your victims die to taunt your attackers. This allows you to make one brief statement: “The murder symbolizes Pride,” or “The victim is not innocent.” An investigator will pick up on these statements with minimal effort. You can also stage a killing so that it sends a message that isn’t true: “This death was a suicide,” for example. This ability is not truly supernatural, and can be defeated a highly intellectual individual.

78. Man Can Lick Too - 200cp – World of darkness mortal

Many apocryphal stories of slashers tell it in different ways: sometimes it’s the dead dog and the note “Man can lick, too;” sometimes it’s the dead roommate with “Aren’t you glad you didn’t turn on the lights?” Whatever form it takes, the idea of a killer almost revealing himself but passing his presence off as something else is a common trope, and it can be a useful tool in the arsenal of any Slasher. A Slasher with this perk becomes incredibly stealthy when attempting to replicate (or create his own version of) one of these legends. As long as they maintain their concentration perform a proper variation of this act it will be near impossible to detect the slasher.

79. Pack of Blood Hounds - 200cp – World of darkness mortal

Stories about slashers often include tales of their uncanny ability to hound their victims, whether through sprawling back-country roads or through the claustrophobic spaces of an inner-city apartment building. Some stories attribute supernatural acuity to a slasher's senses, insisting that the killers can find victims by the smell of their fear or the sound of their heartbeat. While some slashers might possess such preternatural senses, even an otherwise-ordinary slasher can demonstrate a terrifying efficiency in locating and pursuing its quarry. With this perk a Slasher can tag a victim, and as long as they directly continue pursuit they will feel a slight pull in the direction of their prey. If the slasher tags another victim or stops pursuit this ability is cancelled out for the current prey.

80. Dagger of the Schutzstaffel – 600cp – World of darkness mortal

Artefacts from the Third Reich enjoy an odd popularity in modern nights, and these daggers of this elite unit of German soldiers, with their silver handles and ivory inlays, were unlike the ceremonial weapons granted to officers. These daggers were functional knives and not just for presentation, and, by all evidence, saw frequent use against unarmed opponents. Some say that these weapons are cursed. Many have reported that poltergeist-like effects occur where the dagger is stored — mirrors fly from walls, windows open and then close so hard they break, plates rattle and shatter. Some say they have even witnessed the daggers themselves hovering in the centre of the madness, like the eye of an invisible storm. A few have heard the weapons talking to them, whispering barely audible messages that may or may not be in German. One collector claimed that the dagger instructed him, in a perfect Austrian dialect, how to use it to "slice open a door between worlds." With effort and experimentation this dagger can be used to "cut" open gateways between earth, the shadow, the twilight, and the underworld, or potentially stranger places still.

81. The Labrys – 600cp – World of darkness mortal

The labrys is an ancient Minoan-designed battleaxe. Often crafted from bronze or gold, these axes are considered works of great beauty, and upon them are scribed intricate mazes meant to symbolize the Labyrinth of Crete. The strangest and most recent tale regarding the labrys concerns a number of these axes unearthed in an archaeological dig of caves near Knossos. Reportedly, the archeologists who uncovered the weapons (of which there were 13, said to be found in a bodiless tomb) seemed obsessed with the artifacts, particularly with the intricate mazes etched upon the ax- heads, which seemed to defy solution. Eventually, members of the dig team stole the artifacts and vanished. This axe can be planted in the ground while underground and will warp the surrounding tunnels into an true labyrinth, like the one the legendary Minotaur dwelled within.

82. Arcane - 100cp – World of darkness mummy

When you live for as long as a Mummy, you may need to be careful about what you leave behind. A statue here, a painting there, and a photo now and before you know it someone has pieced together the clues. With this perk you are knowledgeable in how to cover your tracks throughout history, how to get rid of all of those pesky clues to your identity.

83. To Travel the Byways - 400cp – World of darkness mummy

The Underworld can be unforgiving, which is why many Mummies prefer to stay in their safe places while there. You however need no longer fear the land of the dead, being an expert at traversing it's tempests and secret paths. The Underworld kingdoms are known to you, as is the payment preffered by it's various ferryman. This knowledge will extend to any future afterlives you enter.

84. Secret Monster - 200cp – World of darkness mummy

Being a Bane Mummy often means possessing more obvious physical mutations, which can make life among mortals quite a bit more difficult. You however are an expert at constructing disguises and carrying yourself in such a way as too hide all but the most obvious of mutations.

85. Charlatan -100cp – Vampire the masquerade factions

Ravnos often have a negative reputation as thieves and charlatans but for you that reputation may be well earned. You are very skilled at sleight of hand as well as scamming and manipulating others.

86. Identification and Documents -100cp – Vampire the masquerade factions

Maintaining an identity can be hard for an ageless being, no one is going to believe that birth certificate from 1900 in 2023, especially when you only look to be thirty. Well that isn't an issue for you any more. Once every ten years you can create a new identity for yourself and have it added to all relevant databases and receive all necessary documentation. No one will question the legitimacy of these documents. You cannot use this to give yourself any sort of special privileges or security clearance.

87. Death Certificate, Birth Certificate – 200cp – Generic Vampire

A cardboard box containing a very official set of documents that proves beyond a shadow of a doubt that you are dead. And that you have been born. All you need to do is fill them out and post them in the attached envelope (conveniently pre-addressed to the correct department) and within six to eight working days you (or whoever the documents refer to) will be declared legally dead. Or legally alive, with appropriate records backdated and edited to match (you can expect your new documentation to arrive within fourteen to twenty-eight working days). Absolutely perfect for the immortal on the go in need of a change of identity. Much easier than faking a plane crash and identity theft. The box never seems to run empty and the documents inside always match your desired location.

88. Two-Faced – 200cp – Generic lovecraftian film

Charisma is useful, but you need people not to catch on too quickly to your ulterior motives, and to be able to turn away prying outsiders. You are skilled at putting on an image of normalcy, and hiding any of your undesirable character traits. You are a truly expert liar, having not only a near perfect poker face, the ability to lie to a lie detector without difficulty, but you are good at thinking up lies on the fly, or constructing webs of them that remain consistent.

89. Unnameable – 100cp – Generic lovecraftian film

Your appearance is particularly hideous and monstrous. Whatever it would normally be it will be more disgusting and inhuman, and the more monstrous and inhuman it would be the more terrifying and striking it will seem to be. In fact you seem to almost decay the sanity of those who see you; no matter how monstrous your form, don't expect to drive the like of Conan or true heroes mad, but you might be hideous enough to crack the sanity of someone who was already teetering or even an ordinary person. This hideous appearance becomes part of your alt-form for this jump, though you may apply this to other alt-forms of your choice but it does not inherently allow you to toggle it on and off.

90. Cultist Robes – 100cp – Generic lovecraftian film

These robes, in the color of your choice, completely cover the body and possess either a heavy cowl that leaves the head in surprisingly deep shadow or a mask that hides the face completely. These robes seem to be better at obfuscating identities than they should be as they don't particularly muffle the voice, and yet still make it hard (though not impossible) to identify the wearer through non-visual means. If the hood is removed this protection is lost.

You get a single robe for purchasing this, but for each additional 50 CP you pay you can increase the number of cultist robes you get by an order of magnitude (100 additional CP would get you 100 robes, 150 additional CP would get you 1000, 500 additional CP would get you enough to cloth the entire human population).

91. Graverobber/Cirscus Performer – 100cp – Hammer horror v1.0.5

91.1. Graverobber (-50 CP): You are a skilled and capable graverobber able to identify fresh graves, dig quickly (even when you really shouldn't be able to), and with a skill for avoiding notice both by simply staying unseen and by identifying when guards and patrols will be. Nothing supernatural or superhuman, just the sort of skill one would gain with years of experience.

91.2. Circus Performer (-50 CP): Select one traditional circus act (gymnast, trapeze artist, strong man, clown, animal tamer, etc), you gain the minimum physical competence and talents to excel at the role (if you lacked it) and the equivalent of years of experience in it. This won't put you even at peak human anything, but is a quick way to get the skills if you want them, and would put you roughly in the top 5% at your chosen act.

92. They Will Never Get Rid of Me – 200cp – Hammer horror v1.0.5

Sometimes something goes wrong with an experiment, your creation kills a few people and you need to interrupt your execution and start a new life elsewhere; it happens when pursuing the betterment of mankind, we've all been there and can understand. Now you're both skilled and lucky at planning how to fake your own death and start a new life under a new identity, knowing what lies to tell and how to keep your new life's cover story at least somewhat straight. Oh this won't stop a master detective from hunting you down, or someone who is just persistent enough, but you will be better at it than your common joe at least.

93. Night Creature – 400cp – Hammer horror v1.0.5

You are now superbly talented in creeping and moving stealthily. You find it easy to hide and come up upon others unseen and unnoticed when you desire, your footsteps almost supernaturally hushed, the shadows and undergrowth seeming to position themselves just right to hide you. Not only are you skilled at physical stealth you are quite talented at social stealth as well. You find yourself naturally skilled at deception, whether simply lying or hiding your inhuman and supernatural abilities.

94. Broke the Mold – 100cp – Lord of the night vampires

While gibbering ranting pillars of fire and man eating giants are cool, they aren't iconic. The Black Blood is what people think of when they think of vampires. They're the standard. And they thrive in that niche. Whenever you're doing vampire-like things, stalking through the darkness, slipping about as mist, hypnotising your way into an invitation, or feeding upon the lady of the household, and such-like... Well, it works. There are enough dark places for you to move through. People don't notice or comment on out-of-season mist that moves against the wind. No one is there to see that maid invite you inside. The lady is diagnosed with fainting sickness rather than the suspicion of vampires.

This won't make improbable things happen - but if a favorable outcome was most likely – say 70% of the time... it's now 100%. This won't stop those odds from changing though. Once people are alerted to vampires in town... well they might take a second look at the lady's sick spells, and if a neighborhood watch is organized, efforts might be made to keep the streets lit.

95. Knows When to Hold Them – 100cp – Lord of the night vampires

And when to fold them. Black Bloods slip into and out of society. They are the threatening foreign merchant selling exotic spices and buying slaves, they are the soft-spoken foreigner seducing your youth into depravity, and they are the dark lords and ladies of underworld courts that never know the touch of daylight.

But any thief will tell you that they're really no different from the lords above them, only that they're honest about it. You have a thief's danger sense. You know when things start turning against you,when it would be wise to start pursuing options to leave, and you get this sense explicitly before it's too late, when it's time to start making expedient but not hasty arrangements. You'll get it when the detective finds the first clue, rather then when they're beating down your door, or when elders start complaining about foreigners, before the program hits.

This won't tell you what or where the danger is, though if you head off the danger the warning will go away. If you're trying to leave, you'll get the sense whether or not you're pushing fast enough, though it won't tell you specifically when you need to cut your losses if you are taking too long.

96. Keeping Secrets And Finding Others – 400cp – Mage the awakening 2nd edition

Above and beyond the usual skills of the Guardians, you have an impressive blend of skill and luck in keeping your secrets secret and uncovering those of others, especially where treachery

and corruption are concerned. And should said treachery and corruption be aimed at you, well, you're all but guaranteed to find out before it finds you.

97. Master Spy – 200cp – Girl genius sb

You are, too! From disguises to poisons, and all the little tricks of blackmail and tradecraft in between, you are a spy beyond excellence, every bit the equal of Ardsley Wooster himself! You have a terrific nose for information, the more secret the better. And once you get started on digging it up, there's very little in the world that can hope to stop you! You know how to sneak into the best protected fortresses, across borders and customs, while dodging 24/7 patrols. Your disguise skills come close to shapeshifting most of the time. You can develop sources, build contacts, set up routes to not just acquire but securely transmit information halfway, or even all the way across the world, all the while managing half a dozen different jobs at once!

98. The Terror – 100cp – Sherlock sb

The criminal class isn't the most jumpy out there. Hardcore drug dealers, serial killers, murderers and blackmailers... they don't really scare easy. Except when they do. You are a master of inciting terror. You know just the right moves to make, the measure of ruthlessness required, and the kind of examples that need to be set, to instill absolute, mind-breaking terror into the hearts of just about anyone. It's not just ordinary terror either. With a bit of work you can cause this effect to grow all around you, your name spreading in whispers from mouth to mouth, never spoken aloud but heard by many and feared by all.

99. Flair and Style – 200cp – Sherlock sb

All else aside, criminals like Moriarty have style. And now you do too. From snappy suits to snappy one-liners, to schemes and moves that have a sort of inexorable panache to them, you have what it takes to rise beyond 'just one mob boss', all while remaining as practical and effective as ever. You have a gift for the dramatic, a true genius that lets you take your work from ordinary crimes to something akin to works of art. Even confronted, you exude an aura, an almost palpable thing that makes you come across exactly as you'd like, be it a suave operator or a near-crazy wildcard. Either way, no one can ever dismiss you as just one more criminal. You rise above and beyond, a thing of myth. And you do all that without losing out on the actual point of crime, mind you. Your plans don't become any more prone to failure regardless of how much drama you induce into them, and you always remember how far to go before your melodramatic monologue starts putting important things at risk.

100. Fault Lines – 400cp – Sherlock sb

While there's something to be said for brainwashing people to be slavishly loyal or setting up long conspiracies, sometimes you need compliance from someone right now. Good thing you always seem to know exactly which button to press in order to get it. No matter who or what you face, you always know just how to go about making them do what you want. This doesn't make you more able to actually do it, mind you, but you always know if you need to abduct someone's family, blackmail them, or bribe them... it doesn't matter how much more powerful

or intelligent the other person is, this is an instinct that always tells you what their price is or where their breaking points are.

101. Crafter of Conspiracies – 400cp – The count of monte cristo

Well, not quite everything a rich man does is related to money, is it? You have a gift for conspiracies and betrayal, both at perpetrating them and getting other people to follow you in them. When it comes to bringing people together to pull any kind of shady or tricky plan, you have a talent for speaking to people's weaknesses and needs, and how to exploit them. This doesn't provide any significant ability to actually make very intricate or detailed plans, mind. But when it comes to finding people who will be likely to join up with you, and then actually getting them to do it... hardly anyone can ever equal you.

102. Sinbad the Sailor – 100cp – The count of monte cristo

Mystery isn't just something you can pretend to have around you. Any idiot can try to go under a false name or don a mask, but few have real chance at pulling either idea off decently. You do, though. You have an aura of mystery around you, something that makes people wonder and imagine just what's going on about you. Even without effort, your doings have a natural flair, a sort of draw that hints at things unseen and makes the imagination of anyone looking at them wander. When you're actually trying you find you can take and discard identities and names at will, and drop hints and suggestions that are always just enough to get people intrigued and fascinating.

103. Menacing Figure in the Distance -100cp - Kult

In a strange and uncertain world, anonymity is a blessing. One you now enjoy, because you have a mild perception- dampening effect around you. At will you can make eyes slip from where you are, memories fog up around you and even electronic devices go on the fritz slightly. Don't expect to sneak past guards in plain sight with this or merely delay anyone with a good reason to locate you at best-but if a shadow could possibly hide you this will make you be as one with it, and as a face in the ground this is a good way not to attract suspicion. It's as if a little clump of the Illusion clings to you, like a tattered veil.

104. I Can (Not) Cope With This – 100cp - Kult

Don't stare too hard at the shadows in the alleyways when they start to move. Don't ask what goes on in that red-tinted window. Don't respond to the wet screams at night. Saving your own skin's hard enough already. You're a quick thinker and a good face reader if you weren't already, your intuition and reflexes as good as a mortal could hope for. You may not be an action hero, but in a pinch you've got a MacGyver-like talent for improvising objects around you into useful tools to get you out of any simple jam. Improvising plausible alibis, covering up your trail and generally winging your way out of a chaotic situation is second nature to you, as if you'd grown up on the hard streets of Elysium itself. And when all else fails and you need to get out, you can run like hell and escape like a parkour artist.

2. Occult lessons

1. Fixitives And Formulations – 600cp – A Study In Emerald

O, Wonders! Medicinal Miracles! Your skills must hark back to the arts of Alchemy. It would certainly explain the bizarre concoctions you are now able to create. More than just medicine, these creations somehow interact with the mind, body and soul, sometimes tapping into quite supernatural effects. Powders to divide the soul in two; elixirs to restore vigor and life to the elderly and frail as though the Elixir of Youth, and medicines which treat the maladies of the spirit; these and more all lie in your purview to invent, concoct and manufacture wholesale for the public's consumption.

2. Rites of initiation - 200cp – Cultist Simulator

What is a pastor without its sheep? A hunter without the hunt? An occultist without its tools? This purchase grants you basic knowledge surrounding the rituals needed for this jump, including the ritual to induct new followers. This includes a general understanding of their inner workings, allowing you to tailor them as you see fit. You may use this power to induct an individual into the dark side of the world, allowing them to unlock an affinity based on one of the Principles of the Mansus. This affinity will closely match the nature of the new disciple. Those that already possessed an affinity before the rite receive no benefit from this perk.

For an additional 200 CP, you may take these rituals to other worlds, allowing you to create a new framework for magic based on the Principles and rituals found in this jump. This framework can interact with existing magical systems, allowing you to use the rituals you are familiar with to tap into the system, or you could have your powers work in an entirely separate manner.

3. Ritual Maker - 400cp – Cultist Simulator

Hard work pays off, and you, jumper, have spent quite some time studying the occult. With this power you can now create rituals through which others may temporarily access your perks or powers. These rituals can involve anything from chants, to performances, to tools, or even reagents, and if you've purchased the Rites of Initiation, you may even require one or more Principles from this world to be invoked using influences or affinity. All rituals must require at least 10 minutes to prepare and cast, but you can otherwise set the terms and conditions freely. Know that after imbuing any power into a ritual, that specific power will be much weaker for a few days, and unless the ritual has stringent conditions, anyone with the appropriate knowledge may use it.

4. Lucidity - 200cp – Cultist Simulator

There's plenty of dangers in the Mansus. It wouldn't do you any good trying to tackle them at anything less than your full capabilities. With this perk, you now possess the uncanny ability to lucid dream, allowing you to remain in control of your actions whether you are asleep or forced in a dreamlike state. More importantly, in this lucid state it becomes easier for you to manifest your own perks and powers inside dreams or illusions, granting you the same tools you'd have available as if you were physically there.

5. Scapegoat - 400cp – Cultist Simulator

What's the point of having followers if you alone have to bear a burden? Anytime you are forced to inflict harm on yourself or others in the name of a cause, a ritual, or a power, you may opt to inflict this harm unto someone or something else instead, effectively allowing you to substitute the target of your sacrifice with something of an equivalent value. This can be used to spare your assistant in favor of destroying a tool, maybe you wish to spare the tool in favor of a temporary influence, regardless, this perk will ensure that the proceedings complete without a hitch.

6. A collection of paintings - 200cp – Cultists Simulator

This collection consists of 9 different paintings created using rarefied pigments that can only be found in the strange side of the world. Each masterpiece depicts an Hour that best associates with each of the Principles of the Mansus. These paintings can be used in rituals as tools to perform magic, or to summon spirits. In future jumps, the subject of these paintings will change to depict a god-like entity that best embodies each of the Principles, and with the appropriate rites, it may be entirely possible to communicate with them and gain their favour.

7. A crate of ingredients - 400cp – Cultist Simulator

This 3m x 1m x 1m wooden shipping crate can contain any assortment of ingredients that could be useful for your occult rituals or other activities. They don't need to be magical in nature. This includes, but is not limited to: powders, poisons, tinctures, extracts, plants, body parts, ores, or even gemstones. You could even find an entire corpse inside it, provided it fits. To claim them, simply think of the materials you need and open the crate. The crate will be neatly organized and filled to the brim with everything you asked for inside it. This crate will restock exactly 1 week after being emptied.

8. Chalice Murmurous - 400cp – Cultist Simulator

A pthumerian chalice filled with blood. Partaking in the blood causes vivid dreams of beasts and hunters, and with great pains can things be pulled out of them.

9. The Geminiad - 200cp – Cultist Simulator

An extensive treatise in the Principle of Knock. This text provides knowledge on every lock, every door, and every barrier, and the many ways to open them.

10. Atlas of Dreams - 400cp – Cultist Simulator

An occult journal that maps the dark side of the world. This atlas can guide anyone to anywhere, even places outside of reality, provided the user has a destination in mind. Do remember that some places are harder to reach than others.

11. Blood Glyph – 400cp – Penny Dreadful

There is a symbol inextricably associated with you, perhaps an animal or some other sign. Regardless of what it resembles, when drawn in your blood it acts as a decent ward against

malevolent supernatural entities and when used as part of magical rituals the power of the ritual is increased considerably.

12. Back Hand of God – 600cp – Penny Dreadful

You were possessed by the devil and a little took root. Any magic you have, particularly that of a diabolical or otherwise dark variety, is enhanced considerably in both power and magnitude. You may increase this effect more dramatically by speaking the language of the devil although doing so is not exactly healthy for your soul.

13. beacon of The oTher world - 400cp – The free universe

Make your choice now - The Blazing World, or the Beyond. Those who choose the Blazing World are filled with a blessed light, able to call upon the power of light and joy to empower others as well as heal wounds, while those who tap into the bloody shadows of the Beyond will be able to wield hatred and dark power as a weapon, as well as sacrifice life power (of themselves and others) to create demonic servants.

14. magical senses - 100cp – The free universe

You are able to detect the presence of the supernatural and vaguely gauge it's 'alignment' - infernal, celestial, natural, or arcane. Natural represents things like fae and elementals or earth- oriented gods while Arcane is a catchall for the magic that mortals work. This may allow you to determine if objects are magical or see magical traps in advance.

15. familiar link - 100cp – The free universe

You gain a small mundane creature such as a toad, a crow, a cat or a hound as a “magic familiar” - they become an extension of yourself, being able to act as a spy and assistant in all your endeavors - they become intelligent and sapient as part of this. They can also “offload” the difficulty of focusing on a spell, as they can at least help you split the difference in spiritual effort.

16. magical duel - 200cp – The free universe

Many wizards in magical combat simply fling COUNTER spells at each other - meeting fire with water, using their soul power to strike at each other and having the beams meet in mid-air. Dramatic, flashy - but uncultured. This is the art of the counter-SPELL. That is to say; a spell meant to undo others. By channelling the proper amount of power - matching that of the spell you wish to undo...you may create a disruptive wave of arcane energies that causes the spell to fizzle out. A good way to drop enchantments, but in combat it requires some reflexes and foresight to use effectively. The fireball won’t wait for you to finish your chant, after all.

17. circles of power - 200cp - The free universe

A form of Ritual Magic, Circle magics allow a student of the arcane to perform miraculous acts without taxing their daily allotment of cosmic power - by performing careful and meticulous rituals you may form magic sigils that grant you advantages while within the

circles or allow you to perform certain techniques without using your powers up needlessly. The circles to create golems and undead are part of this art, as are the magic traps such as the circle of Pain that harms those who step into it or the Power Leech that drains non-physical capabilities away from those who fall into its snares. Meanwhile, the Circle of Knowledge and the Circle of Power allow the one who stands within it to gain great wisdom and greater mys- tic strength within its fragile boundaries respectively.

18. circles of protection - 200cp – The free universe

Another component of Circle Magic, these circles allow you to ward specific supernatural phenomena and creatures (such as undead, demons, holy entities or elemental magics) in addition to granting you the circles of force (a force field/shield ritual) and the circle of invisibility, which hides what is lain within the circle from the senses of mortal men.

19. summoning circle - 400cp – The free universe

Spellcasters often find that focusing on the studies of the Cosmic Arts leaves them pigeonholed in certain respects, especially considering that their greatest powers are often limited use or require preparation and time. As shown by their reliance on tricks, allies and magical constructs – spellcasters love to have powerful friends. You can now get some powerful friends using Summoning Circle magics, al- lowing you to call for aid from the places beyond sight - in this world they may hail from other dimensions, the Blazing World or the Beyond. They will often be powerful creatures with inherent magical and physical abilities superior compared to most people of Earth, or even many Extraordinary Individuals. Be wary you don't call up something you can't put down, however, as while you will be able to send them back to their world by breaking the Circle the creatures summoned are not necessarily going to be loyal - they did answer what is essentially a cosmic SOS, you're equally as likely to stumble upon a noble dimensional wanderer as you are a demon beast looking for a quick meal. You might be able to leverage this into a contract of some sort if you're ready and willing to negotiate.

20. bestowment - 600cp – The free universe

An example of the truly fantastic capabilities of a magician, you are able to directly imbue the powers of your spells as Extraordinary Traits for others to use - be it a permanent version of a spell to enhance their abilities or allowing a spell to call lightning to be used by them at any moment they like. Unfortunately, you cannot Bestow a spell's power upon yourself - the process simply fizzles out.

21. Keeper of the Dead – 600cp - The mummy trilogy

Magic is real, and with it comes the potential for great and terrible things. Naturally, the revival of the dead is one of them- one that might become quire familiar to you, if it isn't already. You know the rites and rituals required to turn others into mummies, both in ways that let them retain their humanity and one that leaves them as little more than mindless husks. This is quite the complicated process naturally. In addition, non-sapient undead are easier for

you to sway, so long as they don't already have a master- mindless ones will easily fall under your control, while smarter ones will give you a wide berth and won't dare to attack you.

22. Mummy's Curses - 600cp – The mummy trilogy

The tales of deadly curses have long kept away those who would plunder and rob the tombs of ancient kings. While some are mere rumors- lies made up to keep others away- a few are genuine, and could unleash great evils if they are invoked. You know many of these deadly spells; hexes that cause bad luck and misfortune, or sap the strength and life of those inflicted with them to restore your own; even something like the Hum-Dai, which condemns one to the horrific fate of being eaten alive by scarabs, unable to die- trapped in their dark coffin with no hope of escape (thankfully, yours won't make them come back as a nigh-immortal demigod if someone revives them).

23. Book of Amun-Ra – 600cp - The mummy trilogy

Also called "The Book of the Living", this golden tome has power over the living and the undead, containing spells that can take control over non-sapient undead creatures, and even removing the immortality or invincibility of them if they posses it- allowing them to be killed

24. Book of the Dead – 600cp - The mummy trilogy

The counterpart to the Book of Amun-Ra, the Black Book of the Dead restores life, while the Book of the Living is said to take it away. The Book of the Dead has the ability to restore the deceased to life- though the corpse is needed, as are fresh organs from a ritual sacrifice if the ones belonging to the one meant to be revived have withered away- and can also be used to create mummies, both the mindless undead type and the more intelligent versions.

25. "Eldritch Teachings" - 300cp – Bloodborne V1.1.

Eldritch rituals compiled by the mad and defiled have somehow found their way into your mind. Whether it was being inducted into the cult of Yahar'gul, or somehow surviving after spying on the witches of Hemwick, you know their ways. By purchasing, you've gained in depth knowledge on how to summon a wide variety of ghastly creatures. To summon them, you must conduct a ritual of varying complexity and make a human sacrifice of some kind. Sacrificing a pair of harvested eyes while standing in a ritual circle will call a Stalker or "Mad One" to do your bidding, a demonic humanoid with a large hand scythe. More difficult rituals and heinous crimes only raise the strength of what you may summon, to a point. Towards the upper end, requiring a complex ritual set under the blood moon of a Nightmare and a sacrifice of numerous infantile humans boiled alive in blood, you may summon an abominable corpse god like One Reborn. This grotesque being, an undead mountain of corpses, would start incredibly strong and will only grow stronger with time. After this, it becomes exponentially harder to summon something greater.

26. Power Of The Dark Castle - 200cp – Castlevania Bloodlines

After Barthory faked her death, she then slumbered underneath Castlevania for three hundred years, growing in power drop by drop as the world forgot about her. During that slumber, Dracula lived and died no less than eleven times, and Elizabeth absorbed trace amounts of energy from it each time. While you likely weren't there, you have something similar - you have an affinity for dark magics, an ability to hold a seemingly endless amount of corrupt and twisting magic inside of yourself. Actually using this magic beyond your normal limitations isn't possible, but if you wanted to you could, and probably should, visit the site of a massacre or two in order to suck up the latent malice and then funnel that into a dark ritual. Probably to resurrect Dracula, but there are other things you could do with this.

27. Chaos Fragment - 600cp – Castlevania curse of the moon

Chaos. The blind idiot god born of all humanities negative emotions and impulses. Supposedly, at least. But, that doesn't terribly matter. What does matter is that you now possess a non-place, a pocket dimension of sorts, that greatly enhances the idea of you while you are inside of it, and by extension your powers and abilities. You may even take on a 'unleashed' or 'true' form while inside here if you wish. In the mortal plane, this fragment takes the form of a small red gemstone, set into a necklace of some kind if you wish, so that you might carry it with you always. There is little benefit to holding it as compared to existing inside of it, though you will find yourself healing and recovering slightly faster. Though... If something like 'Chaos' were to exist, here or elsewhere, this fragment of it would serve to amplify any blessings that this theoretical deity may have bestowed upon you. Or perhaps it's something simpler, like your own fragment of absolute destruction drawing other sources of it closer to you. Power is power, in the end.

28. Immaculate Being – 600cp – Castlevania curse of the moon

There is a strange tendency in this world for the unwashed masses to seemingly consider the darkest and most foul of creatures as an ideal to strive towards. That being dark, bathed in sin, that being worshiped in hell is better than half-assing their damnation, and better than serving in heaven. Just as this hidden heart of humanity empowers Dracula, you too have the capacity to benefit from it. For whatever reason, you are almost perfectly compatible with almost every form of dark magic. From Devil Forging, to dark curses, to the ritual Death intends to use to bring Dracula back to life. As long as they're in your hands, they're far more effective and easier to cast than they would otherwise be. Hell, you may even find monsters that aren't bound by magical loyalty being polite and respectful to you without needing to threaten them. It's almost like the universe wants you to be evil.

29. Master Magician - 600cp – Castlevania order of ecclesia

Well now, where did you study to learn these skills? In ye olden days, you likely would have been burned at the stake for witchcraft. Of course, now instead it's far more common to be snapped up by the church and given the task of studying Dracula's ashes to heighten your skills, hopefully to the point you could challenge him should he rise again. You have a most thorough education in what I will call old-fashioned magics, able to create fireballs, throw lightning, summon large gusts of wind, or even freeze the area around you solid without any use of Glyphs. If you were to use them, you'd likely be even stronger. You may even choose

to abandon one or more of these to obtain more expertise with something else, be it more thunder or something stranger, like shadows. That isn't even the end of your talents, for you also possess the knowledge and contracts to summon familiars, ranging from owls and exceptionally large spiders to animating the corpses of the recently deceased with a spirit bound to your will. With a great deal of effort, you can even fashion homunculi in the image of allies and foes you know well - everybody loves a good doppelganger, do they not?

30. Prelude – 600cp – Castlevania 3 Dracula's curse

To create a bad world filled with evil... that is your only wish. As if Dracula wasn't bad enough, you've also learned the taboo arts needed to resurrect dark gods. Dracula earned a pretty good deal in selling his soul, but he was also a madman who'd gladly wage war on all of humanity. Consider any contracts you make with great care. If you hold little interest in bargaining with chthonic or downright infernal entities for power and servants, this necromantic and diabolical magic also covers feats such as transforming captives and wild animals into monsters, raising undead such as skeletons and zombies, or wrapping damned souls around your body as a protective shell. Just don't expect to achieve anything sane or good.

31. Pharaoh's Curses – 600cp – Darkstalkers Valeria

The magic of the pyramids! Or at least of the pharaohs in whose name they were built. Ancient sorceries, lost thousands of years ago to man but retaining their terrible potency. As a master of these Egyptian arts, you have control over some of the most impressive arcane abilities in the world. Time and Space were the focuses of the Pharaohs magical spells, your skills letting you manipulate both kinds. Creating portals for long range travel or to reflect enemy attacks on themselves, slowing down an enemy or aging them at a terribly fast rate. Rather small scale, considering you have the skill necessary to, with enough gathered power, even travel thousands of years through time or transport an entire kingdom to an alternate dimension where your powers are even greater. Outside of the mysteries of space-time, you have the classic abilities associated with Egyptian curses, controlling scarabs to eat people alive or animating sphinxes and other statues to crush your rivals.

32. Eldritch lore – 100cp – Lovecraft

Most of mankind knows nothing of the ancient creatures and arcane entities that inhabit the world. Not you. You know all there is to know about the history of the cosmic entities and inhuman races in lore, and by itself won't let you learn magic or summon monsters. However, there is power in knowledge...

33. Summoning and Binding – 600cp – Lovecraft

You are trained in arcane rituals that will allow you to summon creatures from beyond the mortal ken and bind them yourself, this option will also let you summon creatures far more powerful than simple shoggoths. Your bindings will protect you from all but the most deadly monsters. Try not to call up that which you cannot put down.

34. Necronomicon – 800cp – Lovecraft

The accursed book of the dead. This hideous tome, bound in the flesh of some ancient scholar, contains all of Abdul Alhazred's forbidden knowledge, including much that was lost to time. Inside are instructions to cast spells that can ensnare minds, afflict illness, and (imperfectly) resurrect the dead. The magic it teaches you is powered by the book itself and will not function if you are not directly holding it. It also contains an account of the Old Ones, their history, and the means for summoning them. Comes with the original Arabic version as well as the greek and English translations. This version, unlike the kind you would find in universe, will not erode your mind or corrupt you in any way.

35. Children's Book – 600cp – Fate/Legends God save the queen

A fairy tale made real. Not any character within it or even the book it is written into but the very story itself. Among the strangest existences in the world is the concept of a Reality Marble with both independence and intelligence, one such being is yourself. While you may still exist in physical form, your being is more akin to a spirit, one made to connect to others. Without connection, you are simply extremely difficult to permanently kill, able to slowly restore your physical form over days unless your spirit form is destroyed. But if you come into contact with a form of story, such as a book or painting, or with a person who has dreamed before, you can gain something quite special. Once connected in this way, you are able to manifest your Reality Marble nature in the form of the story or dreams of the person you are connected to. All the effects are drawn from your connection, such as characters or events from the story or dream you become part of. Your own appearance while physically manifested is the same, taking on styling and form based on that connection. The effects of the Reality Marble are at first notable. Creating dozens of knight automatons to protect a child who dreams of being saved by a shining knight, a connection to the story of the Pied Piper summoning hordes on hordes of ferocious rats or intense magical hypnosis transmitted through song. Only one kind of Reality Marble can be activated at a time, though you may be able to swap between possible manifestations at speed with practice. You can only have one connection to draw from at a time, needing to drop the last one to take on a new one. Your powers will grow as the connection between you and your story or chosen guardian becomes closer. Mere familiarity results in the above, useful effects but far from impossible to defeat. They grow in power and breadth as you bond with your connected one, until the most intimate connection matches the power shown by Nursery Rhyme. Creating a monster like the Jabberwocky, nigh-invincible even to powerful Heroic Spirits without it's specific weakness, or interfering with space-time to create almost inescapable timeloops to ensure your chosen partners' victory. It would take a truly dear and beloved story or a person who you know and accept completely to reach such awesome power. This connection, similar to a heroic spirit, is something you can draw magical energy from when in need. But it is also a weakness. The destruction or death of your connected one, be it the physical book you attached to or the person you share dreams with, will forcibly shut down your Reality Marble's effects for some time and leave you unable to access them for several days. You will still be able to survive as a spirit but the connection will be unavailable until it has time to heal.

36. Unborn Wraiths – 200cp – Fate/Legends God save the queen

Few of Jack's identities are stranger than the one you represent now. A collection of wraiths gathered together into physical form, each one of the infants dumped into the river by the prostitutes of London, motivated by feelings of revenge and need for not having the chance to live. You are surprisingly difficult to kill, able to survive and slowly heal even if your heart or brain is pierced, and it requires magical spells to banish the spirits that make up your body or gross physical damage to dispel you. Despite this endurance, your body still depends on the sustenance and support that normal living humans do. These hungry ghosts can also feed on souls, letting you instantly restore large amounts of energy and regenerate even severe wounds quickly by devouring living beings, gaining more from the souls of evil people. Finally, the children's spirits can protect your mind from intruders, attacking anyone who foolishly tries to connect to you, or exit from your body to attempt to harass others. The spirits can possess those with the minds of children, taking over the immature spirits to act in your service, but adults or those with matured minds can easily shake off the fairly weak curses.

37. Elemental Charge – 200cp – Van Helsing Valeria

Via the dark arts of magic or the strange practices of some science, an element has been infused into your body and being. The burning flames, biting cold or shocking bolts of electricity mix into your body. Their presence empowers your physical form somewhat, when you draw on enough energy to make it visibly present, strengthening your muscles and skin. But this is not nearly as deadly as projecting the element from your form, as you can create projectiles, blasts and other ranged uses of your elements. A breath that freezes over foes or barriers, an aura of fiery death igniting anything you touch or simple blasts of lightning that shatter stone and electrocute living beings. You're supply is limited, possible to be exhausted and only replenished slowly over time, similar to growing tired from intense exercise.

38. Key to Life – 600cp – Van Helsing Valeria

When you were created, it was a miracle of life. In more ways than just the act of creation. Your body has become a key to life itself, a great channel for the electricity which awakens and powers both the living and the dead. Effectively, you are a vastly powerful amplifier and storage unit for electricity, able to absorb and massively magnify the power of a spark or bolt of lightning before channeling it onwards. In small amounts, you can direct this, using it for powerful blasts of electricity against enemies. But the most vital use is how you can use it to awaken life. By passing on a massive surge of electricity, such as a lightning bolt that strikes you, you can use that power to give life. The dead animate as if through a spell, the recently deceased are resuscitated against all odds, even life which should not live is given a chance to breathe, such as the children of the undead. More than likely, there are other uses to be found for a person who can take a single lightning strike and amplify it to the power needed to birth thousands of vampire children. At the very least, you yourself are almost immune to danger from electricity.

39. Warlock – 400cp – Van Helsing Valeria

Magic exists. Usually in secret, through dark rituals or gained via darker benefactors, but it does exist. From warlocks and demons to the rare good man who uses the arcane arts against

the forces of evil. However you gained them, you're quite accomplished in the arts. Your powers are significant and mostly cover the darker aspects possible for a warlock. Necromancy, to raise and empower the dead to your will. Control over the weather and land, to curse it or direct it to fulfill your aims. Elementalist techniques are the most combat capable you have access to, manipulating fire and lightning and ice to destroy or defend against enemies. You won't be leaving castles in ruins, not without a lengthy and costly ritual, but you're more than capable of slaughtering mere humans and slowly raising a small army of the dead.

40. Occult Library – 400cp – Van Helsing Valeria

A small library, which tends to be found in different forms nearby when needed. Though it holds only a few hundred books and tomes at most, each is quite the rare occult or historical text. When you enter the library, you'll find the material focuses on both the land you found it in as well as the particular foes you currently face, if they fit into history or occultism at least. There's a wealth of general and somewhat secret information to be found but the real secrets, like hidden weaknesses or secret paths into a fortress, are concealed through code and concealed spaces throughout the library. If you put in the time, you might be able to figure out exactly how to kill the seemingly invincible dark lord.

41. Cursed Caravan – 100cp – Van Helsing

You find yourself a magnet for magical items, artifacts and the like. Only, these items will ALWAYS have some sort of curse on them, and the curse will always be nasty and debilitating. Or horrifying and murderous. Always depends. Good thing is, you can now always find that one complete bumbling fool who will buy it right off of you.

Note: You can hold the cursed item without it's curse taking hold, but attempting to use it will unleash the curse's full effect on you.

42. Necromancy – 300cp – Van Helsing

You know the art of the original Necromancy. That is, to speak with the spirits of the dead and learn the truth of any question you ask of them - after deciphering the countless whispers and groans. With time though, you can grow your art to begin raising them as soldiers - starting with a paltry few Skeletons, Ghouls, & Ghosts and becoming capable of creating powerful Wights and even Vampires. The rituals required for the stronger forms of Undead are lengthy, and require much time and material in order to do so.

43. Hexer – 600cp – Van Helsing

When you hear 'gypsy curse,' you think of goats dying and plagues of fleas. However, you're capable of much more as a Hexer, although killing off goats is still in the realm of possibility. Any unfortunate fate you wish to strike any individual you mark will be possible, and are capable of strong and devastating effects. Anyone the victim kisses dies off soon after? Plausible. A pack of werewolves inexorably drawn to the target no matter where they are? Feasible. Want someone to flat-out die? Well, the curse will engineer that but it will take a while. Other such fates include being Dragged into Hell, haunted by malevolent spirits, even

their food turning to ash in their mouths. On top of inflicting these flavorful variety of curses, you know counter-curses: Spells that can eliminate them with ease.

Note: Your victims are fully capable of shaking off the curse if given time. Each curse has a unique 'solution' to it, on top of finding a related counter-curse. This will take... well, a damn long time however.

44. Dark Journal – 200cp – Van Helsing

TAn inconspicuous, black leather journal. Not that big, so you wouldn't expect much. It's contents prove surprising however - for what you hold is no ordinary journal, but possibly the largest composition of necromantic rituals in existence. Each page details the rituals required to create - and control - a great variety of undead monsters. Ranging from ghouls, ghosts, and skeletons to vampires & even more monstrous beings, you'll have no lack of possible minions.

Note: The rituals for higher-powered undead will take more material - and more time - to enact.

45. Ritualist - 200cp - Leviathan the tempest

Normally it takes some effort to actually remake the rituals a leviathan finds or to make new ones. But you have an affinity with the occult lore of the tribe that allows you to go beyond and above what you need or can do when it comes to rituals, any rituals you create are safer and easier to be used, lastly you may give to other leviathans your rituals and with some help from you they will find that they have to spent litle effort to convert and benefit from them. In other worlds this gives you are great affinity with rituals, allowing you to give a slight boost to any rituals by adding more people or new components provided you know at least some of the magical theory regarding them.

46. Statute of the Water Bearing Goddess/Blessed Urn – 100cp – Leviathan the tempest

1. Statue of the Water Bearing Goddess (50cp)---This big statue depicts sort of unknown Goddess with a soft smile on her face, she was probably a member of the tribe based on the hybrids prostrating all around her at the base of the statue. By meditating next to it, you are able to sense all hybrids within a fifty miles radius and how much or not they are related to you, as your sheol increases in power so will your sensing radius, in future jumps you will sense any sapient aquatic being around of you.
2. Blessed Urn (50cp)----This Urn seems to be made from black marble and is cool to the touch. It was also said to be blessed as opening it allows you to get never ending ocean water, complete with small critters, sea weed and anything else needed. You may pick a specific lake, ocean or sea if you desire so

47. Tome of the Old Blood - 200cp – Leviathan the tempest

This heavy old book, appears to have its cover made with the light blue scaled skin of some sort of aquatic beast, it smells faintly of the sea and its cool to the touch. When you open it,

written inside in some sort of ancient tongue are what you believe are rituals on the creation and uplifting of Lahmasu, there are also more rituals on how to potentially 'upgrade' any Lahmasu with certain rituals, like making them from being animalistic to fully sapient or getting a well protective shell or carapace, as well other mutations that make them more dangerous. Lastly this tome can be used as an artifact that can somehow help make any rituals go a bit smoother and with less trouble when using by a Hybrid that belongs to your cult, even more so if that hybrid is a first generation child of yours.

48. Watchtower – Free – Mage the awakening 1st edition

(Choose one)

Acanthus; The Watchtower of the Lunargent Thorn. Amidst the supernal realm of Arcadia, in the Kingdom of Enchantment and the abode of the Fae. It is in this realm that time branches into many rivers, futures are spent as coin and a single wrong utterance could tie one's fate to a fae lord forever. Thankfully, your stay was brief but you still carry the embodiment of its ideals within your soul. Those who are called to this watchtower tend to be young, or have cast off their old life in search of a new one. Many believe that mages of this watchtower are flighty or immature, their goals and actions varying greatly from one day to the next. Mages of the Acanthus watchtower know the truth however, as they recognize that no fate is truly ordained, no path is truly linear, and even the flow of time, while not reversed, may be diverted. Their ruling Arcanum are Fate and Time while their inferior Arcana is Forces.

Mastigos; The Watchtower of the Iron Gauntlet. Located in the supernal realm of Pandemonium, the Kingdom of Nightmares and the home of Demons. In this realm, the comforts of tools and wealth are distinctly absent, only the collection of thoughts and idea remain. Unfortunately, those are quickly torn from one’s skull by demons who scatter them across a land with alien geometry, where distance is at once an impenetrable barrier and a forgotten comfort. You are one of the lucky ones to escape from this trial by fire intact and have learned the horrid lessons those demons sought to teach in their cruelty. Mastigos mages tend to be viewed as amoral manipulators and social climbers, usually filled with ambition and seemingly low compunction of who is harmed in the process. The Mastigos Mage knows differently however, understanding the necessary discipline and responsibility that comes from delving into others minds and affecting targets at distances that are never as great as they may appear. Their ruling Arcanum are Mind and Space while their inferior Arcana is Matter.

Moros; The Watchtower of the Lead Coin. It is deep within the cold realm of Stygia, the Kingdom of Crypts and the resting place of Shades. In this realm, the dead are said to walk, but this is a lie. They do not walk, they fly. And they are not dead, but rather the embodiment of death itself. In this land, there are no higher conceptions beyond the state of eternal death and the harsh unforgiving matter that defines the nonliving. You have proven yourself to the Shades of this land and signed your name to the watchtower. You find your life greatly sobered, but at the same time more fulfilled knowing how it will ultimately end. Those called to this path often had a connection to death and the dead before their awakening. They tend to be morose and socially ostracized as all who deal with death are, but they find peace and even solace in this. Alternatively, as death extends into that which is nonliving and static, Moros

mages may instead be plutocrats or industrialists who are familiar with material wealth. Moros mages know how to recombine and assemble matter into more useful forms, as well as how to call upon the dead for aid, or exorcise them from a haunted area. Their ruling Arcanum are Death and Matter while their inferior Arcana is Spirit.

Obrimos; The Watchtower of the Golden Key. This tower rises high amidst the realm of Aether, the kingdom of the Celestial Spheres and the domain of Angels. The journey through the Supernal realm of Aether is often a chaotic and blinding experience. It is filled with divine light and blazing fire, magic in its purest unbound form, roiling in a state of perpetual creation and rebirth. Its denizens, the Angels serve an unknown "divinity" that may be and has been interpreted in as many ways as there are stars in the sky. Those called to the Obrimos watchtower tend to be fighters, people who have struggled all their life and are well acquainted with conflict. As a result of their journey to the watchtower their resolve is strengthened as they become agents of "the divine". What that is or who it is interpreted varies drastically from one Obrimos Mage to another, but all agree that it certainly exists, and have become stronger for it. With this revelation they have gained the ability to manipulate raw energy; fire, electricity, light, all bend at their command. In addition they have access to the power of Prime, the distilled raw essence of magic itself, allowing them a unique "metamagic" of sorts. Their ruling Arcanum are Forces and Prime and their inferior Arcana is Death.

Thyrsus; The Watchtower of the Stonebook. Found in the Supernal realm of the Primal Wild, within the Kingdom of Totems and the territory of Beasts. Within this realm every wild and untamed area in the fallen world is represented with wild exaggerations and true platonic forms. While its inhabitants may look the same as their fallen counterparts, they are a matter of scale more massive; trees are taller, beasts larger, terrain more treacherous and weather more powerful. While not outright hostile to humans, it discourages the complex thoughts of humans, forcing them to adapt to a more instinctual and animalistic level in order to survive, much less make it to the watchtower. Those who are drawn to this path usually already possess a strong connection to life, or the pulse of the natural and spiritual world. This connection is only heightened with access to the supernal mysteries, and it grants them a measure of control over living beings and spiritual forces. Thyrsus mages are the best at healing out of all the watchtowers, and may even transform or create new life. Likewise they easily communicate with spirits, able to make such avatars do their bidding or grant them new knowledge. Their primary Arcanum are Life and Spirit and their inferior Arcana is Mind.

49. Defensive Magic – 400cp Mage the awakening 1st edition

All of the Arcana possess at least one defensive spell meant to protect the caster from outside forces. At the start of each day you may select one Arcana that you can cast spells in. You are now able to cast and maintain the defensive spell of that Arcana constantly throughout the day at no loss of mana to yourself. This defensive spell is much harder for other mages to dispel, but may still be broken by overwhelming force, or bypassed by the objects/entities that it does not protect against (i.e. the mind defensive spell only defends against sentient beings that are intentionally trying to harm you, while the fortune defensive spell only protects you against things that could be avoided through sheer luck).

50. Finessed Casting - 600cp Mage the awakening 1st edition

One of the greatest deterrents to will working is the observation of others. Many mages are hampered in their casting by being watched and some magic is outright dangerous to display. You however have developed a keen understanding of the psychology of the outside observer... and know just how to exploit it. Your spellcraft is much more subtle than other will workers, allowing you to use covert magic in such a nuanced and precise way that many cannot tell that anything supernatural happened at all. This finesse extends even into the higher realms of reality, making it very difficult if not impossible for other mages to tell when you have used magic, or to detect residual traces of your casting.

51. Mage sight – 400cp Mage the awakening 1st edition

All of the arcana have a means of detecting the supernatural, the unseen world hidden behind our own, but yours is particularly attuned. You have learned from your order to shape your soul in such a way that you may automatically use one form of mage sight (chosen amidst one of your arcana) and may have it be continuously active. This will grant you a greater insight into the mystical and physical worlds at all times with no need to waste time casting or focusing on it.

52. Traditional Casting – 600cp Mage the awakening 1st edition

At the core of the Mysterium is tradition, and learning to cast spells as the mages of old. You have studied these ancient teachings and found a way to draw a sympathetic connection between your own magic, and that of the long past. Whenever you perform a spell that you have studied extensively and that has been cast by someone else in the past, you may form a sympathetic connection to that previous casting, preventing your spell from being interrupted. So long as you are able to start casting the spell, it will continue to progress and take effect regardless of any interruptions that may occur. For example, if you began casting and someone were to punch you in the throat, preventing you from completing the necessary verbal component, the spell would discharge when you would have completed the spell had you not been interrupted. The spell however will be weakened by the lack of your own involvement, being less effective and having a shorter duration, but it will still occur. (Note; this does not protect your spell from being dispelled by another mage after it is cast, and it will still be nullified if cast within an antimagic field).

53. High Speech – 400cp Mage the awakening 1st edition

Broken fragments and twisted syllables are all that remain of the once mighty Atlantean language. So broken is this system that the words can no longer be transcribed, only passed along orally from one mage to the next. Sleepers are unable to comprehend it at all, instead perceiving it as indistinct noise. All mages of the pentacle orders are trained in high speech to some degree, as its sympathetic connection to the supernal realms allows them to empower their spells by speaking the correct corresponding words. You however have taken this to another level, as all of your spells significantly increase in power, effectiveness and duration whenever you incorporate Atlantean into the casting. Be warned as while this may increase your spells power, if there are sleepers around it has an increased chance of also invoking

disbelief. Postjump this highspeech will still invoke disbelief in those not of a supernatural persuasion.

54. Resolved casting – 600cp Mage the awakening 1st edition

Traditionally the determining factors of a spell's ability to effect a target are the power of the caster and the mastery of their craft. You however have learned of a hidden Xfactor that allows mages of equivalent skill and power to overcome one another. Willpower. It may be a bit trite but you have discovered the means of reinforcing your spells effectiveness through sheer force of will. The stronger your willpower is, the more likely your spells will be to effect a target, overcoming any innate resistances or mystical safeguards they may have, as well as increasing the duration of your spells effect.

55. Unbound Casting – 600cp Mage the awakening 1st edition

By keeping yourself untethered, it seems that your magic has similar freedoms. Your magic does not seem to suffer the same ill effects of counterspells or antimagic fields as other mages might. Regardless of the mystical circumstances, it seems that you will be able to cast your spells at full effect so long as you manage to complete them properly (note; You may still be stopped or interrupted during your casting, and some creatures still have innate resistance to magic which this does not bypass. Your magic will simply be unimpeded by any ambient effects or willful acts of countermagic)

56. Personal Grimoire – 400cp Mage the awakening 1st edition

This grimoire contains the sum total of your mystical knowledge. Every spell, every rote, every shortcut, technique and secret you have uncovered in regards to magic rests within this grimoire. As you continue to grow in the mystic arts, so will the grimoire, filling in its pages with more information, or perhaps even splitting off into a second volume. With a great deal of time and effort it could be copied and mystically circulated for a significant profit, perhaps even enhancing Awakened society as a whole. Or, you could simply use it as a blackbox should your mind be tampered with, forcing you to lose any mystical knowledge you had acquired. For now however, it remains well warded and in a safe but accessible place of your choosing.

57. Obcasus Ritemaster – 300cp – Beast the primordial Paradox

You start with an extensive knowledge of Obcasus Rites. Normally a Beast can only know a limited number of them at a time, but this limit no longer applies to you. While all Beasts can potentially devise new ones through a lot of research and study, most find it easier to commune with the Dark Mother for such occult knowledge. Either through some unique understanding of the Primordial Dream or a blessing of the Dark Mother, you've figured out a way to devise new Obcasus Rites through the study of other ritual magic practiced by supernatural creatures, and can even convert these practices into Obcasus Rites through your own understanding. While whatever you create will always follow the same rules as other Obcasus Rites (such as requiring a Temple you've Consecrated, finding it easier the higher the quality the ritual tools you have, and with the assistance of cult members and other

supernatural creatures), who knows what you could develop by studying the Rites of the Uratha or vampiric blood magic, let alone the reality twisting workings of the Wise? This also allows you to convert any ritual magic you may already know into Obcasus Rites, letting you teach them to other Beasts. For Heroes, whether you get Obcasus rites or some weird Hero equivalent that involves the Bright Dream is up to you.

58. Grimoire – 100cp – Beast the primordial Paradox

Contained within the pages of this book are a record of notable supernatural creatures and the things they've done. Think of it as a cross between a family tree and a local history book. While this information is not all that relevant outside your starting location, you find it surprisingly easy to write down anything you learn into this book, making it a breeze to keep up to date for even the crummiest writers as long as you're diligent. It will also update to include the supernatural history of whatever location you start at in future jumps, ensuring that you're never completely out of the loop. Not only is this an invaluable resource for any Heroes and hunters who may get a hold of it, but Beasts who incorporate a grimiore of the local hive into their Obcasus Rites will find them a bit easier to pull off.

59. Locus – 600cp – Beast the primordial Paradox

This grants you possession of a powerful Locus of a spiritual resonance of your choice, defaulting to fear, along with the several miles of Shadow around it. Local werewolves may have a problem with you if they learn you have this without the backing of a pack of your own. The Locus can also be used to enter the Shadow. The local spirits recognize you as the owner of the Locus and are well disposed to you, especially if you let them feed from it. Do to the Shadow not always perfectly matching up with the material world, you can also choose for any of your other properties to have a reflection in it, with shortcuts leading to your Locus Shadow-side no matter how distant they are from it in the material. Owning a weak point in the Gauntlet won't do you any good without a Shadow, so this grants you access to whatever spirit world may exist in future worlds as well by traveling outside your territory. In universes without spirit worlds, this creates a copy of the Shadow, but everything beyond your territory is a wasteland devoid of Essence known as a Barren. It will begin to very slowly populate with spirits over time as Essence begins to trickle through from the material world.

60. Faerie Gate – 600cp – Beast the primordial Paradox

You have come into possession of a portal to the psychoactive realm known as the Hedge. It can take many forms, such as a stone archway or ring of mushrooms. The thorns of the Hedge tear at the soul and are full of dangers, but luckily Beasts can manipulate the Hedge much like changelings and the True Fae do, so it shouldn’t be too much of an issue. The portal opens near an abandoned Hollow with an overgrown garden you can claim as your own. Although it is a bit of a fixer upper, the garden here is perfect for growing any goblin fruit you may find. Not too far from the Hollow is a Goblin Market known as the Midnight Bazaar, which appears every New Moon. There, you can trade with the local hobs for various strange and wondrous things. You can import this into future jumps, which allows you to always have access to your Hollow, a few dozen miles of Hedge, and the Goblin Market every new moon. It starts out home to a few weak hobgoblins and an assortment of common goblin fruit, but

hobs sometimes come and go with the Midnight Bizarre, meaning that the place is never empty. There is also always at least one goblin king in your neck of the Hedge who you can cut deals with. This place also grants access to the Bastions of dreamers in the area, allowing you to use Skeleton Key to enter their dreams.

61. Avernian Gate – 600cp – Beast the primordial Paradox

You've been granted a gate to the Underworld. On the other side is a Dead Dominion with laws that are favorable to you. This Dead Dominion is connected to whatever underworld may exist in future jumps. The Kerberos likes you, but is neither a follower or companion, they just manage the Dominion. If no land of the dead exists in a future jump, it instead creates one similar to the CofD Underworld, although it is empty of creatures beyond chthonic things that were never truly alive and the Kerberoi who maintain the Old Laws for when ghosts start showing up.

62. The Primordial Dream – 600cp – Beast the primordial

While you would ordinarily continue to possess the ability to use powers that require the Primordial Dream to exist, such as the creation of Chambers and having Kinship with monsters, this assures that in all future worlds, you won't lose access to the Primordial Dream. It will connect to other collective unconsciousnesses that humans may be a part of in future worlds, but will otherwise exist independently in dimensions that don't feature them. As a little gift from Jump-chan, the Primordial Dream will be made difficult to locate and hidden behind the Mists without your guidance to protect your Lair from being put into immediately hostile situations in universes where such places aren't the kind of place you want to be.

63. Apex -100cp – Beast the primordial

The Apex is the creature, Beast or not, who a community most fears. The local Primordial Dream is shaped by the Apex. You will be able to carry this concept forward to other worlds. By investigating people's nightmares, you will get clues as to the most powerful supernatural creature in the area. If you would be the Apex, you can control others' dreams, either tailoring them specifically or giving general orders for what kind of dream everyone will have.

64. Rite Master – 400cp – Beast the primordial

The Obcasus Rites are the holy powers of Begotten priests. By leading a ceremony in a consecrated temple, they can provide a wide variety of supernatural benefits, such as stealing a victim's soul, crafting a gate to another reality, or twist the geography in the surrounding area to make it inescapable, roads twisting back onto themselves in a non-Euclidean manner to ensure none can leave. You know all the Obcasus Rites ever devised.

65. World of Darkness Books – 100cp – Beast the primordial

You have a full set of new World of Darkness/Chronicles of Darkness rulebooks. Good for brushing up on your new family with, or for exposing deadly secrets the "characters" in the books don't want anyone to know. Mages might literally kill for a set of books that outlines all the mysteries of their universe like this one does.

66. Grimoire – 300cp – Beast the primordial

A Grimoire is a book that outlines all the secret history of a city. All the supernatural factions that have risen and fallen, all the major occult phenomena, and the biographies of the major monsters. Beyond their obvious value, they are also used to empower Obcasus Rites. You get a new one for your starting location at the start of each jump, though sadly not all worlds have supernatural shadow societies which will result in a quite short book.

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68. Magical Item – 600cp – Beast the primordial

Plenty of other supernatural creatures have their own magic items, from the Fetishes of Werewolves to the Artifacts of Mages. Through your kinship with one of these groups, you've gotten your hands on one of their items. Nothing too impressive though, only things rated five dots by its native game line's scale.

69. Place of Power – 600cp – Beast the primordial

From the Wyrm's Nests studied by the Ordo Dracul to the werewolves' Loci, there are many places of supernatural power, and indeed many places of supernatural power that are called different names by different groups. You own one of these places. People are normally pretty defensive about "their" group's place of power falling into others' hands, but your kinship will probably help smooth over that.

70. Mystical - 200cp – Mummy the curse

No one among the Arisen is as attuned to the mysteries of death and magic as one of the Jackal-headed. You are acutely aware of supernatural happenings and possess a deep knowledge of occult lore.

71. Assessor of Dedwen – 400cp - Mummy the curse

Dedwen is the occult force which the Mesen- Nebu believes resides in all things, with Sekhem being its purest known expression. Dedwen is what modern scholars call "utility", an is expressed as beauty, usefulness, and supernatural potency. With a moment's concentration, you can sense an item or person's Dedwen, giving you an accurate an unbiased measure of the subject's potential use.

72. Born of Gold – 600cp – Mummy the curse

You have mastered the expression of Dedwen in a way no other is capable of, imbuing everything you craft with the essence of Dedwen. When you make anything, its function is

never impaired by your efforts to make it beautiful. Indeed, beautiful objects you make contain a very minor blessing as Fate conspires to aid in its use. And when you make something that is highly useful, it appears more attractive that it otherwise should so that even the dullest can understand its worth even if they do not understand how it could be used. Even when you train apprentices, you can measure their progress by the slight improvements to their looks that develop as they internalize your teachings.

73. The Rite of Return – 600cp - Mummy the curse

The greatest masterpiece of necromancy ever conceived, the Rite of Return was the spell through which the Shan'iatu created the Arisen. But you have not just recreated it, but improved on it. You know the secret ritual with which you can sacrifice many people and then kill and embalm a target of your choice in order to make them a mummy. But unlike the real Rite of Return, your sacrifices do not really go to Ammut and rise as Shuankshen. They are merely dead. Nor do you need to wait 1461 years for your new mummy to awaken. They rise again the next night, with a Decree fitting their personality. You are effectively their Judge and can spend lower their Sekhem score or spend your own Sekhem to make theirs last longer.

74. Shaman – 400cp - Promethean the created

The Riven are created by spirits, answering an ancient call to tear a corpse apart and imbue it with ectoplasm. The spirits instinctively understand that what they created is called to be a bridge between the worlds of flesh and shadow. Spirits are innately well disposed to you, viewing you as a medium with which they can interact to push their own agendas in the mortal world. You may see and speak with even immaterial spirits if you wish, and can travel to and from whatever spirit world exists at sacred sites.

75. Ghost in the Shell – 400cp - Promethean the created

The Manufactured understand more than any other the difference between their bodies and their minds. You can leave your body behind, sending your mind out as a virus to infect computational pieces of technology you touch. Being an AI is likely to make the process of defeating security measures easier, but you will still have to break through such resistance in order to fully command whatever device you move into to. You may move from one device to others networked with or touching it, and can return to your true body at any time.

76. Alchemical Tool – 400cp – Promethean the created

You possess an item, such as a weapon or vehicle, that has been enhanced by the arts of alchemy to moderately improve its function.

77. Rite of the Sin Eater – 200cp - Werewolf the forsaken

The Bale Hounds' work can have horrific consequences on a werewolf's Harmony. They solve this with the Rite of the Sin Eater, in which they sacrifice a human and beseech Soulless Wolf to devour the spiritual consequences of their sins. You not only know this Rite, but you can perform it to cleanse any kind of spiritual consequences to your evil actions. Any system

of morality will consider you pure, so long as you keep sacrificing people to have Viruhk-Ur devour your corruption.

78. The Wounded Shadow – 400cp - Werewolf the forsaken

Sufficient sin is enough to create Wounds in the Hisil. These Wounds are places tainted by the sin of the Inferno, and they twist the spirits around them into demons. The primary duty of the Bale Hounds is to create and widen these Wounds. Thus to continue your duties in other worlds, you will be given the power to taint the local spirit world with great and repeated acts of sin. The type of sin will determine the resonance of the Wound, which will begin corrupting nearby spirits, empowering them with new appropriately-themed abilities and darkening their minds to fit with their new home. Demons in general will recognize you as their champion, at least leaving you alone to your evil work or being inclined to chip in if you are powerful or useful enough to them.

79. Demonic Vestments – 600cp - Werewolf the forsaken

The average Bale Hound sells his soul for essentially nothing. In return for being consumed by sin, he gets the allegiance of evil spirits and a vague promise that if he serves well he can become a demon himself after death. Most convert out of religious fervor, certain they're joining the winning side. You drove a better bargain. You gain access to all the Vestments that the Possessed gain in regards to your patron Maeljin's sin. A devotee of Asmodai, queen of wrath, could learn to provoke themselves or others to killing rages, to make their blood into a boiling weapon against anyone who attacks them, shoot gouts of hellfire, grow highly protective scales, or retaliate against all attacks launched on them, among many other, weaker abilities. You may choose any of the seven deadly sins; the additional sins of deception or violence; the Uratha-focused sins of consumption, destruction, disharmony, exposure, or invasion; or a similar sin of your own choice.

80. Hunter of Spirits – 600cp - Werewolf the forsaken

The Bone Shadows hunt the most powerful of prey: the spirits of the Hisil. You have learned how to survive and quickly adapt to strange worlds of alien logic and discover the secrets of their inhabitants. Your attacks and offensive abilities are extra damage against spirits, and most terrifying of all, you can attack not only incorporeal beings while being material, your attacks can penetrate straight into parallel worlds like the Hisil if you choose, forcing your prey to flee or come into the material world to face you.

81. Atonement – 100cp - Werewolf the forsaken

How do the Pure manage to keep their souls in balance as they openly embrace their spirit heritage and forsake humanity? Through penance. Painful, burning penance, and the Fire Touched pursue it with a zeal like no other. You know their rites, and you can use them not only to pursue Harmony but to help keep yourself balanced, sane, and stable by the standards of any moral or sanity system. All it takes is long, drawn out pain. Brand yourself, cut your own arms off over and over again and regenerate them, or drive silver knives into your skin and let them heal. With enough pain, anything can be forgiven.

82. Gifts of Disease – 400cp - Werewolf the forsaken

Gurim-Ur was considered strange for suffering his sickness, but his own tribe understand that his rabies is holy, showing him visions none of his siblings were privy to. You have learned all facets of the Disease Gift, and your spiritual powers relating to pestilence and illnesses of all kinds will be strengthened.

83. Gifts of Nature – 400cp - Werewolf the forsaken

The close association between the Hunters in Darkness and their territory gives them a bond with nature rivaled by few other werewolves. You know all facets of the Nature Gift, and all your spiritual powers revolving around land, plants, and animals are empowered.

84. Gifts of Blood - 400cp - Werewolf the forsaken

Blood is sacred to the Ivory Claws. You have learned all the facets of the Blood Gift, and it and any other spiritual powers revolving around blood will be empowered when used by you.

85. Gifts of Hunger – 400cp - Werewolf the forsaken

Predators hunt to sate their hunger, and no Uratha embodies the ideal of a hunter like the Predator Kings. You know all facets of the Hunger Gift, and it and all other spiritual powers of hunger you use are empowered.

86. Gifts of Weather – 400cp - Werewolf the forsaken

As the followers of Winter Wolf, the Storm Lords have an affinity to spirits of the storm. You know all facets of the Weather Gift, and it and any other spiritual powers of weather you use will be empowered.

87. Hunter of the Possessed – 600cp - Werewolf the forsaken

The Storm Lords hunt the most subtle prey of all: those who have been Urged or Claimed by spirits. You have an uncanny instinct for picking up the subtle clues that someone is being mentally manipulated, and have trained to fight the strange and diverse array of beings that can result from an unnatural merger between spirit and flesh. All of your attacks and offensive abilities are strengthened when used on a target who is either possessed or is possessing someone. And finally you have a special power: whenever you target someone, whether with an attack or some more esoteric power, you can choose for it to only effect any possessing spirit(s) within them, leaving your foe with no safe haven within the flesh of the innocent.

88. Locus – 400cp - Werewolf the forsaken

You control a very powerful Locus, one of the places where the Gauntlet between the worlds of flesh and spirit grows thin. It can be harvested for Essence or used for travel, as it is easy to slip between the mundane world and the Hisil here. After this jump, the Locus will move into your Warehouse, creating an entire spirit reflection of your Warehouse that can also be used to store items between jumps.

89. Young Man of the Mountain - 200cp - Vampire the masquerade

The Assamite Clan headquarters, a secret fortress said to have been carved directly from the mountainside by Haqim's powers, is a wonder of the world. It is enchanted so that only those loyal to Haqim can find it. You know rituals to repeat that great blessing, turning an area into a home that only you and your loyal servants can find. Though perhaps those spells are not as inviolate as one might think, since on one famous occasion a Nosferatu of the Camarilla was found wandering Alamut's halls...

90. Corrupted Spell of Life – 600cp - Vampire the masquerade

Set was able to steal only an incomplete and imperfect version of the Spell of Life which created the Shemsu-heru, but it was enough to birth the seven Apepnu, the Bane Mummies, that stalk the shadows even tonight. The Methuselah Kemintiri has sought its secrets for thousands of years, but now this dark ritual has fallen into your hands. By performing it on a mortal, you may transform them into a new Apepnu, even in future worlds where there are no Bane spirits to merge with them.

91. Ripping the Shroud – 400cp - Vampire the masquerade

The Giovanni's great plan is to sacrifice ten million souls to destroy the sudario. You have learned a much smaller but arguably more practical version of this ritual, allowing you to sacrifice fewer ghosts in order to open a gateway to an afterlife or spirit world or even merge them with the real world. As little as a single soul would be enough to fully merge the grounds of a building in the lands of the living with the Underworld. In addition to this special ritual, you have fully mastered all the Paths and Rituals of Clan Giovanni's signature Necromancy, allowing you to do such things as control ghosts, raise corpses as zombies, or force someone to reveal their darkest secrets.

92. Shadowed – 600cp – Vampire the masquerade

Obtenebration is more than a simple Discipline, it is the basis of an entire system of blood magic called Abyss Mysticism, masters of which are known as the Shadowed. Abyss Mysticism draws on the Abyss, the shadowy dimension that serves as the source of Obtenebration. Abyss Mysticism can enhance the practitioner's body with shadow-stuff, summon monsters, and lay curses among other uses. At its heights, it can even blot out the sun. You have learned all known Rituals of Abyss Mysticism and possess mastery of Obtenebration up to your Generational limit. As you lower your Generation through diablerie, you will grow in your skill at Obtenebration correspondingly. But whereas the rest of the Shadowed are dependent on the Abyss that has been merged with the Lasombra Antedilluvian's soul, you seem to have your own dark pocket dimension to draw from. You move through it when teleporting between shadows and instead of summoning the denizens of the Abyss, you shape bodies from your world's darkness and imbue a fragment of your own soul in them, making them secondary bodies for yourself rather than potentially hostile foreign spirits.

93. Thaumaturgic Master – 400cp - Vampire the masquerade

Thaumaturgy, the secret sorcery of the Tremere which they hang over the heads of the other Kindred, is a vast and complex field. It allows manipulation of Vitae, control over the elements and the weather, teleportation, alchemy, and much more. You are a master of all of Thaumaturgy's Paths and Rituals.

But perhaps you'd like a different kind of blood sorcery instead? You can instead choose to have mastered the Settites' Egyptian themed Akhu, the demonic Dark Thamaturgy of the Baali, the Dur-An-Ki practiced by the Assamites and the Laibon, the Hacktivist Thaumaturgy that will be innovated by tech savvy Tremere in the coming decade, New Age sorcery, the hodge-podge of various cultures' traditions among the Anarchs' Old Skool sorcery, the Celtic Ogham of the vanished Lhiannan, the chaos magic based Punk Sorcery, the Indian Sadhana, Islamic Sihr, Sielanic Thamaturgy as practiced by the medieval Telyavelic Tremere, or the Wanga practiced by the Serpents of the Light.

You may repurchase this, with a discount regardless of Background, to learn additional magic styles.

94. Dread Curses – 600cp - Vampire the masquerade

When the Assassmites refused to join the Camarilla after having aided the Anarch Revolt, Clan Tremere cursed all of them to be unable to drink Kindred Vitae. When Saulot finishes banishing Tremere's soul from his body, he will try to regain the power of an Antediluvian by sacrificing all of the Tremere Antitribu at once. You know how to conduct grand rituals like these in order to wreak great devastation on large groups of people all at once.

95. Koldun – 400cp - Vampire the masquerade

You have mastered the old ways of Transylvania, the Koldunic Sorcery taught by the evil spirit Kupala. You fully know every Way, Kraina, and Ritual of it, allowing you to twist the elements to your whims. And since Koldunic Sorcery was the basis of the Sabbat Ritae, which Tizmisce regularly perform in their position as priests to the Sword of Caine, you have mastered all of these as well. And on top of all that, you have also learned the ancient lore of breeding families of Reverent by breeding Ghouls, yet another innovation once made by ancient Tzimisce.

96. Arcanoi Master – 400cp - Wraith the oblivion

The Guilds formed to study the Wraithly condition and how it could be exploited. Even tonight, when the Arcanoi have spread throughout Stygian society, they still maintain not only mastery of the public arts but also their own secret skills that they have kept from leaking outside their organizations. You are fully trained in an Arcanos of your choice, knowing every one of its powers no matter how secret. You are not limited in your choice to an Arcanos that has a Guild. You can choose one of the Arcanoi native to foreign Dark Kingdoms or even one of the Dark Arcanoi which would normally be exclusive to Spectres. You may repurchase this to gain another Arcanos. Repurchases are always discounted, regardless of Background.

97. Resonance – 200cp – Demon the fallen

In the beginning, Creation consisted of an infinite number of levels of meaning. A sword could be a song, a rose, a spirit and a philosophy, and existed as all these things at once. The Elohim use symbols and meaning to affect the very fabric of Creation through the power of her lore. Reciting a poem could cause a star to be born, because the star and poem were one in the same. You still regain a bit of this skill, and you find a significant boost in any supernatural ability as long as you have some kind resonance that holds a deeper meaning to both the power and you. As an example, a demon could invoke the Lore of Flame while holding the ashes of a close friend, and their fire would burn hotter, their control be more minute, and their general range would be measurably larger.

98. Black Knowledge - 400cp – Demon the fallen

You know the basics of either the Lore of Chaos, Lore of Contamination, or the Lore of Violation. By the end of your time in this jump, you will have mastered this one bit Earthbound Lore without requiring a teacher or having to eat any Earthbound demons. In future jumps you will find more opportunities to seize and learn forbidden magic.

99. Demonology - 200cp – World of darkness mortal

You have the mixture of innate traits and talent that allow one to summon up beings from the inferno and create contracts with them. Even with this perk you must still discover or create a suitable ritual for the summoning, and without this perk it would be impossible even with the rituals. Once summoned you can contract with the summoned demon for a boost to your personal traits (intellect, charisma, strength, etc.) or a power based on the sin the demon summoned embodies. Examples will be listed in the notes. After this jump you can use this ability to interact with demon's from the local dimension or call back to the World of Darkness Inferno by jumpchan fiat.

100. Unseen Sense – 300cp – World of darkness mortal

You gain a “sixth sense” when it comes to the supernatural. Perhaps your hair stands on end, goose bumps race along your arms, or a shiver runs up your spine. Regardless of the manner, you body reacts to the presence of unseen forces. You can’t see or hear anything, and in fact you might not know at first what causes this reaction. It might be a response to a specific type of supernatural phenomenon such as ghosts or vampires, or it might be a general sense that something isn’t right. time and with a little trial and error, you might be able to qualify what your body tries to tell you. The specific type of supernatural phenomenon to which you are sensitive must be determined when this perk is purchased. It can be something as vague as a creepy feeling when in the presence of ghosts, or something as specific as a sudden chill when a vampire is nearby.

101. Communion - 300cp – World of darkness mortal

The thaumaturge is capable of connecting his consciousness to that of another being, generally a figure of godly intellect and incredible power. The experience is usually deeply personal and highly religious — one does not communicate directly with one’s divine inspiration without being changed by the experience. At first allows a character to reach out to

the entity he considers his patron and open the way for the divine presence to communicate directly with him. This contact is one-way; the thaumaturge is limited to receiving whatever wisdom his patron desires to send without any ability to communicate in return. Spiritual figures of great power may be omniscient (or nearly so), and thus cognizant of a follower's wishes. At the highest levels of this power, it allows the performer to open the same pathway with the advantage of sending as well as receiving. Although the patron figure might choose to focus on matters different from what the character asks, revelations generally consist of warnings against particular courses of action, or of suggestions that will aid the goals of the thaumaturge.

Try to keep in mind the goals that the thaumaturge's benefactor might pursue. More importantly, remember that the patron is a spiritual figure with an intellect far greater than that of humanity, and that the patron's answers are likely to stretch the understanding of a thaumaturge to its limits. The wisdom granted in a single ritual may take years to fully comprehend or for its intended effects to be realized. Perhaps each communion should be recorded so that its full meaning may someday be discovered by future generations.

102. Countermagic - 300cp – World of darkness mortal

One of the first questions that a new practitioner of magic is likely to ask is, "How do I defend myself against other people who can do magic?" Most paths provide some training in the arts of protecting oneself against hostile powers. It begins with the idea that first defence is being able to detect an attack. This ritual extends a mystic's senses for a single for an hour or so, allowing her to detect the first thaumaturge ritual used against her during that time, whether the magic is intended for good or ill. Rites performed through a sympathetic connection are noticed, though the source may not be. She senses the beginning of the ritual, which may give her time to try to prevent its completion via other means. The greater version of this mystic art weaves the will into a defensive barrier against hostile magic. After performing the more powerful version of this ritual the first thaumaturgical art used against the caster is made much more difficult to cast properly.

103. Divination - 200cp – World of darkness mortal

The thaumaturge performs ritual readings to divine the future. The character declares a target — a person, place or thing. He can then attempt to divine the future of that subject. The information revealed is typically vague and difficult to comprehend until the predicted situation is imminent. At that point, things suddenly make sense to the thaumaturge and courses of action may be remarkably clear.

The same target can be divined with this rite only once every 24 hours. Any attempts to read the same person, place or thing's future again before 24 hours have passed fails automatically. If the thaumaturge means a target ill, then the divination counts as hostile magic for purposes of defensive measures. The thaumaturge must have some connection to the target or the ritual fails. The thaumaturge cannot choose himself as the target, because the divination allows him to determine the future only as it relates to his own interaction with a subject.

104. Dream - 100cp – World of darkness mortal

Your character has a connection to primordial forces, ancient truths that can be seen and comprehended only through dreams. He gains insight into secrets through reverie and visions, finding answers to questions he couldn't normally get by mundane means. Behind the lie of the so- called real world, dreams reveal the world as it really is — from a certain point of view. Through effort of will, your character can even channel this insight into action. Activating this ability requires at least one hour spent in sleep, a trance or in an activity focused exclusively on accessing an altered state of consciousness. The meaning of these clues is hidden behind allegory, symbols and archetypes. Dreams rarely answer questions directly, typically relying on symbolism and images to convey information. A thaumaturge seeking a specific person's location wouldn't see his address, but landmarks nearby could lead the way: a river, a tower or even the face of a man walking by at dusk. The answer has the potential to resolve a problem.

105. Enchantment - 300cp – World of darkness mortal

Enchantment is the magic of controlling and perceiving others' emotions and desires. Thaumaturges trained in this type of magic can affect the feelings of people and animals. These abilities can also be used on living supernatural beings such as ghouls and werewolves. The emotions of spirits, ghosts, vampires and other dead or otherwise inhuman things are sufficiently alien that they are immune to the effects of Enchantment.

At first this allows a magician to cause a target to feel a relatively simple emotion. These feelings are more a suggestion than a mandate, though they are apt to be heeded if they make sense for the individual and situation. (Causing someone to feel sad when walking into a decrepit old house is reasonable and likely to be dismissed as a natural reaction, whereas making someone feel sadistic glee at the funeral of a sibling almost certainly causes the subject to question from whence the emotion came.) In all cases, the emotions produced are very general and are applied by the target to the immediate situation. For example, if a subject is made angry while talking to an employee, the target becomes angry with the employee, but does not suddenly become angry with someone the target had not been thinking about or talking to. A character can be made to feel angry, but not angry at a particular person who is not present. Producing murderous rage in someone who is both naturally aggressive and already quite angry can have dramatic results. If the target speaks with multiple people, the magician has no way to determine whether the target turns angry with everyone or with only a specific individual.

With more experience and magical power the same ritual grants the caster the ability to exert more precise control over a target's emotions and desires. In addition to being able to fill targets with rage or to make them sad, this ritual can cause a target to become angry with someone he had not seen or spoken to in several weeks, or to be in a crowd of people and suddenly fall in love with a specific person. If this ritual succeeds, the target feels these emotions, but may rapidly dismiss them if they are completely inappropriate or nonsensical. Someone working for a boss she likes and respects is likely to feel no more than annoyance or mild anger, but she still becomes angry at him.

Similarly, filling a committed teetotaler with a desire for a drink isn't likely start him on a lengthy drinking binge. One of the major limitations of this ritual is that while a thaumaturge can produce emotions and desires in a target, she cannot control or even predict how he will respond. Causing the subject to feel rage at a particular person can result in the target yelling at the person, physically attacking him or attempting to drown his rage in drink or some similar intense or self-destructive activity. A single target can be subject to only one of these rituals at a time. Causing a subject to feel a second emotion immediately negates the impact of the first.

106. Evocation - 200cp – World of darkness mortal

Evocation is the art of compelling a spirit or ghost to answer a summons. A thaumaturge with this perk must choose ghosts or spirits as the perks focus, though she may learn both versions separately. Initially the thaumaturge learns to force an entity to answer her call. Eventually, she can impose her will directly over the entity and enslave it temporarily. Obviously, most ghosts and spirits despise such treatment and may seek revenge once their servitude has ended. Some thaumaturges try to circumvent this danger by demanding only minor services, while others silence vengeful servants by treating them as expendable resources. Evocation does not grant a mystic the power to perceive Twilight, and Evocation's power does not reach into the Shadow Realm; the target summoned must already exist in Twilight.

107. Geomancy - 100cp – World of darkness mortal

The art of geomancy (known as feng shui in the East) is the study of harmonizing the physical environment with the flow of energy. The goal of feng-shui is to create the ideal place to live or work. Through a combination of architectural design and mystic mathematics, a geomancer plans a pattern that must be duplicated within the entire structure (in the case of a building) or the layout of a room or series of connected rooms (in the case of interior design). Implementing this design increases the time required and the cost of the work involved, but practitioners consider it well worth the effort. When designing a geomancy effect, the thaumaturge chooses a single Attribute or Skill to be the focus. Once assigned, the Trait cannot be changed without completely redesigning the location. Attribute-based designs are more difficult to create than Skill-based ones. The selected Trait must reflect the building or space's function. For example, a library might enhance academic or research skills. If the thaumaturge is successful, she creates a unique design that benefits those who use the location in the manner for which it was created, provided that the design is followed perfectly. If the thaumaturge creates her geomancy design successfully, and the architect or interior designer successfully integrates the design into the physical location, the flow of energy is modified within the space. Any action that takes place in the space using the designated Attribute or Skill may gain a bonus. Once a geomantic design is created and implemented, it remains in effect indefinitely unless something happens to disrupt or change the flow of energy. Natural disasters may change the magical landscape more than they appear to affect it physically, requiring geomantic designs to be realigned. New construction or destruction of buildings or even spaces within a building may require that a thaumaturge reassess the location for potential updates. Poorly designed geomantic locations may disrupt those around them, as

well. The only limits on the number of designs a geomancer may create are her time, her capability and the ability of others to come up with the resources to put her designs into place.

108. Luck Magic - 200cp – World of darkness mortal

The thaumaturge gains the ability to control chance and bend luck in his favour, improving his success at specific tasks. No character can be affected by more than one luck ritual (of any type) at a time, and the magician can successfully perform this ritual only once per day. This perk cannot be used to improve any supernatural efforts. This spell can cause increasingly better odds on mundane tasks for any individual targeted with this ritual.

109. Favorable Fortune - 200cp (Requires Luck Magic) – World of darkness mortal

The magician creates a shift of destiny, effectively generating a highly directed turn of personal good luck. These small manipulations of fortune always take the form of totally plausible events, such as a parched magician finding the five dollars she needs on the sidewalk to buy a drink, or finding a moderately attractive person in a bar who wants to spend the night. Big shifts such as finding a $1,000 at the convenience store's front door, or meeting the love of her life are simply too implausible for the limited power of this ritual. The magician requests some small jolt in the desired direction and allows destiny to decide how it comes about. The character should be on her toes, ready for anything in the event that her request comes about in an extremely unexpected manner. A wish for "a ride" along a lonely country road at night yields one, but the results could be anything from being picked up by a truck driver to having a thief abandon a stolen car nearby and then flee into the woods. These manipulations of destiny are small, but they may be undertaken for a wide variety of ends. Indeed, these tweaks can grow into something bigger and more meaningful if tended carefully. Mr. Right Now could, in fact, actually be Mr. Right, provided the magician puts in the time and effort to bring such a relationship to fruition. Alternatively, the $50 a magician wins from a scratch ticket might yield up many times its own value if invested wisely. This ritual helps destiny along rather than creating it, but does give a character an opportunity to seize her own fortune or to help make one for another. This ritual cannot provide a thaumaturge with more than $50 at a time, or produce any item whose value is greater than that unless the item has a significant drawback (such as a stolen car whose theft was reported to the police).

This is a simple ritual where The magician decides what he wants and then creates some simple representation of it. He performs an action involving what he wants, such as writing his desires on a leaf or a small scrap of paper and burning it, or writing out what he wants to occur and rearranging and compressing the letters until he has turned the phrase into a complex and abstract sigil. This effect lasts for a minimum of an hour.

110. Curse of Ill-Fortune - 200cp (Requires Luck Magic) – World of darkness mortal

The character can inflict bad luck upon others. This spell is a basic curse intended to bring about ill-fortune when another person performs a specific type of action such as driving a car or making a speech. The performer chooses both the target and the nature of the activity to be affected before the rite begins. If the rite is successful, the curse brings bad luck to the target

for an amount of time relative to the work and energy put into the rite. For example, the magician could curse someone to do poorly at a job interview, or simply to drive especially badly whenever going faster than 60 mph. A single target can be subject to no more than one curse at a time.

111. Scrying - 200cp – World of darkness mortal

The magician can view a location remotely. She can both see and hear the location normally, allowing her to overhear conversations or read text on a distant computer screen, all as if she were physically present. Because the mystic is in a light trance, she can talk softly, write or type while continuing to view a distant location. She must use a magical connection to perform this ritual and can see the location only from the point of view of the subject to which her magical connection is linked. For example, if a mystic is holding a piece of someone's hair, she can observe events occurring around that person. If she holds a chip of brick from a wall, she can observe the surroundings from the exact location where the chip was taken. The thaumaturge can turn her point of view as if she were turning her head, but she cannot move the location from which she observes without obtaining another magical connection to a different subject and performing this ritual again. If, however, a thaumaturge scrys a moving vehicle, a person who is walking or an object that someone picks up and carries, the thaumaturge's point of view moves accordingly. Because the mystic merely observes a distant location, she is aware of events occurring around her body and her trance ends automatically if she is harmed, shaken roughly or otherwise disturbed significantly.

112. Second Sight - 200cp – World of darkness mortal

Occult stories speak of "second sight" as the ability to perceive the spiritual realm via sight and sound. By attuning her senses, a thaumaturge temporarily gains the ability to see and hear Twilight. Second Sight allows a performer to see and hear ghosts, provided they exist within Twilight and lie in normal visual and audible ranges for the caster. Of course, the ability to perceive the immaterial doesn't guarantee that there is something to see. If a ghost hides behind a desk, the caster must try to spot him normally. Spiritual fog or ephemeral darkness hampers second sight as much as the physical versions of such things hamper mundane sight. Likewise, the mad screams of a tormented ghost can make it hard to hear cries for help from his eternal, ghostly victim. While using Second Sight, a thaumaturge can still see and hear the physical world around her, but with less focus and a great degree of distraction.

113. Soul Jar - 300cp (Requires Second Sight) – World of darkness mortal

Creation of a Soul Jar allows a thaumaturge to trap the soul of a dying person, usually in preparation for nefarious purposes. The ritual may be performed upon an individual who is actually dying or who is merely trapped in a deathlike state (a vodoun bokor uses poisonous powders to achieve this state). The mystic must touch the subject throughout the ritual and must have a physical object ready to receive the soul. The performer must overcome the victim's will to successfully complete the ritual. If the performer achieves their goal, the victim's soul leaves his body and becomes a ghost with a single anchor: the object used as a focus for this rite. If the subject overcomes the rite the caster. If the subject achieves the total successes first, his soul goes wherever it normally would. If the victim is truly dying, the soul

passes on or it might become a ghost over which the mystic has no hold. If the victim's deathlike state is temporary, his soul hovers over his body until signs of life resume. If the ritual fails, it cannot be recast on the same target until at least 24 hours have passed. Of course, a dying subject may have escaped his fate by then. This ritual allows a thaumaturge to gain a certain degree of power over the dead, and over the living as well. The caster knows the single anchor of the ghost involved, and probably has physical possession of it. This standing allows the performer to control the ghost's behaviour to an extent, without further magic, but powerful thaumaturges may also use Evocation (ghosts only) to gain more direct control. A person who returns to life from a deathlike state without a soul suffers from the loss. A living body that's lost its soul is easier to possess. So long as the thaumaturge is careful to not let the original soul ever possess its own body (which ends the power of Soul Jar and frees the soul to live in its original body), the living soulless body remains subject to manipulation. The Soulless will slowly lose their morality and willpower until they become a shuffling zombie.

114. See Auras - 100cp – World of darkness mortal

A thaumaturge can open his perceptions to the psychic auras that surround all sentient creatures, witnessing numerous and often-shifting hues and patterns. Although the strongest emotions predominate, almost every individual has more than one colour to his aura at any given time, and an observer can see any number of streaks or flashes. "Psychic colours" change with the subject's mental or emotional state, creating an ever-moving pattern that is as unique to each person as a fingerprint. As a rule, the more powerful the emotions, the more intense the colours, but even this guideline is betrayed by any number of mitigating factors, depending on circumstance. Practice makes perfect; a true master aura-perceiver learns to understand the significance of each whorl and eddy.

Because mystics' powers are limited and rather dim, thaumaturges cannot see auras clearly enough to tell the difference between the radiance of ordinary humans and those of mages, vampires or werewolves. If performed correctly, this ritual allows a thaumaturge to observe a single subject's aura. The magician must recast this ritual to observe the aura of another subject. After the magician completes the ritual to allow her to perceive auras, she must concentrate on observing a subject. She can continue to perceive his auras for the next scene, and can talk, walk slowly or perform other non-distracting activities while doing so. However, she cannot run, walk rapidly, perform any complex or difficult physical tasks (including combat) or even look closely at anything other than her target. Thaumaturges who use this ability to observe someone in the act of lying may recognize that the subject speaks falsely.

115. Visionary Trances - 200cp – World of darkness mortal

The thaumaturge can see and communicate with beings in the Shadow Realm. She goes into a trance and essentially opens a mental window into the Shadow Realm to observe the landscape and inhabitants of that dimension from the position her body occupies. Although she cannot physically interact with any being or object in the Shadow Realm, the magician can communicate with spirits within earshot. When in this type of visionary trance, the character cannot use any of her other magical abilities. Spirits in the Shadow Realm cannot

target her with their powers. The performer has no way of knowing her body's current state of health or any other information about it. Should her body die while psychically projecting, her soul passes on. With greater power, experience, and a more complex ritual the thaumaturge perform a more powerful rite that allows her to create an ephemeral body in the Shadow Realm so that she can physically interact with the dimension and its inhabitants. While the thaumaturge is in the Shadow Realm in this form, she can use all of her other magical abilities. Also, spirits and other beings in the Shadow Realm can target the mystic's mind and mystical physical body with their powers. Any damage received in this form transfer overs to the thaumaturge's true body. The magician's ephemeral body can move around normally in the Shadow Realm, walking and running at normal Speed. During the time she is mentally projected, the thaumaturge's body is alive but comatose and her soul has actually separated from the body. She has no way of knowing her body's current state of health or any other information about it. Should the magician's body die while psychically projected, she most likely becomes a ghost and moves to an appropriate anchor. The thaumaturge's ephemeral form appears in clothes and other portable gear that the character wears or uses regularly. The more advanced version can also bring along ephemeral versions of any artefacts or other magically powerful items she owns. In addition, her body in the Shadow Realm manifests an ephemeral silver cord connecting back to her physical body. If this cord is severed, the magician must try to find her way back to her body by some other means (a daunting proposition). The instant a thaumaturge's silver cord is broken, her physical body lapses into a coma from which she cannot awaken unless her spirit is reattached to her body. Another mystic in a visionary trance can look for the lost spirit and guide it back to its body. Alternatively, the lost thaumaturge can ask a powerful spirit for help. Any spirit that can breach the barrier between worlds, materialize or steal souls might restore the thaumaturge's spirit to her body, but such spirits may ask a high price. All damage to a silver cord is erased once the ritual ends. Each time this ritual is performed anew, the silver cord starts at full Health.

116. See Spirits- 100cp (Requires Visionary Trances) – World of darkness mortal

Your character automatically notices the presence of spirits from the Shadow Realm when they intrude into the Twilight Realm. Your character can automatically see, hear and speak to any nearby immaterial spirits in Twilight without needing to make any special effort. Although magicians with this perk cannot see or hear the ghosts of the recently deceased,they may hear immaterial ghosts that are old or twisted enough to have become significantly inhuman in their appearance or motivations. A magician also notices the existence of any openings or thin points between the Twilight Realm and the Shadow Realm. See Spirits does not allow a mystic to perceive ghosts in Twilight, only spirits. Second Sight is required for awareness of the restless dead. This ability cannot be toggled off.

117. Dream Travel- 200cp (Requires Visionary Trances) – World of darkness mortal

The thaumaturge can psychically enter the dreams of another. This ability operates much like the Visionary Trances perk, except that the mystic enters the dreams of a sleeping individual instead of the Shadow Realm. Entering another's dreams is resisted only if the target is

unwilling. If the thaumaturge asks permission and the target agrees before he goes to sleep the ritual is immensely easier.

During the time the thaumaturge's consciousness is in a subject's dream, the thaumaturge's body is alive but comatose and her spirit has actually separated from her body. She has no way of knowing her body's current state of health or any other information about it. Once inside a target's dream, the mystic can simply observe and possibly gain a deeper understanding of the subject's fears and worries. Alternatively, the thaumaturge can choose to form an ethereal dream-body capable of interacting physically with the target's dream-self and the contents of his dream. The thaumaturge normally appears in a form identical to her own body, dressed in clothes in which she is comfortable. She can interact with the target and the contents of the dream as easily and normally as if she were awake and interacting with the target and his surroundings. Although damage done to the sleeper's dream-body cannot harm the his physical body in any way, the mystic is not so lucky.

Any damage done to her ethereal dream-body become bruises and damage on their true body. If the thaumaturge's physical body loses all Health, her spirit is thrown out of the target's dream automatically and she is likely unconscious from her injuries. If the target's ethereal dream-body loses all Health, he wakes up automatically, but does not suffer any damage to his physical body. The mystic also wakes automatically.

The thaumaturge may attempt to leave a target's dream at any time.. If the target wishes to stop her from leaving, this effort becomes a battle of wills. Holding onto the thaumaturge, imprisoning her or otherwise attempting to keep her from "getting away" counts as an attempt to keep the mystic from leaving a dream. Magicians who are prevented from leaving a dream may suffer damage from being in a trance for a long period, and from being attacked in the target's dream. Although the thaumaturge cannot use her magic to directly affect the subject's dream, she can use her understanding of dreams to affect her form and location within the dream.

118. Warding - 200cp – World of darkness mortal

Your magician can create a magical barrier around an area to keep out ghosts and spirits. This barrier can be created as a general ward that keeps out all low-level entities, or as a powerful barrier designed to protect against a single supernatural being. Both types of wards can be used to protect an area only against ghosts and spirits. The only way to move a ward is to move the entire structure it protects. While thaumaturges can ward the exterior of a house or even the interior of a car or van, they cannot create a portable or wearable ward. An area can be protected by only a single ward at a time — putting up a new one automatically eliminates any existing one. Each ward must be tied to some sort of physical marker, such as a fence with symbols painted on it or a line of chalk drawn on a floor. If anyone disturbs or makes an opening in this physical marker, or if a drawing is washed away by rainfall or blown away by the wind, the ward instantly ceases to function. Magicians cannot create wards that are more than 21 yards on a side; they can protect a small house and most of its yard, a large house or most of a warehouse but not an entire office building or city block.

When creating a ward against a specific ghost or spirit, a mystic does not need to know the name of the entity — an obvious designation, such as “the ghost of the young man who was murdered here” or “the spider-like spirit that has been attempting to possess the inhabitants of this house” is a sufficiently accurate description. Specific wards protect against only that particular being, though. They have no affect on any other spirits or ghosts. Although spirits or ghosts may convince a mortal to remove or damage the physical markers that keep a ward in place, such entities are completely incapable of affecting these physical markers directly, even if they could normally move or destroy them. A spirit affected by a ward cannot make the area into an anchor while the protection is in place. This perk does not undo the connection between an entity and its anchor if the rite is performed on such an object, however. The spirit or ghost’s Power is still reduced by the ritual, but the spirit remains in proximity to its anchor.

119. Weather Control - 300cp – World of darkness mortal

The thaumaturge can control local weather in a relatively minor way. He can call up weather conditions that are reasonable for the season and location, so making snow in Death Valley in the summer is impossible. The character cannot create catastrophic weather such as hurricanes or tornadoes. All weather produced appears to be perfectly natural and takes between a few minutes and an hour to appear, depending upon how long such conditions would normally take to form. After six hours (or longer in the case of an exceptional success), the weather fades at the same speed. The effects are purely local, covering anything from one square mile to an entire large town or small city (not counting the suburbs). The thaumaturge can make moderate changes, say, creating light rain on a sunny day, calling a light snowstorm on a cool, early winter day or transforming a thunderstorm into a violent and windy hailstorm or into a cloudy day with occasional rain.

120. Foci – 100cp – World of darkness mortal

A simple wand, goblet, or other mystical item which serves to enhance a Thaumaturge's focus when performing rituals. Can be purchased multiple time. Each purchase can be a different foci.

121. Forgotten Book – 300cp – World of darkness mortal

You have a musty old book written in Latin. It has a strange seal on it's leather binding, and its pages are littered with various sketches of creatures and mystical rites. Its grammar is strange and diction archaic (even for Latin), and as such is difficult even for an individual who is fluent in Latin to translate or understand. What secrets could lie within?

122. Antikythera Mechanism – 600cp – World of darkness mortal

This resembles nothing so much as a few hunks of wood and several bits of craggy stone with embedded gears. Whether it is found in a glass case deep in a museum’s archives, forgotten in a dusty attic, or at the bottom of a half-finished archaeology dig, it seems weightier than its surroundings – it feels more true, more correct, even to the average person who can’t recognize it for what it is. In truth, it is a degraded bronze machine encrusted with centuries of

sediment and tarnish. It is rough to the touch and its gears look completely locked up. Logic wars with instinct in those who look at it: reason dictates that any use the mechanism once had is clearly gone, while the subconscious mind insists that the device still has some sort of purpose or, curiously, wisdom. Only one power left in this broken device. A person who feeds the mechanism a question (written in a Greek-based code) activates the device, even though it has no apparent power source. Feeding blank paper into another slot delivers an answer to the sound of soft whirring and the occasional grinding, printed with holes in the same code. The answer predicts the future within a few days, however in exchange it brings minor misfortunes for each question asked upon the questioner.

123. A Crystal Skull – 600cp – World of darkness mortal

This relic appears to be a perfect replica of a human skull carved from a solid piece of quartz. It is slightly warm to the touch and, although heavy, can be held in one palm. While several skulls sculpted from crystal have been found in various places by archaeologists, most are simple, unarticulated replicas, hardly more than vaguely spherical shapes with rough eye-holes ground into their surface. The Crystal Skull, on the other hand, is lifelike to the point of including minute flaws in the teeth and skull such as any human might have, and the jaw detached. Animals dislike being near the Crystal Skull and struggle to escape its presence. Humans feel discomfort in its presence as well, as if it is somehow a threat even just sitting there – this sense disappears completely, however, when actually touching the skull. The magic of the Crystal Skull allows a character to virtually assure himself of success in a given endeavour – but at quite a cost. The skull can only ensure success by causing deaths. A rival competing for the promotion the Skull's owner wants might be distraught by his beloved pet's death and loses the boss' favour – or the rival himself might die outright. An unknown relative might leave the relic's owner an inheritance – or the bequeathment may come from a beloved parent who is struck with an unexpected heart attack. A friend might rush to the owner's side, anxious to share the first news of her winning lottery ticket, only to drop dead on the owner's doorstep, winning ticket clutched conveniently where the owner can access it.

124. Celestial Magic - 200cp – World of darkness mummy

Celestial mgic concerns itself with control of weather and other natural forces. It draws power from the alignments of the stars and planets; using these titanic forces, a celestial magician can produce impressive effects over a wide area. This is not a path for the impatient however. It's effects, while powerful, are slow to materialize and often involve elaborate rituals. Besides the power to manipulate the weather, celestial magic also allows one to call forth natural disasters (like earthquakes), call down meteor showers, or read the stars for portents.

125. Necromancy - 200cp – World of darkness mummy

Necromancy is a greatly underappreciated magical art that gives the caster power over the restless dead and the souls of mummies in the underworld. But in many ways it is the path to the soul; with it, the necromancer gains power over their own soul, and it even grants special abilities when in the underworld. Necromancy can summon forth ghosts from the underworld, allow one to seperate their spirit from their body, send their spirit to the underworld, sense how a corpse died, raise mindless undead, or even trap a soul in a prison.

126. Relic Magic - 200cp – World of darkness mummy

Much like amulets, relics are permanent objects that can be imbued with mystical effects. Unlike amulets, relics can be magical automatons or objects crafted to follow a soul into the underworld. Any relic crafted is bound to a single person when crafted and only functions for them. Relics can be as simple as a small model of a house that exists in full size within the underworld, small animated statues, or as complex as large guards and soldiers carved of stone, or even a special statue designed to allow a Mummy in the underworld to inhabit and interact with the living world.

127. True Naming - 400cp – World of darkness mummy

The most powerful form of Immortal magic: it is the nature of reality that all which exists possess a true name, and this art allows one to manipulate true names. Each individual has a unique true name, but beings or objects without souls of their own will respond to generic names (this includes human body parts). True Naming is one of the most demanding paths to follow: magicians much endavour not only to learn spells, but also the true names on which they rely – not often an easy task. True Naming spells are incredibly powerful and varied, ranging from simply speaking and commanding plants to erasing a target's soul from existence (the latter of which can be undone if reality is made to "remember" the target).

128. Mystical Ingenuity - 400cp – World of darkness mummy

When people say that the Cabiri were made from a bastardized version of the Great Rite, they are not exagerrating. The Cabiri variation of the great rite was noticeably incomplete but still functioned anyhow. You too now know how to "jury rig" mystical arts. An example of this would be making a spell function for reduced energy cost with similarly reduced reults even when that would otherwise be impossible. Simlarly you could jurry rig a spell in order to change its elemental properties. All magical arts know to you may be "jurry rigged".

129. Destruction of Purity - 600cp – World of darkness mummy

Apophis is a part of the Wyrm, and as his champion you are in possession of the Stigmata of the Wyrm. Somewhere on your body you have a mark that shows to all who revere the Wyrm that you are one of it's chosen ones, and they shall all show you reverence and respect. This also grants you the knowledge of how to desecrate all forms of mystical locations, turning their mystical energies to the works of the Wyrm. These rituals of corruption are also capable of binding spirits to the will of the Wyrm and allows you to craft fetishes to contain and harness these spirits.

130. Speedy Ritualist -100CP – Vampire the factions

Thaumaturgy is a powerful set of disciplines and the specialty of Tremere. A large amount of that power comes from the various rituals a user of thaumaturgy can perform but sometimes rituals are inconvenient and take too long to perform. That is no longer an issue for you. You can perform any magical ritual or ceremony instantly. This allows you to skip any meditating, chanting, dancing or anything similar but you still must provide any reagents or ingredients (including things like vitae or mana) and they are consumed as they normally would be.

131. Rituals Of The Blood - 200cp – Vampire the masquerade factions

The Sabbat is just as much a religion as it is a collection of violent vampire supremacists and as such they have various rituals, most of which use vitae and have a tangible effect. You know and are capable of performing every one of these rituals, not only that but any ingredients or reagents for any rituals you know can be omitted if you expend vitae instead. The vitae you must expend to replace ingredients and reagents increases based on the amount of resources that would normally be required as well as their rarity.

132. Ritual Library – 400cp - Vampire the masquerade factions

The disciplines of Thaumaturgy and Necromancy have many paths and abilities but one of the most useful but often overlooked abilities of those disciplines is their rituals. You have a small library that contains books that detail every single ritual that can be performed using Thaumaturgy or Necromancy. This library can be attached to your warehouse or any property you own. This library will update in future jumps to contain knowledge of any kind of magic ritual native to the new jump.

133. Disrupt the Ritual – 400cp – Generic lovecraftian film

Knowing there's something going down is useful, but if you're not there to stop it it doesn't matter the most. You tend to find that where important and interesting events happen and where you are coincide far more often than you'd expect; this is partially a bit of nudging things to happen where you are, and a bit of nudging you to where things are going to happen. The larger the scope of the event the stronger this effect is, and the sooner it's likely to get you where you need to be. And when you are actively working to stop an occult ritual you will find that time seems to be a little loose, helping you arrive no later than just in time to stop it; the longer you're working to stop it the more time this will give you, but as long as you don't dawdle and hurry you ought to be able to reach the ritual in time to disrupt it.

134. Twisted Tongue – 100cp - Generic lovecraftian film

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn. Try saying that three times fast. And many spells and chants are harder to pronounce than just that. And when dealing with spells which a slip of the tongue will cause not to function right that's a problem. But it's a problem for other people. Not only are you a master of tongue twisters, able to perform chants and incantations with ease without mispeaking, you are capable of pronouncing things that weren't really made for the human mouth and tongue, expanding the range of sounds you can make by a significant margin.

135. Black Magic – 600cp - Generic lovecraftian film

But is it really the form of a monster you desire, or is it power you crave? There is magic in worlds such as this one and now you possess it. This gives you an internal pool of energy with which to fuel your magic allowing you to perform some spells without invocations or rituals, though you can supplement this with dark rituals and exterior sources, as well as knowledge of various spells. This magic is wildly varying in its nature and possibilities, though it has an occult and eldritch tint to it all. You can choose roughly how focused or wide your talent and

knowledge is, the more specialized the greater your talent in the field and the more in-depth your knowledge. No matter how specialized your capabilities are, you will be able to learn all forms of magic you would expect to find in a world such as this, you will just be better at those you have particular talent in.

Examples of effects you might be capable of: Swapping bodies with a victim over the course of weeks of spells cast upon them in their sleep; curse someone to die from afar; teleport; create monsters; heal your own wounds; extend your life; hypnotism and mental influence; magic to warp space creating tunnels that are longer than they should be or even pocket dimensions; open or close dimensional portals; summon monsters; raising the dead as cannibals from 'essential salts' taken from their bones; create powders to turn invisible monsters visible or allow shotgun shells to hurt incorporeal creatures; and more.

There is a certain natural synergy between Black Magic and each other capstone in this jump. Punch Out Cthulhu will make you better at magic to repulse or banish Lovecraftian horrors. Still Sane at the End will improve your ability to perform magic to help reverse madness and corruption. Grand Master of the Esoteric will leave you even better at summoning monsters than either perk alone (even fully specializing in summoning), as well as commanding and controlling Lovecraftian horrors or developing rituals to interact with the Outer Gods. Cthulhu-lite will increase your raw magical power significantly, and passively improve the range of your magical spells. Corruptive Presence will improve your ability to magically alter beings and control their minds. Analyzing the Impossible will make you significantly better at magic to reveal secrets, divine information, or scry on distant locations. Weird Science will help you to create functional magitech devices. If you just want these effects you may buy them for 300 CP each (150 CP if the related capstone would be discounted for your origin). This won't give you the actual capstone merely provide you with the improvement to your magic. Of course not having this does not make these things impossible through this perk, this merely makes it substantially easier to do these things.

136. Grand Master of the Esoteric – 600cp - Generic lovecraftian film

There are beings that no human, or post-human, mage can hope to equal, beings that are ineffable and terrible, disgusting and horrible things that exist outside of time and space, babbling, blind idiot gods whose power is endless. And now you are a high priest of these beings.

This comes with several advantages. First and foremost you are capable of actually attracting the attention of these beings, being recognizable as a specific entity, and not merely another bacterium. If you serve them loyally they will even recognize this fact and be relatively well-inclined towards you. The more you actually aid them in whatever goals they have the more recognition they will give you and the more likely they are to actually reward you. While this functions best with Lovecraftian Great Old Ones and Outer Gods, it will function for other 'evil' or 'inhuman' gods, making them more likely to take a non-malicious or even beneficial notice of you.

You are also capable of performing rituals and rites to bring forth the servitors of the Old Ones into the world, or even to allow the Old Ones to extend their influence into the world.

These latter typically take a long, long time even the quick ones typically take more than a decade, so to help you with these multi-decade plans you will find that even in future jumps you can maintain a connection to the place where the Great Old Ones exit, still able to make contact with the Outer Gods of the Mythos and summon servitors or possibly even invoke the Outer Gods themselves. If you are Monster Blooded you will be recognized as being kin to the great ones, these Lovecraftian entities recognizing you as the child of one of their number, making them even more well-inclined towards you. While they are unlikely to spare you if you oppose them, it will be easier to get these inhuman and evil gods to help you, and to receive blessings from them.

137. The Necronomicon – 600cp – Generic lovecraftian film

This is THE book in most of these films, the book in whose pages can be found the answer to save the world for another lifetime, or the spells needed to end it. This book is the foremost tome of lore on the Great Old Ones and the Outer Gods containing dread secrets and instructions for magical rituals. These rituals include spells both to summon and banish the elder things, and while its black magic tends to be the best known it contains many of the spells that work to counter the servants of the Great Old Ones. This book could be apocalyptic in the wrong hands, and it will only grow as you travel worlds. In future jumps it will update with magical knowledge from those worlds so as to always remain one of the most complete books on magic you can find in a setting. And since you're paying CP for this you can read it even if you don't know archaic Arabic or the languages the new text would be written in.

138. Town with a Dark Secret - 400cp – Generic lovecraftian film

This small town once fell upon hard times, but seems to have become more wealthy of late coinciding with an odd religious sect popping up within it, although it has strangely become more insular and xenophobic with its increased prosperity and has seen a decline in its population despite how it almost seems blessed with good weather and windfalls of natural resources. The inhabitants of this town don't particularly talk to strangers or outsiders, but they recognize you as one of their own; in fact you might even be recognized as one of their religious leaders... possibly the grand master of their esoteric sect.

Of course the truth is the town has made a pact with an inhuman or dark god of your choosing, serving and worshiping it in exchange for their newfound prosperity. Those who do not serve have been weeded out of the community through their unwilling participation in its rites or by their own fleeing from the region. The town is now all members of their cult, and as one of the leaders of the sect well you are second only to the dark god they loyally serve, quite possibly recognized as its voice and representative. They seem inured against natural death, another blessing like the fair weather and windfalls from their god, at least so long as they loyally serve. Of course if you are a god yourself you could be the god they serve, the town will retain these blessings as long as they serve you and perform necessary ritual sacrifices to fuel them; you can cut them off if they displease you, but if they stop the sacrifices you'll have to find a way to bless them yourself or it will be loss until they resume them.

139. Ritual Site – 600cp - Generic lovecraftian film

This is a site for performing rituals. Maybe it's an underground chamber, or a ring of stones on a hill, an old tree, or something else. Whatever its nature it seems to add some strength to rituals performed at the site. This is minor at first, but it grows stronger with each sacrifice performed at it, the greater the sacrifice the greater the power. It stores this power like a capacitor able to release it all to help fuel a single big spell, but it also gets a smaller permanent increase in power from this helping to build the power of every ritual performed there.

140. Otherworldly Realm – 400cp - Generic lovecraftian film

This is your domain, a pocket of reality which is tailored to you, and your comfort. While within this realm you will also find yourself bolstered, somewhat better in every way. This isn't a massive change, but you in this domain would edge out you outside of it in pretty much any contest.

When you purchase this you must choose whether it is some place in normal reality, up to a few miles in its longest dimension, or its own pocket reality. If a part of normal reality it can still have subtly altered physics - like existing in a pocket of (noticeable on a human scale) spacetime resulting in odd and non-euclidean angles - but will never be so altered as to be intrinsically dangerous to normal matter and will be some environment you find comfortable.

If its own dimension you will be able to access it through your warehouse, and can create short lived personal portals inside of fiat backed properties you possess to allow you to enter or leave it. As it does not directly interact with traditional reality it can have more drastically different laws of physics.

141. Horde of Your Lessers – 600cp - Generic lovecraftian film

What sort of god doesn't possess subordinates? These monstrous creatures are your servitors and minions, loyal to you in all things. When you take this you may choose to either give them all Monster perks you possess other than Cthulhu-Lite, and give them Shadow Over the Chain if you possess it, or to give them 1000 CP to spend on Shadow Over the Chain and Monster Perks other than Cthulhu-Lite (they do not get discounts/freebie). If you select the latter you may give them an additional 500 CP of abilities for an additional 100 CP (no discounts), or 1000 CP for an additional 200 CP.

You gain 100 of these monsters, 500 if you have Cthulhu-Lite and chose to give them your Monster perks instead of a custom build, and may pay an additional 300 CP (no discounts) to increase this by x10; you may pay this multiple times to increase it by a factor of x10 each time.

142. The Next Merlin – 400cp – Generic angels and demons V1.1

Merlin, the legendary great mage that became known by his enormous magical power and by being the advisor and mentor of the also equally legendary king Arthur. While this is well-known by most people, what tends to be more obscure is that he was the son of an Incubus and a human prostitute. While the mage's demon side was purged after his baptism, he retained his inhuman power and became the great mage of the legends. Unlike him, you

still have your demon side intact, but, in addition to it, you now have an enormous magical potential, one that matches the likes of Merlin. Just this potential is already enough to make you able to reach the level of a genius in a single magic system in less than a decade with enough effort and this ease with wielding will also work with any magic system you encounter in future worlds.

143. Daemonum Enciclopedia – 300cp – Generic angels and demons V1.1

You receive an ancient dark tome that contains information about basically any and all relevant demons, including things like which what their abilities are, what are their preferences of rewards and summoners, what kind of deals they make, which domains and legions they rule, which is their relationship with other supernatural beings and even about the instructions of the rituals, artifacts and/or ingredients needed to summon or enter in contact with them. It also contains information about Hell and its workings, how to travel through it and even about mystical artifacts of demonic origin located on both the underworld and the mortal plane. Post-jump, it'll update itself to add information about the demons and hell-like planes that will encounter in future worlds.

144. Summoning Scroll – 100cp – Generic angels and demons V1.1

You received a seemingly old scroll written personally by your Benefactor in an ancient language using demon blood. This scroll contains detailed instructions to do a ritual to summon a demon, more specifically, to summon you (even if you aren't a demon). You can set some of the details required for your summoning ritual, like requiring specific phrases in latin, magic circle with demonic runes, a sacrifice of some living being or some other steps, but, regardless of which are your choices, it'll be something that are in the range of what a mundane person can do. You can also choose if you accept to be summoned, so, you don't need to worry about being forced to be summoned by someone. Additionally, if you want, you can choose for a few copies of the scroll to be spread around this world (or in other future worlds you visit) to be used by the lucky ones that manage to find them.

145. Vial of Demon Blood – 200cp – Generic angels and demons V1.1

Regardless of how you managed to actually acquire this, you've received a vial containing around half a liter of blood taken from demonic beasts, that, when consumed, temporarily enhances your demonic powers and instincts, with the full vial basically enhancing your power up to 50%. When drunk by someone without innate demonic abilities, it can also corrupt them and cause unwanted mutations, usually temporary unless they overuse it. The vial's content is self-replenishing, taking around a week to fully replenish the demonic blood.

146. Devil's Tear – 400cp – Generic angels and demons V1.1

This hellish ruby was meant to serve as a catalyst to the birth of a Cambion that could fit the role of an Anti-Christ and bring an Hell on Earth, but it was taken by a group of demon hunters that broke the gem into five fragments and prevented the birth of such scary being. The fragments were lost across the ages but one of its shards ended up in your possession. When implanted in a non-demonic being, like humans and even angels, which it does by

harmless fusing with its host, it transforms them into demonic hybrids that retain complete control over any unnatural instincts they might gain. These new demonic hybrids will also have their demon half in harmony with their original physiology, thus even a Nephalem created this way will have no problem with using their angelic and demonic abilities. If removed, the host will return to normal without consequences but, overusing it or staying as a hybrid for an extended period of time might result in them retaining some demonic traits for a longer time. It doesn't have any effect on actual demons and demonic hybrids, but there is a hidden secret about the ruby. The other three fragments aren't anywhere in this world, as your Benefactor actually has them and they'll hide one by one in each future world you visit in the future, so, once you acquire all the shards and combine them back into the complete ruby, it'll recover its original. The complete Devil's Tear, when implanted into an actual demonic hybrid (or demon, if you're one), grants them demonic divinity, essentially turning them into a demon god for as long as the ruby remain in their body with power on par with the one granted by the Apotheosis perk. If you lose the chance of finding a shard in a jump, the same one will reappear in the next one.

147. Artificial Qlippoth - 600cp – Generic angels and demons V1.1

During the creation of the universe, the Divine created "clay" vessels to hold its emanations, the ten "First-lights" that eventually became known as the Sephiroths of the Kabbalistic Tree of Life, but, the vessel responsible by containing the fifth Sephirah, the one dedicated to the idea of Strength and named Geburah, wasn't solid enough in order to capture the light that emanated into it and thus broke due to the overflowing light of Strength in it. Yet, even though creation continued, the original vessel of Geburah couldn't be restored, so its broken shell combined with the remains of divine light became the reason why its fragments weren't lifeless but filled with a shadow-like yet highly effective state of demonic being. By the broken shell of untamed Strength, the demonic counter forces for the Sephiroths come into existence, marking the birth of the ten original demonic forces, called Qliphoth. By taking this item, you receive an ancient artifact that is one of the many failed replicas of the original clay vessel of Geburah that the angels of Heaven tried to make to replace the broken one. While it's far away from being able to contain primordial forces of creation, it's still retain the capacity of absorbing and sealing similar light, holy and/or divine forces, to the point it could even seal a source of energy or being with power on par with a Prime Seraph (or multiple beings whose collective power actually matches one). It can also release the absorbed energy as attacks at will. If you attempt to seal more power beyond its limit, it'll start to crack and might end up breaking like the original, needing power around twice its limit for it to instantly break if you attempt to seal it, but, at least, you don't need to worry about it giving birth to demonic forces. If lost or destroyed, you'll receive a new one in the next year.

148. Spirit Stabilizer – 400cp – Generic angels and demons V1.1

A Nephalem, tired of years of suffering caused by their self-contradictory nature, mixed technology and angelic magic to build an armor-like device to prevent their holy and unholy energies from countering each other. While they might or not have succeeded in this goal, you acquired a similar functional device, built and perfected by your own Benefactor. Instead of being a potentially restrictive armor, the device was redesigned to be a gauntlet, but, despite

its different form, its main function remains the same. It's made to force your inner energies to stay stable and don't collapse or cause some other damage, working not only with demonic and angelic energy but also with any and all kinds of inner energy its user have, like Nen, Ki, Chakra, Viral Energy, among several others. It even grants you a greater resistance against external influence that might attempt to destabilize your energies while wielding the device. Additionally, it doesn't prevent you from willingly destabilizing your energy to generate some effect, like mixing angelic and demonic power to generate chaos energy for example. Unfortunately, the gauntlet is pretty much mundane in terms of durability, so it might be destroyed with some ease if you aren't cautious.

149. Artifact of Infinity – 600cp – Generic angels and demons V1.1

In this world of angels and demons, there exists a legend that has been foretold in both Heaven and Hell since the beginning of time. It is said that there exists an artifact as old as the universe itself, made by divine hands and intended to be the literal key to the end of all things when the right time reaches. While both factions treat this legend justly as a mere rumor who only fools would lose time investigating, your unique nature as a being born of light and darkness allowed you to feel the power of this artifact and, after a long time of search, you finally found it hidden in the space between dimensions. The true nature of this doomsday device is that of a box-shaped vessel made to contain two primordial singularities, one made of purest holy light with energy to match the entire Heaven itself and another made of the purest demonic power capable of matching Hell itself, which can be used as a virtually unlimited energy source to power any of your machines and other creations or as the key to the end. The other configuration of the artifact causes both singularities to collapse into each other and generate a violent explosion capable of destroying the entire universe and all of its adjacent planes or even killing primordial entities like the Void from the Supernatural universe, in the same way as the opposing energies of a Nephalem clash inside their body, but in far, far larger and more destructive scale. Fortunately, there is a safeguard to prevent unwanted universal destruction, as, if the artifact is damaged enough to make it unstable or even destroyed (which is a pretty hard feat to do considering it's made to literally contain power to match two entire dimensions), the two singularities will teleport to random locations away from each other thus preventing them from colliding and consequently exploding. Lastly, if you somehow lost or used it as a bomb, you'll receive a new one at the start of the next jump.

150. Arcane Talents – 400cp – Bloodborne covenants

Long has the arcane been out of the reach of mankind, only now harnessed due to the nature of the eldritch being slowly, maddeningly uncovered. Your insights has left you with a nearly unparalleled mastery of arcane energy, at least compared to humans, capable of mimicking the effects of the Blacksky Eye, Augur of Ebrietas and A Call Beyond without any aid. You can even learn to create usable phantasms that can be influenced to produce certain effects, like mimicking spells you know.

151. Dream Walker – 600cp – Bloodborne covenants

Dreams and nightmares may seem inconsequential, but through the power of the Great Ones, they have become all too real, becoming actual places that one can visit, provided that they meet certain conditions. You are different, though, capable of entering and traversing through dreams and connected dimensions with minimal effort. Even those being blocked or protected can be entered with just a bit of effort on your part. What you do in these dreams, though, only you can say.

Blood of the Great Ones: You have elevated your thoughts closer to the Great Ones, still not on their level but granting you great power. The blood flowing through you allows you to create dreams of your own, pocket dimensions designed to your specifications. You can even place down certain points that people can use to teleport to and from your dream, should you allow them.

152. Caryll Runes – 400cp – Bloodborne covenants

The language of the Great Ones is incomprehensible to humanity, often driving them to madness, though Runesmith Caryll came closer than most others. They devised a system of runes that convey the meanings of the Great One's words, all of which have differing and tangible effects when engraved upon someone's brain. You now possess a comprehensive guide to these eldritch runes, those one may find in Yharnam at least, as well as the process on how to divine more runes of your own.

153. ANON Queen of Darkness – 600cp – Hammer horror v1.0.5

Like Tiera the Queen of Darkness you are a master of the astral plane. You gain the ability to astrally project yourself to observe the world, subtly influence minds towards either fear or servitude depending upon their natural inclination, and even possess suitable vessels. This astral self may even continue to function after you have died assuming that you have some way for death not to end your chain. Finally you can inflict your deathly will on others from afar seemingly telekinetically battering them and tearing out their throats even using this ability from afar if you possess a connection to the target or through your astral self. You can use other psychic powers you possess through your astral self as well, but its reach is not infinite and moving it requires intense focus and time - it is easiest to bring it to places or beings you have a strong connection to.

154. Magical Arts - 600cp – Hammer horror v1.0.5

Magic certainly exists within these films and now you know some of it. You have an understanding and knowledge of how to use black and white magic from these worlds. You might know how to create zombie servants, influence minds and actions, summon the angel of death to kill your enemies, or resurrect a vampire or mummy killed years before to work their will upon the world once more, conversely you might well know how to create a protective circle to hold back spiritual monsters, or to reverse a death curse back on its sender. This won’t give you anything like throwing fireballs, or combat sorcery, but is more limited to ritual magic. The more powerful the magical effect desired the more complex and specific the ritual required (typically), and the more additional participants are likely required. Black magic draws from dark or dangerous powers and is more overt and likely to manipulate the

world or people's will in a meaningful way. Be careful, though, as it can be turned back against you or interrupted in disastrous ways. White magic tends more towards being a means with which to counter or reverse other magic, with quicker rituals, and draws from a more holy source. While you may know both, typically using black magic makes it harder to use white magic.

155. Sorcerous Supplies – 200cp – Hammer horror v1.0.5

This is a collection of the basic tools of any form of ritual magic you may know or possess. Unfinished voodoo dolls, ritual salts, the stuff to make various glyphs and sigils, whatever it is as long as it is not exceptionally rare, unique, or valuable. The supplies will regenerate slowly over time as they are used so unless you're wasteful you should never run out.

156. Masterclass Black - 100cp – Lord of the night vampires

This was a product that came out early in the OGL d20 movement, and it shows its age in a number of ways. The Vampires are given access to classes that are like normal classes except better, edgy and with black makeup. These 'Black Classes' tend to add some little power or extra synergy with vampiric abilities that... probably actually belongs in some prestige class or feat, but what do we care? From now on, your vampire abilities will slightly enhance any abilities you develop, or slightly warp them to work better with your vampiric abilities, or you will find ways of using your other abilities to enhance your vampire abilities.

For an example - as a Vampire Barbarian has no constitution score, they will now directly gain extra HP when they rage, and they'll get more strength (+6), but they will spend a point of blood to fuel it instead of being fatigued. Or a Vampire Bard will discover ways of using their music to enhance their Vampire domination and charm abilities, luring people in with it and lowering their defenses against their mental powers. You might be able to find such synergies without this perk. This perk just guarantees you'll continue to easily find and integrate such advantages.

157. Katharein Dream Palace - 200cp – Lord of the night vampires

It is said that those slain by the Children of Vangual do not follow the usual path to the Outer Planes, but are instead swept inward to the Negative Energy Plane, where the path the Void took to break into reality lurks, and it devours them entirely. The Powers of Light, though, gave such victims one last chance, forging the Katharein, a dream labyrinth that they can gauntlet to save their souls and escape. It is a cruel crawl, for even if it is a blessing from The Powers of Light, it merely gives the Void and it's snares a form the condemned souls can understand and fight back against.

The Children of Vangual themselves are the most common visitors to this place, for rather than merely facing it once, and then falling to damnation, or escaping it to earn their final reward, they come again and again as the Void drags at their souls. At times they make small compromises here, devils bargains for power. At times, they are dragged further into damnation by main force of the Void. In the end, they all end up at the same place. You're

spared such a thing, granted succor from the forces of darkness, but if you buy this perk your sympathy with the condition will create a useful mirror to it.

Your dreams will form their own demiplane, one coexistent with the negative energy plane. It will draw upon the substance of that abyssal darkness to form a dark labyrinth. Your dreams will capture eldritch things from that final darkness and cloak them in nightmare flesh to populate your dream palace, and yoke them to service.

To touch your mind or soul, one must first battle through this labyrinth. This doesn't get in the way of friendly contact, as you're aware of any psychic force that touches and acts upon it, and you can control it to respond in kind. But anyone who tries to assault you so can be drawn in if they lack the wisdom to flinch back in time.

Likewise those whose death you own are drawn here if not protected. Here, you rule as a dark godling over those you've claimed, though like the true Katharein they can try and fight their way free. Likewise, magic can summon them away beyond your power unless you take additional steps.

Whether palace or prison, this labyrinth is a place of power for you, and from it you can speak to the forces of outer night, the darkness of uncreation, and bargain with those eldritch powers from a place of safety. This doesn't necessarily mean they'll deal, just that you will be heard, and it gives you a safe place from which to do so. And, well... they're usually hungry for souls. Which you can easily provide.

Finding a way to your dream labyrinth from the Negative Energy Place is impossible without your consent. The bindings of form and loyalty that you use to raise your servants with also fail if they leave your labyrinth, and this perk give you no easy way of connecting your dreams to the material plane to draw them forth. It doesn't make it impossible, but you'll need other perks or epic sorcery to make it a reality

158. Cultivating Ruin - 600cp – Lord of the night vampires

The lives your presence diminishes and destroys fall into the black sea of ash at your core, where they can be use to fuel spiritual abilities like those cultivated by monks, ninjas, sword sages or similar. Such abilities tend to receive a makeover when fueled this way, and may suddenly start causing negative energy damage, vile damage, or the like instead of their normal effects.

159. Paths – Free – Mage the awakening 2nd edition

Acanthus

Witches and Enchanters on the Path to Arcadia and the Watchtower of the Lunargent Thorn, Supernal Realm of Fate and Time, and abode of Fae.

Mastigos

Warlocks and Psychonauts on the Path to Pandemonium and the Watchtower of the Iron Gauntlet, Supernal Realm of Mind and Space, and abode of Demons.

Moros

Alchemists and Necromancers on the Path to Stygia and the Watchtower of the Lead Coin, Supernal Realm of Death and Matter, and abode of Shades.

Obrimos

Thaumaturges and Theurgists on the Path to the Aether and the Watchtower of the Golden Key, Supernal Realm of Prime and Forces, and abode of Angels.

Thyrsus

Shamans and Ecstatics on the Path to the PrimalWild and the Watchtower of the Singing Stone, Supernal Realm of Spirit and Life, and abode of Beasts.

159.1. [Free] Awakened

You have seen past the Lie and journeyed to one of the five Watchtowers, signing your name within, at the culmination of your struggles. The ember of your once Sleeping soul has flared into the brilliance of Awakening, and you are now a Mage! At its base this grants Mage Sight, the ability to look beyond the mundane senses and see the symbols that make up all of existence, and from them discern all manner of things; Coupled with the ability to wield the ten Arcana, the pillars of creation both Gross and Subtle, focused through the lens of your Gnosis, the power and understanding that drives Awakened magic.

As an added bonus, your connection to the Supernal is such that you shall possess considerably more mana to start with than the average Mage, even if you are newly Awakened, and will not have an Inferior Arcanum, only Ruling and Common, and with appropriate dedication may attain full Mastery in every Arcana. Finally, you possess an instinctive knowledge of High Speech. While this is not immediate mastery, it will grow to become so within a year or two. Post Jump, this will provide equivalent facility with magical languages, and you can Awaken others so long as they have (or are) a soul.

160. Traditional Instruction – 100cp – Mage the awakening 2nd edition

The history and institution of the Pentacle goes back several thousand years, and they have amassed knowledge and honed the teaching of new apprentices all the while. You now have a rock solid foundation of knowledge in the whats, hows and whys of the ten Arcana, being Initiate level in each.

As well, you have also been taught of the Orders, and their shifting politics, views, alliances, and enough to not make a fool of yourself among them. Post Jump this gives you equivalent foundational knowledge of other supernatural societies.

161. Pentacle Symbolism – 400cp – Mage the awakening 2nd edition

The beating heart of the Atlantean Diamond is the shared symbolism echoing from the Time Before. It is these that draw down Higher laws into the Fallen world and allow the Willworker to dream with eyes wide open, shaping reality around them as they desire. What you now

possess is as simple as it is powerful; any Pentacle symbols incorporated into your magic make it far more powerful than it would otherwise be, even for other arts not of this world, and strengthen it against being countered or dispelled. Likewise, it allows your own magic to more easily overcome the magic of others, tearing through wards, veils, and even punching through magic resistance, which is only half as effective.

162. Multiple Degree Master – 600cp – Mage the awakening 2nd edition

Well now. This is quite the résumé Jumper. A few Masteries in your choice of Arcana, some serious pull in your faction, enough to sway the most deadlocked issues or arrange for some major favors, and the social and political chops to have your faction, and many outside of it dancing to your tune. Either you've been at this for decades at least, or you are a young prodigy that many would never suspect. Either way, you've got this on lock.

Capstone Boosted

Did I say a few Arcana? My mistake. I meant most. Your immersion in the traditions of the Atlantean Diamond resonate powerfully with your unique nature as a Living Hallow, and have brought you to heights unimagined since the Fall. Your understanding of the Arcana is nigh peerless with full Mastery of at least six of them, and a deep, profound insight into the Ruling Arcana of your Path never before seen... it is up to you to discover what these new insights will herald in the future.

163. The Iron Door – 100cp – Mage the awakening 2nd edition

Within the Oneiros, the Personal Soul, lies a door. Those Seers who would seek it do so to earn a Prelacy, venturing beyond it to be granted additional power should they succeed in the trial to earn it. This is not that door, but like it, there is now a door within your Oneiros that leads to a separate realm. In it, you may meet with various beings of power in order to bargain for what you may.

As a special consideration, no being you meet here may venture beyond it through the door, nor may they cause undue harm to those who venture to this place. Even so, bargain with care Jumper. In this world you shall meet with your patron Exarch to be given orders or knowledge, but who knows what other beings one might find in the future?

164. Techné – 100cp – Mage the awakening 2nd edition

Even through the flaws and the Lie, the Fallen World continues to etch new perfected symbols into the Supernal. As the organizations, structures, and inventions of the Fallen World reflect into the Supernal, you can then call those symbols down to work your will upon the world around you. And if there aren't already such echoes about to etch new symbols, you can inspire the Fallen World to create such things that will echo into the Supernal despite the efforts of the Abyss and Exarchs.

165. Prelacy of Jumper – 400cp – Mage the awakening 2nd edition

The Exarchs of the four Great Ministries (and possibly the rest) offer additional power to those they favor in theme with the Arcana they rule, known as a Prelacy. A series of initiations bestowing abilities and knowledge, often referred to as the Crown, Sword, and Temple. The Crown grants personal abilities that follow the Exarch's themes. The Sword grants arcane secrets that were written into reality by the Exarchs. The Temple grants a Seer the ability to create a soul stone and attune it to their patron Exarch, drawing down overriding Supernal laws and strengthening effects stemming from them. With this Perk, you can create your own Prelacy following these themes. In future worlds the Sword initiation will continue to grant knowledge of new secret ways to wield magic, or exceptions to the rules therein. The Temple initiation will no longer require a soul stone, simply functioning as a consecrated space.

166. Perfected Metals – 200cp – Mage the awakening 2nd edition

Orichalcum, Lunargent, Hermium, Brontium, Kassiterum, Apeiron, and Siderite. The Perfected forms of gold, silver, mercury, copper, tin, lead, and iron. Magical materials, each with particular properties, that have no end of uses for any Mage, but most especially those who create. You have in your possession now a supply of each of these metals, that refills monthly. Several hundred pounds of each to do with as you please.

167. The Hallow – 400cp – Mage the awakening 2nd edition

With this, you now have one of the greatest fonts of power imaginable. A Hallow of immense potency that may alter its Resonance with a thought from its owner, and can supply endless amounts of Mana or Tass (though having somewhere to store the Tass is a good idea). More importantly, it can flawlessly integrate into any properties you may possess in order to power things present there. Be they mechanical, electronic, magical, or magi-tech, so long as it's on, in, or part of your property, the Hallow can supply all of its energy needs. If you choose to have it as part of a Demesne, its effects can be propagated or not as you please. God help anyone that runs afoul of any wards plugged into this thing.

168. Path Tools – 100cp – Mage the awakening 2nd edition

The Coin, Cup, Mirror, Rod, and Weapon*. Each holds symbolism for specific kinds of magic, and these are, without a doubt the finest examples of each to be had. Perfectly suited to you in every way, they serve to focus your magic in ways more in line with utility and flexibility than power, though they can certainly be used for that as well.

169. Order of Jumper – 600cp – Mage the awakening 2nd edition

And here it is. An Order all your own, every bit the equal to those of the Pentacle. (Or perhaps one of them?) Be it size, influence, resources, or membership, you will not find it lacking. All personnel count as Followers and the Order retains any improvements made to it.

170. Jumper's Ministry – 600cp – Mage the awakening 2nd edition

Oh boy. Are you sure you want this? Ah, who am I kidding, if you signed on with the Seers, of course you do. You now have control of your own Ministry, be it one of the major four, or

relating to another Exarch that has risen to the rank of Archigenitor. In this Jump you still answer to your patron, but after that, you're the boss. Your Ministry will retain all improvements made to it. Enjoy riding herd on the crab bucket, Jumper.

171. Magic - 400cp - Rippers

Whether with a Hermetic Order, the Rosicrucians angelic sorceries or an initially darker path, you have learned to master the eldritch forces of the night. Will you combat the darkness, or serve its ends as your will and power reshape the world around you?

172. Sorcerous Schooling -100cp - Rippers

You have learned a great deal about the occult, and in this and every future world will know a great deal of not only what bumps in the night, but what is possible with magic and what might be required for the greatest workings.

173. Mystic Pact - 200cp - Rippers

In a pinch, sheer grit and willpower can substitute for arcane energies. Though it can really wear you out, you can instantly refill your mana through force of will alone, though only once a day.

174. Trinkets From Beyond – 200cp - Kult

To wield power over reality is no small thing, and both magicians and extradimensional entities frequently create artifacts designed to channel or amplify their power for various means. Through some mix of mystical ritualism, innate power and a mechanically inclined mind you've gained the know-how for creating the artifacts of this world. Creating artifacts is generally time- consuming and ritualistic, comes easier the more overall steeped in divine and mystical power you are, and is weak in the hands of laymen. Even experienced magicians can generally only create minor artifacts with least powers like seeing beyond the Illusion reliably, while the greater powers that be can engineer objects that warp time and space-or what humans understand to be reality.

175. Quell the Divine – 600cp - Kult

It is such a burden to be an immaculate being in a filthy, heathen world. The cosmos requires discipline. Blessed order, imposed on chaos. And you are just the being to grant it. With a great effort of will and focus you can radiate a shining glory from you-one that renders your features indistinct within that same radiance. But above all, wherever your light falls the supernatural, anomalous and ultimately what is hazardous or chaotic in your eyes is quelled like a torch in a rainy wind-happening faster when you focus your will on what you find unclean. Spells short out, the Illusion itself can be strengthened or weakened depending on whether you deem it or True Reality more worthy of preservation, and supernatural beings can potentially be stripped of all they have. With even greater focus you can permanently remove the powers of supernatural beings, reducing them to mortal forms with their own abilities sealed within themselves-and when defeated in such ways, these beings' very memories of themselves can be snuffed out too and become very susceptible to manipulation

of all kinds. Such radiance is exhausting to maintain, though your endurance and the strength of your nullification will rise with your overall power. A mortal man would nearly collapse from illuminating a city block for a few minutes-yet be able to greatly weaken a nepharite in its own purgatory enough to slay with its own tools of torture.

176. Beyond These Feet of Clay – 600cp - Kult

Those facets of human existence that humans think absolute are, in truth, the seeds of their divinity. Instinctively each human journeys inwards, awakening parts of their slumbering souls, reflexively using mathematics, magic and natural sciences alike to slowly reweave the forgotten form of their divinity. Choose one of the following aspects of humanity. You are mystically attuned to it, making you a considered a skilled and powerful magician of this world.

You can perform rituals themed around a certain essential facet of human existence. Such rituals resemble the occult traditions of Elysium's façade of a mundane world, and generally require reagents, some sort of time-consuming performance or sacrifice, symbolically consecrated areas, religious visualisations, a great deal of time or some combination of the above to work-but are the true rumblings of humanity's innate divinity. Rituals of death may include propitiations similar to voodoo practices for example, while rituals of space-time may require intense contemplation of the vast gulfs of space or the creation of sacred geometries as a focus. Your especially close connection to your purchased trait also grants you a specified divine ability you may freely use at will with no effort, which will be bolstered by any other fonts of divine power you have.

Madness: What modern science calls insanity is in fact the soul's protestation against an impossible existence. A failed attempt to tear down the walls of the Illusion and peer into true reality. Henceforth when you succumb to madness or other states of impaired consciousness, you retain an intuitive sense of direction and are capable of potentially travelling to places you should be physically unable to. Having a nightmare in your asylum cell only to wake up in your bed or the other side of true reality is something a mortal could easily perform, though getting to the peak of Everest or the halls of a specific Archon's citadel would take quite a risky immersion in madness. You can also draw on the intensity of the madness to induce abhuman mutations and transformations in yourself as you pursue your goals, resembling a beast out of nightmare more than a man swiftly, and both sense the fears of other others as well as incarnate them as a quasi-demonic praetorian guard along your journey. Though if you destination is a safe one, these traits swiftly fade upon arrival.

Death: The bitter truth of the Illusion is the Demiurge never took away mankind's immortality-and perhaps never could. Death is but a gate to other planes of existence that transforms without truly annihilating for mankind in the fullness of divinity, yet within Elysium it has been reduced to an amnesia-inducing trap. Your awareness of death has resulted in a metaphysically enforced stasis to the differentiation between life and death. Should you be in a world where you reincarnated you may swiftly recall the memories of your past life, and you can innately perceive the restless souls of the dead. Furthermore your awareness of death's fleeting grip enervates your blood, and all other bodily fluids you have.

They become a panacea for all mortal ailments-and more importantly, you may use them in various procedures to reanimate other corpses, or manipulate them through sympathetic links. Through experimentation and experience, you may learn to manipulate the memories and even conditions of the reborn dead. In time, even ashes could walk and breathe in recreated bodies with their soul intact-and dead souls could be reborn in more favourable circumstances than life.

Dream: Dreams are an entire plane of existence to themselves, where even in maimed aspect humans can strive for experiences and accomplishments beyond their reach. Though it has long lost full control of this realm, your closeness to dream makes it easier to breach the gulf between sleeping and wakefulness. Not only are you a masterful lucid dreamer, but at any moment while awake you can immediately choose to fall asleep. Insights and knowledge from the collective consciousness of mortal life in wherever you are is especially easy for you to find, glinting like golden treasure in the sea. Crucially when you encounter dreams that roughly correspond to events, phenomena or entities in reality you can interact with them to influence a chain of events in the immediate future. Such manipulations betwixt dream and reality cannot break the laws of nature with a mortal's power alone, but can create corresponding phenomena. Killing a man in a dream is unlikely to directly kill him in real life for example, but it could give him a sudden sense of inexplicable fear and disorientation-right in the middle of crossing the street. As you grow in power, it may even be possible to tie large areas in the real world to dreams that can be distorted through lucid dreaming.

Space-Time: The progression of time in this world is a lie. But the true perception of eternity is lost to mankind is illusion, along with the unfurled dimensions beyond those perceptible in its limited state. Having regained some of that awareness your gift is simple yet powerful: A profound awareness of any object or person you know to look for anywhere in space or time. Certain magics may be able to conceal them and your positioning will be sharpened by knowledge of its name or an accurate image, but even if an object has yet to be invented you could know where to look for it and even if someone dwelled in Inferno you would gain knowledge of the swiftest fast to find them. Furthermore you have the innate power to recreateeternity and halt time. Your mastery of this technique is exceptional, and in time you could perform outrageous feats like accelerating the flow of time in direst Achlys where time does not technically exist. Or stopping time within the stopped time...having shrugged off the stopped time inflicted on you by an enemy mage through your temporal supremacy.

Passion: When humans were gods their bodies were strong, beautiful and changeable beyond mortal measure. Flexible, malleable instruments to chase the force that defined them more than any other-unlike the primitive machines that grow weaker with age or self-destruct from internal errors that Elysium forces on them. When you induce or experience great passion, you may amplify it out into a force that can afflict sentient beings with such ardour they may be transformed, bolstered or cursed in accordance with your attentions. Even your abiding passion for music could play a song so moving it would be feasible to breed animals with machines and sire unnatural hybrids whose traits breed true, or sing and make others submit in love to you. But carnality is by far the greatest of the human desires, capable of making demons weep and bringing gods to their knees. Do not underestimate this force, for such is

the innate fertility within you that even now any children you have are truly Awakened from the Illusion if you simply enjoy the act of their creation enough. The complex ritual and nearly year-long ritual that normally enables such a feat compels the power of Achlys itself to hear the name of such a child, and it is no exaggeration to say even the maelstrom of ultimate annihilation at the bottom of everything is not entirely sovereign from passion.

177. Jungle Sanctum – 200cp - Kult

You've gained knowledge of cruder, more primal rites than those used by mortal magicians to empower yourself with Gaia's cosmic aspects. In the depths of the wild, through intense meditation or altered states of consciousness you can summon forth some of Gaia's influence to perform astral projection. Even if you were normally sealed by some great power like the Archons, you could send your spirit roaming freely through the forests-even fly through the sky and venture into other worlds. Last but not least, the deep wilderness is always considered a magical sanctum for all mystic effects at your beckoning, supporting your spellcraft as well as any magician's sanctum. With great communion with the natural world, you may even use particular plants, rocks and other unique natural resources to replace the reagents in certain rituals after coming to an understanding of their mystic significance.

178. Artifact of a Higher Power - 200cp - Kult

Well, well. Someone's been making friends in low places. What you have here is some sort of ancient artifact, light as aluminium and indestructible by human weapons. Some sort of configuration procedure is built into it; it might be an archaic set of armor you must don, or a flagon that must be filled with wine, or a puzzle made of 999 hexagonal stone tiles that must be solved. Either way, when the artifact's conditions are met you may summon some sort of powerful entity to make a dark pact with-and some enchantment on it makes the being much more reasonable and placated than the overwhelming danger such bargains usually entail. Still, be wary that unless you slay your "benefactor", break the pact by some external means or can cheat death itself even the smallest favour entails a cost that must be paid in some manner.

For 200 CP the entity you're in contact with is akin to a lictor, nepharite or angel with exceptional proficiency in the mystic arts of their kind. Such beings can still grant a wide slew of requests with their powers; they are widely knowledgeable in the going-ons of true reality, can provide guidance in other dimensions, supply minions, knowledge or even direct interference against an enemy and open portals to other dimensions among other things.

And yes, you can buy multiple ways to damn your soul and endanger everyone around you with.

179. Artifact of a Higher Power – 400cp - Kult

Well, well. Someone's been making friends in low places. What you have here is some sort of ancient artifact, light as aluminium and indestructible by human weapons. Some sort of configuration procedure is built into it; it might be an archaic set of armor you must don, or a flagon that must be filled with wine, or a puzzle made of 999 hexagonal stone tiles that must

be solved. Either way, when the artifact's conditions are met you may summon some sort of powerful entity to make a dark pact with-and some enchantment on it makes the being much more reasonable and placated than the overwhelming danger such bargains usually entail. Still, be wary that unless you slay your "benefactor", break the pact by some external means or can cheat death itself even the smallest favour entails a cost that must be paid in some manner.

For 400 CP on the other hand, you are put in contact with an entity on the level of an Archon or Death Angel's Incarnation. Such beings can provide far superior services, but often demand correspondingly higher services or sacrifices as a result. The prices exacted by such entities generally fall in two categories: Human sacrifice, and services that aim to further some greater goal or principle of theirs.

And yes, you can buy multiple ways to damn your soul and endanger everyone around you with.

180. A Temple and a Labyrinth – 600cp - Kult

You wanted security? Prosperity for your people? Alas, the cosmos is not kind and the only thing the Children of the Underworld can reliably gather in quantities is nothing. Literally. Here and in future worlds will you gain ownership of a black temple of iron, rock and steel with the true purpose of being a seal against nothingness. No light can be lit nor any flame burn in the oblivion that wafts up even into this structure, and so distorted are the laws of physics that even gravity and acoustics can become unreliable. Pass the temple into the labyrinth below, and witness time and space itself begin to dissolve. Everything is slowly reduced to a grey, depleted mass possessing neither color nor shape, shifting in spiral movements as it slowly pours into the sinkhole at the bottom of the universe. Memories fade. Reality is quietly torn and shredded. Long before you discover what waits below, if you come without protection you risk losing more than your life.

Why would anyone want this desolation? Perhaps because as destruction in its purest form, all powers of death and the void surge in strength when performed within it, drawing on the devastation that Achlys promises. Furthermore, it is at the heart of this place that She Who Waits Below can be contacted in dreams. Her forms are as numerous as they are unsettling: A glowing eye in an amorphous chaos, tender leaves floating on dark water, a fetus with its umbilical cord tight around its neck, a bloated female body reclining in the dark or other unsettling aberrations. In all forms, she calls for those with emptiness to come to her and works towards the cessation of all existence-though she is in no particular hurry. You are, you intuit from your nightmarish visions of her, something akin to a saint or high priest to her. Bring sacrifices down to the labyrinth below and you will be rewarded with power from the void. Like the Ones Without Names, who can discharge annihilating nothingness within themselves discharged as a black flood. Even as dark pacts go this relationship is fraught with risk-but then again the mere reputation of your working relationship could cow many in this world.

3. Socializing lessons

1. Layman – 100cp – A Study In Emerald

Your head may not shine with brilliance or bear a weighty crown, but perhaps it's for the best. One of your character is approachable to any man or woman on the street, and your manner makes quite the good impression from the very first glimpse. Other Sirs and Ma'ams naturally treat you in a cordial and friendly manner, and you possess the ability to get along with very eccentric personalities.

2. Mr. Never No - 100cp – Cultist Simulator

As a priest in charge of a parish, it's of utmost importance that you can perform your job correctly. With this perk you now possess an exceptional charisma worthy of a community leader, not only able to charm your audiences with ease, but also having a very keen eye for other people's wants and needs. Additionally, and if you didn't before, you are now capable of delivering your messages with exceptional eloquence, never stumbling on your words, and always transitioning from one topic to another with exceptional ease.

3. Appeal - 100cp – Cultist Simulator

A man in your position has to walk the walk as much as they talk the talk. This perk gives you an exceptional control of your own body's language and tone of voice, and an intuitive understanding of how they are perceived by others. With this knowledge you may present yourself as a ruthless and fearless person, a compassionate and open individual, or a meek pushover that can be easily bullied just by changing the way you move and talk.

4. Chastise - 200cp – Cultist Simulator

There are times where kindness is not the answer, but fists cross the line. You are now expert at manipulating, coercing and intimidating people, allowing your words to cut when your hands are otherwise tied. This perk also reinforces the psychological impact of your words based on your relative strength compared to theirs, even without hinting at physical aggression, making your threats more effective even if your targets know nothing about you.

5. Exultation - 200cp – Cultist Simulator

Your words inspire more than just attention, and with the right topic and the right passion, they may even command the masses. With this purchase, you are able to instill a specific feeling, emotion, or ideology in your followers through your words and speeches until you are capable of invoking it with your very presence on those that have already listened. This effect is not instantaneous and requires more exposure depending on the complexity of your message. For simple rapport, it would take a few days, for loyalty a few months, and for a complete ideology it may take up to a year.

6. Silver spoons feed silver tongues – 100cp –Kingsman

You were raised with care, and cultured to be a refined and charismatic individual and it shows. Others respect you, and your opinion is always valued.

7. Political Pull – 200cp – Kingsman

You know just which people can be convinced to work for your “greater good”. Furthermore, you have a damn good feeling of what you’ll need to convince them.

8. you have To lisTen To me! - 100cp – The free universe

What they don’t tell you about academia is when you have to get your findings across to the small minded. More than one bad situation started when an expert was disregarded and his work used for ends it wasn’t meant for - but with this you’ll be able to communicate to those who don’t understand the complexities of your field, in such a way that misunderstandings are nearly impossible. While they may still go through with their decisions, they’ll do so with full knowledge of what you were warning them of.

9. Rules Lawyering – 100cp The mummy trilogy

Spirits are treacherous things, cunning and deceitful. You need to be careful in how you give orders to them, as they will hear your orders, and then use their millennia of experience to find some loophole, some trick that will allow them to fuck up your plans while keeping within the letter of your commands. Well, now you’re always two steps ahead of them. You learn how to think in the winding, convoluted ways of spirits, and how to give instructions that cover every little loophole and shore up every possibility. Although sometimes it’s just neater to summon the less problematic ones. Taking fifteen minutes just to order a foliot to run a bath can get tiresome.

10. Profiler - 300cp – Great Detective

By careful examination of the crime or the crime scene, you can piece together characteristics and a personality of the likely culprit. Normally a near impossible feat for humans to pull off, your guesses are more often on the mark than not.

11. Taking Over - 300cp – Great Detective

You have that look, the stance of one used to be in charge. Yell, make a ruckus, flip some papers, and they'll be falling over themselves to hand over the evidence, testimonies and your coffee. Good for getting involved in official government business, but you'd better have the props for it. Works in any jurisdiction.

12. Get In Their Heads - 600cp – Great Detective

Through meticulous analysis and the highest art of criminal psychology, you understand nefarious minds like no other. With only three pieces of unique information, you can reconfigure yourself to think exactly like the target. You also gain access to their abilities, but not ALL their memories. Post-jump, you can use this to create entire personalities from scratch, and freely manipulate aspects of your own. Paired with some method to determine guilt, few secrets are safe from you.

13. Call in a Favor – 600cp - Investigation

You're the best at what you do, and you've done it for a lot of people. A LOT of people. Every time you do someone a service, they'll remember it and know they owe you a favor often

repaying it with a magnitudes greater service. Within a month of settling down in a new place, you'll have a network of contacts and favors that seems to stretch everywhere.

14. The Truth – 600cp - Investigation

You can handle it. You gain the ability to know with perfect accuracy the percent confidence/belief a person has in anything they say. This power enhances the memory of those you speak with, making them more capable witnesses. Finally, people will feel guilt at the thought, let alone act, of lying to you.

15. Like Minded Fellows - 100cp – Sherlock Holmes

How curious. Seems like no matter where you go you always possess a very accurate hunch on how to find people of a similar mind as yourself. Whether you're looking to make connections, or need to hunt down some blokes to assist you with a job you had in mind, locating such people seems preternaturally easy. Birds of a feather and all that.

16. Walking On Thin Ice - 100cp – Sherlock Holmes

And boy are you a master of it. Doesn't really matter if you're a sociable person. When you're the only one who can do the job what else are they going to do. Regardless of your manner or what people think of you, they can't help but honestly and fairly acknowledge your skills, value, and contribution. That doesn't mean they like you by any means, they will just be fair and honest when it concerns your ability and merits.

17. More Than a Pretty Face - 100cp – Sherlock Holmes

While some might scoff and say that you're reliant on your looks to get your way, you're actually rather cunning. Out witting others is a natural talent of yours, and you possess all the social skills and tricks of a professional con-man. While there are people out there who can claim to be smarter than you, you're certainly almost always the most clever person in the room.

18. Charm and a Smile - 300cp – Sherlock Holmes

You are attractive. The kind of attractive that knocks the feet out from under people's ability to think clearly with nothing more than a brief moment of eye contact, let alone a smile. More deviously you always know exactly how to use your looks to your advantage. Just the right angle to glance over your shoulder, the perfect timing on that slow grin, to catch the light just right to...sorry, can't remember what I was saying.

19. Like an Open Book - 300cp – Sherlock Holmes

The only real difference is that reading a book might take a minute. You have a preternatural awareness and understanding of body language, tells, and social cues. It's trivial to pick out the various social nuances of those around you, and telling just who would be the perfect mark is as simple as a few moments to scan the room. You're also a master of the reverse, manipulating your tells and cues to give just the right impression at the right time.

20. Blinding the Brilliant - 600cp – Sherlock Holmes

If it were to come down to earth you could blind the sun itself. You possess the absolutely incredible ability to turn people's intelligence and mental faculties against them, turning their own brilliance into a tool for your own clever schemes. Fooling those with incredible minds and mental abilities is easy for you, negating any advantage they might have on you from such abilities. Not to say that you are infallible, but anyone who relies on simple genius to thwart your machinations will be sorely surprised.

21. Wrapped Around My Finger - 600cp – Sherlock Holmes

It's always about having just the right context. With interaction you can shift and manipulate the emotional bonds people have with you, either changing their context or amplifying the existing one. Each use of this perk requires a single setting of interaction with the target, but over time you can maneuver their feelings into whatever you find preferable, or simply more useful. Given even a short time frame you'd have people tripping over themselves to fulfill your every wish.

22. Unsuspecting Fools - 100cp – Castlevania curse of the moon

Though the battle between light and darkness is the same as always, this time around the venue is different - you see, the ritual to revive Dracula shall be taking place in Camilla's castle in Styria, not Dracula's castle in Wallachia. And Camilla insists on refinement, on beauty and grace. As a result, you're something of a looker - if you're a Zombie that's falling apart at the seams, well, you're doing so aesthetically. If you're an Armor, then for some reason you always appear to be freshly polished to the point where you'd make a wonderful knight in shining armor if you weren't, you know, evil. If you were a vampire like Camilla, you'd be an elegant lady of high class in a dress right out of a fairy tale... Who would then violently murdered everyone around you for calling you fat. Try not to be as vain as her?

23. Haunted Wardrobe - 100cp – Catlevania curse of the moon

A lady should strive to always look her best, and that is something Camilla has taken to heart in order to blend into mortal society in this day and age. You now possess an invention of hers, a half dozen Poltergeists that have been smashed apart and used to build a wardrobe. Inside are a dozen or so different dresses that are constantly being torn apart and restitched into ever fancier and fluffier combinations. If you feel like throwing them some scraps, or even a filthy dress you acquired elsewhere, they'll clean it off for you and add it into the mix. One of them will even follow you around and make minor adjustments as you wear it, adding pockets between the folds, or loosening some of the seams whenever you need to walk about in a hurry instead of strolling casually. Lastly, there is also an ordinary Poltergeist still stuck inside it's table, chair, and cups, that serves you tea. It never seems to run out, but does need a small supply to learn new flavors.

24. Fanciful Accessories - 100cp – Castlevania Judgement

Sometimes, things fall into the Time Rift. People, places, top hats and stuffed rabbits, so on and so forth. If you wish me to do so, I can take a small fragment of my power over time and

imbue it into an article of clothing or a specific outfit. Should it be damaged you will find it's time reversing, thus repairing itself of any rips, tears, stains, or other undesirable features. Even if it's destroyed outright, it will pop back into existence a short time later, anywhere from hours to a day or two. In addition, I've gathered up a small collection of accessories with which you may attempt to make yourself look half as stylish as I am. Hats, ties, ribbons, some jewelry, and a pie made from strawberries, raspberries, and cranberries. I... Don't know where the pie came from, but it is delicious.

25. Bloody Tears - 200cp – Castlevania lamment of innocence

For years and years, Mathias and Leon were neighbors and friends. More recently, they were brothers in arms, seemingly invincible when they had each other's back. But now... Mathias is false. I will say no more for now, but the army that stole Sara away in the night was his fault. You are an amazing judge of character, all but seeing into their very soul when they cry crocodile tears in an attempt to fool you into lowering your guard. On top of that, you are also charismatic enough to speak of redemption and have them be unable to close their ears and harden their hearts. The better you know someone, the easier this becomes. Hopefully you will notice your own 'brothers' scheming ways before your own wife ends up dead or worse because of him, and will find a way to lift his spirits away from whatever plan he has concocted.

26. Such A Lovely Maiden - 100cp – Castlevania order of ecclesia

Personal taste aside, one has to wonder if there is a certain connection between one's raw power and how beautiful or handsome they are. Dracula himself is quite the looker, and his first words to Shanoa were a compliment of her own beauty. Whether you are such yourself is not up for debate at the moment, but what you are is an amazing orator. From giving a speech to the forces of hell to rile them up, to monologuing about the power of Glyphs, or even flirting with the woman who's probably here to kill you, you never seem to lack the words appropriate for the situation. If you could force her to pause for a moment, you might even stand decent odds at convincing her not to kill you, and perhaps to enter the night's embrace?

27. Pale Beauty – 100cp - Castlevania Netflix

There's something about vampires that can be surprisingly hot, despite their pale, cold exterior. It could be that the curse they have has preserved their body with many vampires having been sired in their prime, or maybe they have an easier time staying fit when the only thing they really need is blood. Whatever it is, you have what they have- an elegant beauty or handsomeness that could easily get you into the bedchambers of anyone you happened to desire, even in spite of any inhuman features you might possess- or more easily, if they enhance your looks. Of course, you shouldn't expect that reaction from most people if you go out of your way to look like a horrible monster.

28. Curiously Attractive – Free – Darkstalkers Valeria

Some might think that a green scaled fish boy won't get the fans going. Some haven't seen Rikuo's fanbase. Whatever kind of beastly thing you are, you end up a fairly appealing

example of it. Even as a clearly inhuman or outright undead monster, you'll have sculpted features, pleasing curves and eye-catching muscles. Even if it's literally musculature stripped bare to the world. A more monstrous Darkstalker could much more easily pass among humans without hiding their nature like this. Beauty does a lot to get you treated kindly.

29. Caterwaul – 200cp – Darkstalkers Valeria

The feline opera is back in town! Your great talent for song and dance is sure to make you a worldwide star, people happy to come from across the world to see your entrancing moves on the stage or pay good money to listen to your charming voice. While you're generally skilled with most forms of song or dance, a large part of your popularity comes from how easy you find it to affect people's hearts with your performance. From you, a song that might inspire some sadness could move people to tears and a romantic dance could reignite the flames of aged love. Pair your performance with lyrics or a story and it shouldn't be hard to get people to listen to your arguments for peace between the races. Or just whip them all up into a righteous mob against some foe, if you can paint them as enough of a bad guy. Your performance's ability to reach into people's hearts still has an effect when recorded, just less so than when seen directly. There's a reason people go to live shows.

30. Put A Smile On Their Faces – 100cp - Batman the Animated Series

A Thespian, are you? In Gotham, it seems tragedy is the order of the day; luckily, you know how to put a smile on people's faces in a way that doesn't require laughing gas. You're actually a pretty funny person; you've gags, puns, and jokes galore, and you're good at thinking up humorous things to say on the fly.

31. Purple Prose – 100cp – Lovecraft

Your unique methodology towards communication is nothing less than extravagant. When you so desire you are capable of transfiguring even the simplest sentence into an indecipherable labyrinth of ancient and antiquated locutions. Practical uses include; impressing pedants, telling anecdotes, and baffling idiots. This effect applies to any languages you can speak fluently.

32. Voldaren Decadence - 200cp – MTG innistrad

Like the progenitor of the Voldaren house, Olivia, you are able to throw truly decadent parties that will be enjoyed by all those you wish to entertain... Hopefully, this will exclude the foul games that provide the entertainment at these parties. If even half the rumors are true, they are more animals than the creatures they can become – tales tell of them turning into large wolves, bats, and even rats.

33. Man of the people – 200cp - Victoria

So many people have so many problems. If only the impoverished Indians and the unemployed proles understood that your ideas were the way to truly secure their freedom from the vested powers of your day! With this, they will be far more likely to follow you rather than some misguided ideologue- why, he's practically the same as the one who's

oppressing them in the first place! This should grant you a particular strength in convincing people that the way to a solution to their problems is through your ideas- though convincing them that their problems are bad enough to take up arms over is another matter.

34. Iron and blood! – 100cp - Victoria

You shall encounter many obstacles in this time. You shall see obstinate legislatures, moronic bureaucrats, and idiotic masses. They shall be resolved to debate endlessly on the great questions of the day instead of actually daring to do something about them. But that is not how questions are resolved. You shall become quite adept at crafting speeches that come to be known as the final word on any given topic- whether it is war, religion, or politics, after you talk, no one else dares to.

35. The Iron Jumper – 200cp - Victoria

There will be many rivals for your position in your time. More importantly, there will be rivals for the positions of those above you, and for the vast majority of ministers such as yourself, your continued stay in your office is totally determined by whether or not your higher-ups are of the same party as you. For you, though, this is altogether untrue- you can be certain that no matter what governmental shake-ups occur, you are much more likely to keep your position, even in the event of a governmental change. This is all due to your steadfast, resolute, and somewhat terrifying personality, which allows you to be far more adept than most at governing with an iron fist.

36. Das Jumpital – 400cp - Victoria

Great change can only come from great understanding. You know, on a fundamental level, that you are totally correct in all questions of society in general, its functions, and how the power structure of the world will require extensive modification if it is to be considered ideal. Others, sadly, do not. Thus, you now have an extensive volume that covers your revolutionary views on society in an extremely thorough manner, covering nearly all possible counterarguments from your contemporaries. It has the memetic property of being quite likely to convince those who would consider themselves intellectuals. Factual accuracy not included.

37. A Bard’s Tale – 400cp – Fate/Legends God save the queen

Why lead an army to conquer the world when you can change it to your liking without ever needing to leave your own study? The power of a story is not always so grand but it has only become more influential as the barbaric days of the past are left behind and communication becomes ever easier. Your skill as a wordsmith, playwright and orator is one of very few peers, outside the rare exception like the Bard himself. Be it novels, plays, poems or all at once, your gift is sure to earn widespread acclaim and wealth if you publish your works. Not to mention how well the upper class and even royalty tend to receive you when you write a story casting them in a favourable light. Most of your creative endeavours tend to only become more popular and influential as time goes on, easily cementing your place in literature and theatrical history, as well as an easy path to influence the world of the future through your

writing. But this is merely the mundane side of the entertaining word, you've reached beyond the ordinary world already. Through both writing and oration, you can Enchant the world around you. With vivid descriptions and praise, you can reinforce, enhance and even awaken magical powers in objects, people and even entire locations. A common longsword might gain unnatural sharpness as you weave a tale of the battles it has seen it's wielders through. The greater the existing history and mystery of your target, the less limited you are in your Enchantments, though they require more and more investment from you too. A common blade might be made supernatural but it will never match truly legendary swords. On the other hand, with many days of inspired fabrication, the unnamed but personal sword of a noted hero could indeed grow to match the likes of Ascalon and Excalibur. As they are but stories, these Enchants do fade in time, though using the enchanted object to accomplish deeds worthy of it's supposed new fame may indeed make it a permanent change. A final and more costly ability discovered by you is to give form to your words and creations through the use of magical energy. While it can be quite costly to create complex and large scale obfuscations, it is entirely possible for you to scare away robbers with demonic phantasms or force enemies to face illusions of old traumas and foes. Surely, your skill in writing characters will be helpful in directing these phantasmal actors.

38. Napoleon of Crime – 600cp – Fate/Legends God save the queen

The world has an empty throne, just waiting for the man clever enough to take it for himself. It's not a road anyone can walk if they worry about morality or their own safety. Only by throwing away such things can you achieve global domination or destruction. But it's that freedom that draws others to you as well. You have the same villainous charisma and manipulative, scheming intellect as one James Moriarty. That personal charisma is enough to lead and manage a criminal empire that stretches across the globe, not only keeping it stable and loyal, but to even inspire outright devotion in the thugs, spies, killers and thieves that make up your dark kingdom. Even your enemies find it hard to not fall to your charms, despite knowing your true nature. Your mind is more than able to keep up with your spirit in this regard, if not work together all the better for the combination. Evil plans of all kinds and scales are simple, from causing chaos and corrupting the good, to creating and expanding a empire of evil beneath the notice of the common world. Gathering the tools and resources to set up and run these schemes is another mastered skill, making it entirely feasible for you to create shadowy organisations that influence or even take control over whole nations within a few years, despite starting with little more than the average university professor. Ruling the world is far from an out of reach goal, particularly if you do it from behind the scenes. Does it matter if you lack magic, when even the Magi have desires, vices and fears the same as any mortal man? Perhaps the most interesting aspect of your nature as a villainous genius is that your schemes can be designed to avoid punishment and even the whims of fate itself. A small investment of time compared to the rest of the scheme is usually enough to ensure you can escape unharmed and largely untroubled from all but the most daring schemes and colossal of failures. Significant effort is required to bypass destiny itself but with enough work and a truly airtight plan, you can even pierce the protection that should lead the heroes to always win at the end of the day.

39. Civilised Manners – 100cp – Van Helsing Valeria

For those that can't fight, a smile and joke can be better weapons to end arguments. A disarming disposition has aided you in more than a few scrummy situations. Your charm and ability to put others at ease helps with both allies and potential enemies, soothing tempers and getting a few laughs to defuse a hostile situation. On a long hunt, you keep spirits high, and you're not a bad hand at appealing to the ladies either. Even if you happen to be a scruffy friar.

40. Disarming Smiles – 100cp – Van Helsing Valeria

Humanity has long since organised the instruments of it's own demise. Society provides the tools to shape and herd the flock, for those able to walk among them. Your charisma and ability to ingratiate yourself with strangers quickly makes you well suited to such a role, letting you slip into human civilisation with ease. From a rural village to high society, you have little trouble making yourself appear as a friendly, harmless newcomer eager to start a new life. To some extent, you're even aware of a few ways to mask your unholy nature, concealing or avoiding the common tricks to catch out vampires and other monsters.

41. Temptress – 100cp – Van Helsing Valeria

All the better to lure them in. Like a pretty light hanging before the hungry mouth of a deep sea terror, your body is a lure to the sinful humans you prey on. Your beauty is inhuman, appearing like you were painted by a master even if you spend all your time in a cold, rotting castle. You can freely take on such an attractive human form regardless of your true nature, allowing even monstrous demons to walk admired among humanity. Your clothes make the change to and fro with you, perhaps even shifting to become part of your monstrous form.

42. Fancy Dress – 100cp – Van Helsing Valeria

Trust a true monster to devote so much time to garnering petty wealth. Dresses, suits and jewellery to satisfy even the vainest king is now at your call, a wide variety of attire from the fancy to the skimpy, all unreasonably expensive in make. They'll change to fit your form, whether that be naturally increased size or a transformation into a monster and back. They make for a pretty penny if sold but won't return or repair as normal if this is done.

43. A Sense of Class – 100cp – Van Helsing

No matter your origins, you always have a sense of nobility and class around you. You are simultaneously a charismatic gentleman, immune to the sly taunts and ridicule of lesser men, and always maintain a calm and cool sense of professionalism no matter the situation. Comes with a free set of mutton chops and moustache for the men, an elegant & stylish ponytail for women.

44. Daring of Speech – 100cp – Van Helsing

The louder, bolder, and more distinguished your words, the more likely your words and their message are to be taken seriously - no matter how campy, sarcastic, or ridiculous they may be. In fact, you can extend this to anyone you deem an ally!

45. Mandate of Babel -100cp – Leviathan the tempest

By expending the ichor in your veins and focusing your wake on a target whose primary language is foreign to you, it becomes possible to make yourself understand and be understood by them, as if you were both fluent in the same tongue. This will last for about half a day. You are still unable to read this tongue, that is unless the participant personally wrote something in this case. This works on people immune to the wake with their consent.

46. Cult Monarch - 300cp – Leviathan the tempest

It is the mark of a true ruler to have tight control over his subjects and you are one such ruler. Whether its about managing your cult or company, you can easily organize them and secure at least some of their loyalty for yourself. But most importantly you have great charisma as well talent for finding people to help you make cults, which can be dedicated to yourself or others if you desire it so. Such cults can be ensured one way or another that they will be true believers and perhaps a bit of fanatics, but that's a feature if anyone asks you.

47. Storm King - 600cp – Leviathan the tempest

All Leviathans have their own pride, beyond what normal humans do have, the divine nature of Leviathans pushes itself down on the mortals. But you are a step beyond that, you hold a natural aura of nobility and a charisma that if these were the ancient times would allow you on its own to become a God-King. But this is not the past and you know that just charisma is not enough, you have a willpower that could take on a demigod and the skill to make a couple of people who have their own pride as demigods to work with you, thus you can easily unite your fellow Leviathans to work as a coherent group under your guidance, becoming the hetman of your group shall be easy. Yet it appears that your children are blessed alike, holding a charismatic gift that sets them apart and a natural inclination that lets them work well with each other, though the same inclination also makes them fall in line behind your commands if you desire it so.

48. Charisma - 100cp Mage the awakening 1st edition

The three key features of charisma are a commanding presence that people will pay attention to, the ability to make others feel better by simply being around them, and the ability to speak about any topic with calm grace. You are one of the few who meet all of these criteria. You will find social interactions much easier as others are drawn to your presence and eager to earn your favor.

49. Striking looks - 200cp Mage the awakening 1st edition

Your appearance is striking and you become incredibly attractive by the standards of your present society. You can expect people to turn their heads as you pass by, more people will smile at you in the hopes you will return in kind and you can be assured of congenial

treatment by just about anyone who has seen your face. Accordingly you will receive all of the other minor but everpresent benefits that people of your attractiveness warrant. People will likely spend more time trying to please or impress you, will go a bit more out of their way for your sake and if you are suspected of a crime, you are much less likely to be investigated or convicted.

50. Inspiring – 400cp Mage the awakening 1st edition

Your words are inspiring beyond all measure, able to rally the downtrodden and distressed, returning them to a state of elated vigour. Once a month, you may “inspire” those around you to a given cause, making them fight for it with all the might, tenacity and willpower that they have, bringing it all to bear on the singular cause that you dictate. The larger the audience you use this on, the less likely they are all to join the cause, but you will always find at least a few in a group of thousands that will heed your call to arms. The inspiration will likely fade for many over the course of the following month, but may be taken up again should you choose to reinvigorate them with another rousing speech.

51. Above Suspicion – 600cp – Beast the primordial Paradox

There's being a trustworthy individual, and then there's you. Even when caught red-handed doing something you shouldn't, your ability to convince people that it was an accident or a misunderstanding is borderline supernatural. People innately view you as a trustworthy individual and just seem to really, truly, not want to believe that you're acting against them. This is doubly true if you're actually loyal and not just planning to screw them over.

52. Stockholm Syndrome – 600cp – Beast the primordial Paradox

What's the best way to trap someone? Making it so they never want to leave. Despite the circumstances and against their better nature, those whom you confine and spend time with find you more likable than they should. Even people who hate you will with time come to view you as a friend as long as you treat them kindly while they're under your "care." Even if they do escape, it won’t be for long. Fate seems to guide those you wish to keep in your life back to you time and time again, even if they never want to see you again.

53. Intimidating – 100cp – Beast the primordial Paradox

All Horrors are creatures born of the ancient fears of humanity, but it isn't just the supernatural side of you that's frightening. When you want to be, you're a very scary person who always seems to find the perfect way to make your victims sweat.

54. The Judge – 100cp – Beast the primordial Paradox

People better think twice about attempting to lie to you. You're an excellent judge of character and are not easily deceived.

55. Justice Has Been Served – 300cp – Beast the primordial Paradox

You're good at understanding the rules and laws of society, even the unwritten ones. Furthermore, if you punish someone and feel they really, truly deserve it, you find it surprisingly easy to convince others that they did, including those you punished.

56. Apex of Punishment – 600cp – Beast the primordial Paradox

You perfectly understand your own moral and ethical beliefs, and it's impossible to make you violate them. Your sense of right and wrong is unshakable and cannot be altered against your will. Even when the answer isn't always clear, you're able to navigate morally grey situations in a way that is least reprehensible to you. This still applies even if you're brainwashed, lobotomized, or controlled, allowing you to know on an instinctive level if you're about to do something wrong and restrain yourself from doing it. Unfortunately, this doesn't mean you won't end up in situations where you might be forced into doing so, but no matter the consequences, you could still choose to suffer death or fates worse than it without regretting your decision if you still aren't willing to compromise. You're also a master at sussing out if someone else strays from these values, meaning no one can escape the ever-watchful eye of justice.

57. What the People Want – 100cp – Beast the primordial Paradox

You're a master at figuring out people's motives and desires. With the proper social skills, you'll find it easy to manipulate others.

58. Primordial Cult of Personality – 300cp – Beast the primordial Paradox

You have a certain charisma about you. Even if you're not the best socially, you find it surprisingly easy to form cults and secret societies. Making sure your minions are happy and loyal is a breeze for you.

59. Thicker Than Water – 100cp – Beast the primordial Paradox

Beasts aren't the only ones that can sense the bonds of family. Monsters just instinctively feel at ease around you, making them friendlier and easier to persuade. It won't stop you from making enemies, but it will make it easier to make friends.

60. Shepard of the Damned - 100cp – Mummy the curse

Few people are comfortable with the dread aura and deathly nature of the Anshem, but there is one group that they call to. The morbid, the death-obsessed, the doomsayers who think the apocalypse is nigh, these will find you compelling. They will recognize in you a kindred spirit, albeit one even more steeped in the mysteries of death than themselves. You will find it much easier to entice them into your service or even your worship.

61. Personable - 200cp – Mummy the curse

The Kheru are the Arisen who are most in-tune with humanity. You are highly charismatic and have great skill at manipulating others and talking them into seeing your point of view.

62. One of Us - 100cp – Mummy the curse

Some cults are organized as families or even tribes, who shun outsiders and keep to traditions more ancient than even the family itself. You have a knack for ingratiating yourself into such small isolated groups, who tend to regard you as a kind of long lost cousin. If you live among them, you'll find they are much more willing to accept you as a leader or spiritual prophet that they otherwise would be.

63. Creature of the Law - 400cp – Mummy the curse

The idea of Ma'at, of universal divine justice, is a heresy from the debased nations that rose after the fall of Irem. The Sesha-Hebsu know that the law exists to keep society functioning, nothing more. You have an air of impartiality that makes others instinctively trust you as a fair judge, a mediator to whom they can safely bring their disputes. And you know how to best weaponize that trust, coming up with reasoning to reasoning to sway the case however you wish while not pushing your corruption to the point that people will rebel.

64. Strangers Like Me – 100cp – Promethean the created

The humans throng around you as you observe them, an outsider even in a crowd. So achingly similar, yet different in some indefinable way you have yet to grasp. Still you try, a corpse learning how to be a man. But you probably remember all of that from your previous lives. Even so, the experience has taught you how to fit in with and understand other creatures, even if they are different in substantial ways. You could quickly assimilate into another culture or even learn the ways of other species quite quickly.

65. Gentle Giant - 200cp – Promethean the created

Anger and fear, on both sides, strains the relationships that Promethians try to forge. You have better control over your emotions than most, able to keep a cool head even in the face of supernaturally strong emotions such as those brought on by Torment. Others seem to be able to instinctively understand this about you, causing them to judge you by your actions rather than your appearance, even if they see your horrifying true Promethian form. This blunts even supernatural methods of forcing others to feel irrational hatred towards you, lessening the effects of Disquiet.

66. Obsessive Love – 400cp - Promethean the created

If humans didn't want to be loved by you, why did they make you? When one of the poor dears rejects you, or tries to run away, they must be confused. That's okay. You're willing to help them understand how much you love them. You have tons of experience when it comes to learning about (stalking) the targets of your affection, creating a safe little love nest and bringing them to it (kidnapping), helping them see how much they need you (inducing Stockholm Syndrome), and getting other sluts out of the picture (through blackmail or murder). But what you really like is doing genuinely nice things for them, as your efforts are greatly improved when acting for the benefit of someone you love. You're not a monster, it's just that your condition means you have to work a little harder to fulfill your purpose.

67. Prince of the Dead - 200cp - Promethean the created

Osiris was the king of the Underworld, and while the Lineage that shares his name does not share his full divinity, they still have a close connection with undead shades. The undead tend to view you as a trustworthy figure, and you may see and speak with ghosts when you wish, even if they are normally invisible or in some Twilight realm slightly out of phase with reality.

68. Uncanny – 100cp - Promethean the created

Although you may seem strange, it's the oddness of the village wise woman or the local conjure-man. People tend to see you as the kind of person they can come to with occult problems, or for occult aid on mundane matters, and you garner a reputation for such things in the communities you inhabit.

69. Gloryhound – 100cp - Werewolf the forsaken

Your reputation grows rapidly, as if carried by the nightly howls of wolves. Your exploits will become known far and wide, and people will come to regard you as competent if not outright heroic. With sufficient work, it wouldn't be long before your name is howled across the continent or even the world.

70. Trusted – 100cp - Werewolf the forsaken

The chosen of the quarter moon are perfectly balanced between dark and light. Others can't help but see you as trustworthy judge or mediator, someone who can be entreated as a neutral third party to fairly resolve disputes. This can be undone if you prove yourself corrupt or biased.

71. Wise Man – 100cp - Werewolf the forsaken

The Ithaeur are the shamans of the Forsaken. You at least give off the impression of someone deeply connected to the spirit world. People will tend to respect your opinions when you make claims about what the spirits want, giving them at least a bit more credence than they otherwise would. Your friends may come to you with supernatural problems they think they're having, even if you've never spoken to them about the supernatural. You'd never want for customers if you tried to work as a fortune teller, and if strangers are desperate enough they may even approach you on the street, following an intuition that you can help.

72. Culture Hero – 100cp - Werewolf the forsaken

When you enmesh yourself within a culture, living according to its ideals, you quickly come to be viewed as a paragon of that culture. The most patriotic America, the most brutal and loyal member of a mafia crime family, the most devout Christian, or perhaps more relevantly a werewolf with high Purity Renown, all these things are reputations you could easily accrue with a bit of effort.

73. White Wolf Power – 200cp - Werewolf the forsaken

Most Ivory Claws are concerned only about purity in the abstract, but a significant number also hole up within an ethnic enclave, proclaiming their people the purest of all. You are

highly knowledgeable on how to stoke racial tensions, gathering a devoted group of your kind around yourself and keeping them loyal through appeals to racial loyalty.

74. Divine Idol – 400cp - Werewolf the forsaken

The Distant Ones consider themselves gods. The Baal- Hadad rule over isolated communities of humans as living idols. You know how to impress mere mortals with your supernatural powers, how to find those most in need of spiritual guidance (or perhaps who are just vulnerable to cult recruitment), and how to forge them into a religion devoted to you.

75. Unbound – 200cp - Vampire the masquerade

Outcasts need to stick together, like the Unbound, the movement of Caitiffs who have come together for mutual protection and to try to learn about the vampiric society that spurns them. It seems that your fellow outcasts just find you naturally friendly and are uncommonly willing to ally themselves with you. Even the bottom rungs of other supernatural groups' hierarchies may serve as sources of allies if you put in the effort to track them down. The elders might tell you it's unwise, but it's not like you're welcome in Elysium anyway, so fuck 'em.

76. Dignitas – 200cp - Vampire the masquerade

The Ventrue strive to achieve the ancient Roman concept of Dignitas, maintaining a reputation for power, competence, and control. You are not only versed in etiquette and organization of meetings, but you have the steely emotional control needed to keep your Beast under control and prevent Frenzy.

77. Deep Passions – 200cp - Wraith the oblivion

Wraiths have keen senses and deep passions, enough so that the Risen often find that a real rose can never hold up in comparison to the memory of a rose. Your emotions are greater still, able to feel amazing highs and crushing lows that normal humans would view as the passions of an epic hero from mythology. Further, your ability to harvest emotional energy from others is perfect. When you draw out an energy like Pathos from someone's emotions, you always gain every drop possible with none escaping your grasp.

78. Preacher – 200cp - Wraith the oblivion

Converting unbelievers can be hard enough when they're alive, much less trying to pitch how this time it's going to be different right after they've died and found themselves in the Underworld in defiance of their previous religion's teachings. You can manage to pull it off well enough though, as you've got a silver tongue and are quite attractive besides, as well suited to playing politics as you are to convincing someone to hear out your cult's beliefs.

79. Spreading the Word – 400cp - Wraith the oblivion

The largest Heretic groups grow beyond mere cults into entire movements. You have the makings of a new prophet, able to found a religion and see it grow throughout an entire empire just like the Cult of Bones in just a decade, all under the nose of a tyrannical atheistic

regime. You've got the skill to keep rival prophets or your own high priests from usurping your position in the minds of the faithful or spreading heresy in the ranks as well.

80. Iron Fist in a Soulsteel Glove – 400cp - Wraith the oblivion

The Hierarchy is horrifying when looked at objectively. It's a foreign oligarchy which may have gladly enslaved your friends and family from life or forged them into teacups for a local Anacreon to enjoy, which violently opposes all religion and uses mind broken Wraiths transformed into the shape of monstrous dogs as shock troops, one where you have no rights and any of those dark fates could arbitrarily befall you at the whim of your superiors. Yet the average Wraith adjusts to it. You too are a master at getting people to accept strange and terrible forms of tyranny, so long as it keeps them personally safe in the short term.

81. Changing Minds – 200cp - Wraith the oblivion

A cause like changing the Hierarchy may seem impossible, but with you at the helm it almost seems inevitable. When you win military or terroristic victories in support of a political cause, that cause will begin to explode in popularity. You and your fellow rebels will be seen as noble freedom fighters far more so than you otherwise would, with all your most admirable traits and actions lionized while your defeats and faults are forgotten.

82. Cult Of Personality - 400cp – Demon the fallen

You a born leader of the people, your words easily inspiring loyalty or fear amongst your followers. It is not hard to inspire cultish devotion among a group of people if you put some time and effort into it. With a little tending to your flock, you will be as a God to them.

83. I'll Be There For You - 400cp – Demon the fallen

Sometimes, everyone needs a helping hand. When acting selflessly to help others, people will give you the benefit of the doubt. People move out of your way, or go out of their way to lend a hand as well. Even villains may step aside and grudgingly let you work as long as you do not act to directly hinder them.

84. Listen To Your Heart - 400cp – Demon the fallen

Unlike Cassandra, when you speak of the future, others listen. When you speak the absolute truth about what is to come, your voice rings with certainty. Perhaps it is goosebumps running up the listeners arms, or a heavy weight in their stomach. No matter how it affects them, the knowledge will cling to them and it might be hard to get your words out of their head. Whatever the case, even the most reluctant listener will be very susceptive to accepting your words as Truth.

85. It's Alright To Cry – 200cp – Demon the fallen

You know death, and perhaps more than any other you know how it affects people. The departed often leave suffering in their wake, and you are one who can help assuage those feelings of loss. With some kind words and a little bit of time, you can healthily help others

find peace in the loss of their loved ones. You are a good shoulder to cry on, and you will find others will more easily open up to you about their losses.

86. Don’t Fear The Reaper – 400cp – Demon the fallen

It was once in the purview of the Halaku to ferry the souls of mankind into the land of the dead. It has been a long time since they have had to do such things, but even now their work has left an imprint. Most spirits and ghost will look upon a reaper amicably, and even the most maddened Spectre will pass over a Slayer unless attacked first.

87. Cult – 200cp – Demon the fallen

You are loved, Jumper. Shortly after setting foot in this world, between fifty and a hundred people will quickly pledge their lives to you. They have seen the divinity that dwells within your soul, and worship you as a God. This cult exists in every world you travel to in some fashion. These men, women and children are an excellent source of Faith. Can be taken more than once, and further purchases are discounted.

88. Compound – 200cp - (Discount Cult) – Demon the fallen

You are given a plot of land early in this jump, whether through inheritance or some other means. About two hundred acres of lightly forested area that can be combined with any other similar land you own that follows you jump-to-jump. There is a compound on-site that could currently house easily a hundred or more individuals. Post-jump this area can instead be attached to the outside of your warehouse instead of appearing in the world. Non-companion thralls and cultists can exist in this space in stopped time if there is no current access point between the real world and the Warehouse, but you cannot access their Faith.

89. Do the Hustle – 100cp – World of darkness mortal

Boy do you talk fast. You know all the tricks to confound, befuddle, and distract with your words as well as a variety of seduction techniques, pick up artist tricks, and political double talk. You could easily live somewhat comfortably just relying on your gift of gab. As little side bonus you have a disarming and charming smile, improving your personal charisma and charm a little bit.

90. The Honourable Scoundrel – 200cp – World of darkness mortal

Fist thing, you know exactly how to act when interacting with wildly different social groups. You could fit in easily with a bunch of homeless junkies or fortune 500 CEOs with equal ease. As well, you know just the right way to talk to talk your way into high society balls or low society hideouts. Of course this won't work in supernatural social groups. So do watch that.

91. Man the Pitchforks – 400cp – World of darkness mortal

Sometimes you cant deal with people one on one, or even one on six. Sometimes you have to deal with a whole crowd of individuals. This, of course, requires a different approach but now you've got that covered. You know the little words and actions needed to take advantage of mob mentality. You could work a croup of gathered people into a fever pitch, or convince

them all to look that way while you make your escape or pull off some kind of trick. Its almost like magic, but only almost.

92. My Brother Earnest – 600cp – World of darkness mortal

You are a consummate actor, who can play any role they so well please. You could maintain a dozen unique identities and never mix them up, or let your any clue as to who you really are slip. You know how to emulate most accents, how to monitor and control your body language and facial expressions, and apply makeup just right as to alter your appearance in small but important ways so you don't get recognized anywhere near as easily as you honestly should be. With a lot of effort and work you might even be able to pull of a convincing vampire or other supernatural entity.

93. Striking Looks – 100cp – World of darkness mortal

You are exceptionally attractive by modern standards; heads turn and conversations stop when you enter a room.

94. Morbid Fascination - 200cp – World of darkness mortal

People find themselves wanting to talk to your character even despite themselves. There's something distinctly wrong with how you come across, whether you miss common social cues or deliberately cultivate a predatory air. Their fear begets fascination, and soon they can't leave you alone. You ignore all penalties for your otherwise disturbing mannerisms when talking one-on-one with someone.

95. Friend of the Dark - 200cp – World of darkness mummy

Speaking of which, there are quite the variety of actual supernatural beings here. Werewolves, vampires, mages, faeries, and others even stranger. And now all of them want to be your friend. It's just something about you, but supernatural beings (with the exceptions of Banes and other Mummies) can't help but like you. After this jump this effect extends to any other supernatural beings you encounter.

96. Walk Like an Egyptian - 100cp – World of darkness mummy

Well, if you are going to fit in here you are going to need to know a few things. Your ability to pick up on new trends, styles, and other cultural phenomenon is unmatched. With minimal time and exposure you could fit into any society you choose to.

97. Manners Maketh Kindred -100cp – Vampire the masquerade factions

Camarilla society revolves around law, order and respect. You are now able to fit in with such a society. You have an innate understanding of the expected etiquette of any society or group you enter. You also know all laws and rules of any such societies and groups, both written and implied.

98. Boons – 400cp - Vampire the masquerade factions

The boon system is the idea that a kindred will repay any debts they owe to another. In theory once something is done for another kindred they will admit they owe the boon and it can be collected at any time. In practice it sometimes works like that but sometimes kindred try to weasel out of their debts in various ways. That is no longer an issue for you. Others are incapable of denying anything you do that benefits them and will make every effort to see you repaid for your assistance, even if they normally would not.

99. Elysium – 400cp – Vampire the masquerade factions

Elysium is the idea of neutral ground for kindred, a gathering where any kindred of any faction can meet and safely conduct business, gossip or air grievances. You can now enforce a similar neutral ground. As long as you do not try to harm anyone attending elysium (or traveling to or from elysium) you can declare a local public area to be neutral ground at certain dates and times and you will find at least a few members of all the local factions will arrive to discuss things in good faith with no threat of violence.

100. Fast Adjustment – 100cp - Vampire the masquerade factions

Sabbat society is often cruel and strange. Newly embraced cainites may have quite a bit of culture shock trying to understand the situation they have found themselves in. This is no longer an issue for you, you adapt to new cultures and societies with ease.

101. Intimidating - 100cp – Vampire the masquerade factions

The Sabbat are known for the violence they bring and you seem to exude this very fact. Something about you makes you incredibly intimidating when you try to be, those who are weaker than you will often do anything to avoid your wrath and even your equals will take a step back when you threaten them.

102. Sophisticated – 100cp – Generic Vampire

You are an eloquent and erudite individual of the highest class, able to move through high society like a fish through water, never out of place at a soiree, with a silver tongue, an impeccable eye for quality, and a style all your own. The very essence of sophistication. If there were a picture in the dictionary next to the word, it would be you sitting in front of a grand fireplace with a book at your side, a glass of red wine in hand and a friend sitting across from you discussing the finer points of philosophy.

103. Gothic Romance - 100cp – Hammer horror v1.0.5

You have a certain air about you, and a presence to your person. Even without saying a single word you could bring a sense of gravitas to a situation, even one which otherwise might seem campy and silly, and when you speak it is a voice of class and respectability, one which showcases your dignity and force of self. This naturally aids you in attempts to be intimidating, and makes it so that you can truly rock the Count Dracula look; in short you have the dignity and presence of Christopher Lee and/or Peter Cushing.

104. ANON Prince of Darkness – 200 – Hammer horror v1.0.5

Where the previous perk gave you the dignity befitting a count, this gives you the charisma to put it to good use. You have a natural magnetism about you which seems to draw people to you. While this functions as a general boost to your ability to deal with people, it is most effective when playing up the darker aspects of your being. Present yourself as the dark and dangerous entity and you can draw in lovers like a moth to the flame, and showcase some actual powers of evil and you can easily form a cult around you that only seems to grow once you've died. Of course this darker aspect only works on those who have such darker aspects themselves; you won't form a league of heroes around you, instead drawing in those who will serve you out of promises of power due to the deep festering greed in their hearts.

105. Mesmerism – 400cp – Hammer horror v1.0.5

But not all who you might seek are ruled by their darkness. Sometimes you need more than just dignity and charisma. You of course have more. There is a hypnotic aspect to your being and especially your gaze. By meeting someone's eyes you can overwhelm the weak of will and make them your puppet, even just by talking and willing it you can influence those whose will is sufficiently beneath your own. The stronger the will the less time this will last before you need to 're-apply' its effects, and a strong enough will can resist it entirely. While initially you must apply this in person, once someone is deep enough under your hypnotic sway you can influence them from afar.

106. Confessor - 100cp – Lord of the night vampires

Whether it's because you used to be a being of manifest morality, or simply you ruminating on such topics since your fall, you find that your voice tends to be the most convincing voice on topics of morality. This is a mix of knowledge, intuition, and persuasion. You can easily see an issue from many sides on different moral frameworks, can understand moral priors and their consequences easily, and can find your way to any number of morally consistent conclusions.

More than that, you understand the consequences of different paths, can pick and choose your influence. You can lead a holy man to a crisis of faith, or steer a confused youth away from one.

You can give answers people are likely to internalize, make them realize their own hypocrisies, or cause them to doubt lifelong truths. And you can do it all in a soft and gentle voice that seems perfectly trustworthy - the humble leader of a small flock, worthy of trust in a way that only the wisest could find reason to question.

107. Commanding Presence – 100cp – Mage the awakening 2nd edition

The Silver Ladder focuses its efforts on directing the wider world toward a grander goal. However, to lead your subjects you must have their attention, and then keep it. To this end, you are granted a towering charisma fit to captivate and inspire the masses, and a not inconsiderable boost to your looks in line with your own preferences. Sometimes the best tools are the most direct.

108. Collective Bargaining Power – 600cp – Mage the awakening 2nd edition

For all that the Diamond Orders may scoff at the Libertines for being a bunch of rabble-rousers and divided amongst themselves, there are a lot of them. Many other groups that were cast out, or those that had grown tired of waiting to be acknowledged, came together to form the Council of Free Assemblies. Quantity has a quality all its own. With so many voices, it's nigh impossible to go unheard. With this Perk, you now possess both the inspirational presence to draw others to your banner, particularly those who don't have a place already, and in vast numbers, and to quickly galvanize them into a force to be reckoned with. Even the most entrenched or monolithic of institutions will soon have cause to treat with you as a peer.

Capstone Boosted

Peer? Nah. Screw that! Your nature as a Living Hallow has fanned the flame of your presence such that now you may draw and unite others to a degree that will surely shake the world! Nations and continents shall be reshaped by the sheer number of those who shout with a single voice. What wonders might you achieve together?

109. Swimming with the Sharks – 100cp – Mage the awakening 2nd edition

It wouldn't do to join the ranks of the most vicious and cutthroat group in this world without being able to handle yourself accordingly. To that end, you now possess sufficient skill in both combat and espionage, magical and otherwise, to safely navigate the treacherous waters of Seer "office politics", along with a finely honed danger sense. Trust me, you're gonna need it.

110. Manners Maketh Man - 100cp - Victorian

Picture the scene of a ball. You enter with your lovely wife on your arm, and when the dancing commences, you take her out for a waltz. Holding her close, you whisper romantic words into her ear. Quite a lovely scene isn't it? Why that's exactly the sort of impropriety that an ill-bred, low class individual would entertain. Here in the 19th century, you are expected to act in a civilised fashion. There are dozens of arcane rules regarding how one comports themselves, and if you do not abide by them, you will not long maintain the esteem of your peers. From this perk, you will gain an in-depth understanding of 19th century etiquette. In addition, you will find it much easier to adapt to any local rules of propriety in future settings.

111. In Season - 200cp - Victorian

Why isn't that the most lovely yellow dress? Say, wouldn't it look positively magnificent at tonight's ball? Absolutely not! In the first place, crinolines are completely out of style these days, and yellow?! Everyone knows that yellow looks like mud under gaslight! If you want to avoid shaming yourself in public, an understanding of fashion is imperative. Silly though it may seem to some, a lady's reputation is derived in no small part from the way in which she dresses. Rather than fumbling in the dark for the right colours and cuts to wear, this perk will grant you an innate understanding of Victorian fashion. Furthermore, you will gain a special talent for modifying your existing clothing to suit current trends. After all, why buy a new dress when you could just modify an old one?

112. Monocle - 100cp - Victorian

Given that you've probably spent more than a few nights straining over books under gaslight, it's probably safe to assume that you're eyesight is less than 20/20. This ornately decorated monocle hangs from a golden chain and—so long as you are not completely blind—can be used to correct any deficiency in your eyesight no matter how extreme. Apart from allowing you to read small texts with ease, this accessory has the subtle effect of making you seem more intelligent and sophisticated to others. Even the crudest individual could find himself giving life advice to others if he were seen wearing this to a dinner party. Of course, this won't make up for a lack of wit, so try not to say anything too unhinged while you're wearing it.

113. Attractive - 100cp - Rippers

Jumpers and gentleman/lady adventurers are rather vain, as a rule. Not to fear, you're in the upper fifth percentile for good looks, and will retain them, aging gracefully. You never scar. For an extra fifty points (100 total) you are one in a million, the face that launches a thousand ships, and never dirty or ill-kept.

114. Intimidating – 100cp - Rippers

You possess an aura of menace that in the right situation can be frightfully useful in getting your way.

115. Wit and Snap – 100cp – Sherlock sb

One thing that no one can say about you is to call you dull. You have a razor sharp wit, always ready with a snappy retort or dry snark in just about any given situation. You also always know how to ensure that your comments have the exact impact you want, be it humorous or just plain insulting.

116. That Brash Charm – 100cp – The count of monte cristo

Everything can't be all serious plans and revenge, can it? You have a certain air about you, an innocence and charisma that acts as a breath of fresh air to all around you. While it might be exacerbating for people every now and then when you get a bit too reckless, people tend to just like you for little to no reason. You can make friends wherever you go, and good ones!

117. An Impressive Visage – 100cp – The count of monte cristo

Men who wield power, real power, find themselves changed by it. You have too, by all appearances. There is a dominance to the way you act, the way you talk, everything. You know how to carry yourself in ways that practically radiate power, so that you always make an impression on everyone looking at you and come across as someone it would be a really bad idea to go against.

118. People Person – 200cp - Kult

There are motivational speakers, and there are chairmen of the board, and then there's you. When the mood strikes you you're a world- class seducer, being attractive enough to keep all eyes on the dance floor on you or wind strangers around your little finger after a few conversations. Quite frankly you're easy on the eyes, enough that if celebrities and fitness

models knew you they'd want to know your secret, and there's few who wouldn't object to seeing you in either a tight-fitting tux or swimsuit. And when you give a public speech, you can read mood and raise the mood enough to get people railing about something they only just found out from you. You're so pleasant to talk to and good at talking, it could save your life from suspicious guards catching you snooping around somewhere you shouldn't be at night. You're also an excellent manager and leader, and could get a couple of strangers hustling in the middle of a life or death situation like a drill sergeant or professional executive. All this boils down to being able to take charge with little resistance in the mortal world, and sell ice to Eskimos.

119. A Good Samaritan – 400cp - Kult

Who says good things don't come to good people? Not you, for sure. While you might not have the chaps to necessarily take charge and lead, you'll find that there's something ineffably calming about your presence that draws people to you like sheep to a shepherd. The trust you inspire is supernatural in nature, some element of your soul touching even inhuman beings with a sense of amicability. Around you the mad are soothed with a few reassuring words, the angry keep their tempers and the wicked sheathe the knives they would have stabbed you in the back with.

Helping, genuinely helping and looking out for others' problem helps you too- soothing any burden on your mind or soul, to the extent of speedy recovery from any mundane issue of the mind while greatly alleviating the trauma of any supernatural one. Your powers to aid verge on the supernatural; already when you observe and focus on one you can perform a feat of miraculous healing-with a dire cost, for you must transfer the wounds to yourself or a nearby target. And given trial and error, you may discover other ways to heal with different costs and reagents. Best of all it seems your selfless spirit is being reciprocated by the world, for you invoke a passionate adoration from divine beings. Many of the Forgotten Gods who drift through this world have fond memories of grander times among the human passion plays, and your selfless spirit in particular ignites the ardour of puppy love in them. Though mankind was both beautiful and terrible in its prime, you are a living example of why even some gods who were victimised by its onslaught yet yearn for their reawakening.

120. Adler Tippa S – 200cp - Kult

The typewriter is black. The brand is German. It can collapse into the size of a briefcase with a carrying handle, but more importantly the typewriter bends space and time. Simply write the name of any addressee you know to have lived at any point of human history, and you can send messages back through time-where they are received as night time visions with an intuitive sense of being true communication to the recipient-along with knowledge of how a response can be returned. Any written replies are transcribed by the typewriter automatically as long as it's given a sheet of paper, moving itself to record what those in the past think about your "predictions" or questions.

4. Duelling lessons

1. Veteran – 200cp – A Study In Emerald

Were you of Her Majesty's Xth Regiment? Retired, perhaps, or still under oath? Are you similarly employed by another nation to bear arms and die in the line of duty? At least that part must still be ahead of you. Nonetheless, you have held your life in your own hands before and dared anyone to prise it from your grasp. A true fighting spirit, you have, as well as hard knuckles and the wherewithal to use them – and should anyone fit a rifle to your shoulder, they would find you to be a world-class shot.

2. Mystic Hunter - 400cp – Cultist Simulator

For a human fighting in a world filled with eldritch nightmares you are truly tenacious, and judging by the looks of it you seem to be able to hold just fine against threats larger than your own. With this perk, you'll receive a natural advantage against the supernatural. Against you, supernatural attacks feel more sluggish, accelerated movements look predictable, impregnable defenses are riddled with holes, and overwhelming strength is only slightly overbearing. You'll still be forced to play on the defensive, especially against larger threats, but at least you'll have a solid chance of succeeding regardless of whether you choose to fight or flight. This ability only works for the supernatural, so don't let yourself get mauled by a fierce beast, or squashed by a large rock.

3. True Strike - 100cp – Cultist Simulator

Your attacks now possess an unique quality, allowing them to pierce past the corporeal world and strike directly at your targets. This doesn't guarantee that your enemies will die, only that you can hurt them.

4. Top Scores – 600cp – Kingsman

Your parkour skills are enough to easily pursue or evade the average person, and your gun skills are good enough to empty 10 sjots into 10 different heads, all mid-cartwheel. Your hand-to-hand skills remain surprisingly unimproved.

5. Grace of a Gazelle – 600cp – Kingsman

Your speed, reflexes and combat awareness have just skyrocketed, to the point where you can dodge bullets by moving before people shoot, and you are capable of defeating at least five armed men in a manner of seconds, with nothing but your hands and feet. You have complete control over your legs. While your gun skills remain unimproved, closing the distance just became a lot easier.

6. Manners Maketh Man – 600cp – Kingsman

A good agent is always at his best. You have incredible martial arts skills, and have the physical strength of an Olympic-class weightlifter. Fighting a group of armed and unruly chavs is as simple a task as ordering a pint of Guinness, and furthermore, you look damned good doing it.

7. Warrior of God – 600cp - The mummy trilogy

The Medjai were the bodyguards of the pharaoh, but in modern times their loyalties lie with the gods, and all their lands and peoples throughout the world. Among their number are a few exceptionally skilled individuals; those who can battle and kill groups of superhuman mummies in close combat with nary a scratch to show for it. You are one such skilled individual. In a fight, you are a spectacle to behold; using any weapon available to you- including the environment- to your advantage, and fighting with such precision, strength, and ferocity to give even the fiercest beings pause. Against the supernatural, your combat prowess grows even further- helping to bridge the gap between you and those who should stay buried. Truly, you have been blessed.

8. Discipline - 100cp – The mummy trilogy

The Medjai are trained in a wide variety of areas, in order to adequately do their duties. Skill with swords and daggers, as well as most modern firearms, are a part of that; you can also use those things from the back of a horse, if necessary.

9. Time in the Army - 200cp – Great Detective

Or that's what you claim. You've had more than your knuckles dusted in alley touch ups, and can claim true lethality. Also grants a reputation for strength. Multiple purchases.

1st is combat knowledge, enough to hold you over any sudden encounter.

2nd is deadly knowledge, better bring more than ten men to warmup.

3rd purchase: One of the world's top ten deadliest fighters, easily.

10. Bare Knuckled Fisticuffs - 200cp – Sherlock Holmes

Brains certainly do not have to come at the expense of brawn. You are a brutal up close fighter, with the strength, speed, and skill to tear apart grown men in seconds. A solid hit from your fists is enough to break bone with ease, and very few people would be able to take more then one or two hits from you. This includes a mastery of bartitsu as a bonus, and you're just as painful an opponent with a cane as with your fists.

11. "Violent Past" – 100cp – Bloodborne V1.1.

You're a tough, hardy Hunter, aren't you? You throw a mean punch and you can keep throwing them longer than many others in your "profession". If you were careful enough, you could probably even beat a beast to death with your bare hands. You have a minor protection when attacking which makes that possible. The effect basically means when physically attacking, your body can take a bit more of a beating than it ordinarily could, allowing you to use more force, like a boxer wearing boxing gloves. Attacking metal spikes or blades will still go the way you would expect, but you don't have to worry about hurting your hands when you're punching a beast in the face. A weapon would still be far more effective, especially the larger ones thanks your new strength. Unarmed combat just becomes a more attractive option compared to before thanks to this perk.

12. "Hunter's Skill" - 100cp – Bloodborne V1.1.

You have a certain agility, a certain finesse behind your movements. Your competence as a Hunter makes it all the easier to dance and dodge around the enemy's offense and striking out with your own attacks. Don't be surprised if common enemies have a hard time touching you now. This competency, this finesse of yours extends to weapons as well, making it a bit easier to wield more even complex weapons.

13. "Good Blood" – 100cp – Bloodborne V1.1.

May the good blood guide your way good hunter! In addition to having stronger white blood cells and more efficient red blood cells, your blood has been strengthened, allowing it to create much more potent Blood Bullets. This perk basically makes your blood more useful all around. Your immune system should be able to fight off most of the diseases lurking in this festering, rotting hell for one. Now, when before it could have taken more a dozen shots to put down an enemy, it should only take two or three. This allows you to be much more conservative with your bullets. Due to your blood empowering Quicksilver Bullets, they are also improved by this perk.

14. "Projectile Parry" – 300cp – Bloodborne V1.1.

The perk requires explanation. By purchasing it, you gain a sharp eye and natural instinct helping you predict the perfect time to "parry" an enemy. The definition of "parry" changes under this perk to "shoot the enemy in the face at the exact right time". Additionally, you get some increased accuracy, reflexes and quick draw skill to help you act on it. You might be thinking to yourself "when isn't it a good time to shoot my enemy in the face?" at this point. Well, let me explain a bit further. Guns from this world aren't all that powerful for the most part, so they're highly unlikely to deal a deadly blow to a healthy enemy, even a weak one. Even with these guns though, when used to shoot an enemy in the face during this window of opportunity, the enemy will be sent into a "vulnerable state" identical to the one detailed in "Charged Attack". Just like Charged Attack, there are a few limitations. First of all, the timing to perform a "parry" is rather precise, meaning you'll most likely need to be quite close when firing. Second of all, the window of opportunity is, as a rule, located during an attack. This means you have to be in a fight to actually parry. Lastly, similar to Charged Attack, not all enemies have a window, or a face. Luckily, like charged attacks, the skills required to parry can be trained and worked on making this perk much easier to use if you put in the time.

15. Do It Danasty Style – 200cp - Castlevania Bloodlines

Alright, here we go. Still a bit lacking, but what can you do? Much like one of the three Heroes of Wallachia, you've got the ability to crawl on walls like a damn ninja, or perhaps a spider. Most of this is nothing but sheer skill, but there is a small dose of magic in there to help make it happen. Also of note, you have a truly fabulous set of knife skills, able to pull off any number of trick shots and even have your weapons ricochet back to you if you take a moment to line them up. Assuming you don't just sink them into a monster's head, that is. Both are decent options.

16. Watch Out For That Tree - 100cp – Castlevania Bloodlines

You know what would be absolutely terrible? If you were to inherit a borderline legendary weapon from your family's ancient history, only to be unable to draw forth its full potential due to your blood having thinned. If that were the case, you'd just have to compensate by becoming even more skilled than the average wielder. As you might imagine this makes you a very skilled user of the whip, but more importantly it lets you pull off any number of trick shots, or even latch onto a wall fixture or exposed pipe in order to sling yourself to a more advantageous position. You can cover quite a bit of ground with these more advanced movement techniques, though you should always keep in mind that an enemy bypassed is an enemy not killed - and thus potentially free to rampage amongst the less skilled.

17. Vampire Killer - 400cp – Castlevania Bloodlines

The Vampire Killer, the ancestral weapon of the... Morris clan? No wait, that never happened - This is the ancestral weapon of the Belmont clan, which as you might imagine presents the minor issue of you not actually being one. Still, the weapon hates vampires and all that side with them and so it's the best weapon in the world for dealing with them. The first time a person touches the whip, they will be judged by it - if the whip likes you, a red glow will surround you and then sink into you, marking you as someone worthy. This will empower you, much the same way a deal with the devil might turn an ordinary man into a werewolf, granting you speed and strength just shy of supernatural as well as a few other minor effects. Be wary however, as this power is born of you spending your own lifespan and the blood that flows through your heart - use it when you must, but never overindulge.

18. The Legend That Is Belmont - 600cp – Castlevania curse of the moon

There are more dreamers in this world who wish to become one of the greats than there are stars in the sky, but precious few of them will ever accomplish it. If nothing else, to become someone worthy of being called 'legend' requires a feat of equal merit. You may or may not have such a thing under your belt, for I suspect you are a Belmont - perhaps even the Belmont who slew Dracula three years ago.

The force of arms needed to do this is immense, and also now yours. With a whip in your hand, you are a whirlwind of death when you desire to be so, to the point that even Death should rightly fear you. With a cross, an axe, or some holy water you are a menace beyond compare to the creatures of the night, and that is before you begin to use the technique known as Item Crash. There are precious few things in this world that can match you for sheer prowess, and most of them are gods or their ilk.

19. Modern Warfare - 600cp – Castlevania curse of the moon

In the far flung future, the world will go to war. Once it will war against itself, twice it will war against itself, and then the world will unite as one against a singular threat. Against Dracula. You are not someone destined to fight in that war, but perhaps when you are done here you could go and observe it? In the meantime, there are a few things that have.... Fallen off the back of the truck, so to speak. A collection of weapons from throughout history, everything from positively ancient and yet not yet invented matchlock pistols to weapons that make use of positron rays to smite the wicked. All of these weapons are twisted in time such

that they are always fully loaded, no matter how many bullets you shoot, and can be summoned to you with naught but the flick of the wrist. Amusingly enough, you may find duplicates of some of these in the hands of the Forgemaster's - Dracula's lessons and their own drive pushing to create Gatling guns hundreds of years ahead of schedule.

20. What The Fuck Are Your Attack Patterns? - 600cp – Castlevania legends

You're big! You're strong! You might just be dumber than a bag of rocks! Congratulations, you're a badly programmed boss monster. People straight up cannot read you in any way shape or form, not until you're already moving. People might know intellectually that you, say, like to attack with fireballs, but half the time that you actually go to do that they'll screw themselves over by being in position to dodge a punch. Even if people have memorized your attacks, even if they can outright see the future - they can't predict you. Hell, depending on if you really are that stupid or if you're just faking it, it might be that not even you can predict you. Now, make sure that the uppity hunter gets a good thrashing, alright?

21. Hitgirl – 200cp – Darkstalkers Valeria

When you're far outmatched in raw power, skill is what makes up the gap. Your skills with the weapons of mankind are quite superb, mostly through the use of firearms, and your ability to use them while performing acrobatic feats is unmatched. You have the agility to somersault around and between your foes, along with the intense focus needed to make firearms effective even mid backflip. Your aim is never hindered regardless of what sort of acrobatic feat you're performing and that same agility allows for the easy use and exchanging of multiple weapons at once, even impractical ones. Dual wield rifles, dropping two dozen demons in the head with one shot each as you leap from a falling car.

22. Hunter's Instinct – 400cp – Darkstalkers Valeria

Battle is as much a part of you as the legacy of your family. Without even thinking, your being acts and reacts in combat against any threats. Your body and mind are able to instinctively fight, even without conscious thought from you. Not only does it allow you to take well thought out moves in battle, it also leaves you unhindered by mind affecting magic or madness that might otherwise dull your prowess. The automatic reactions take into account your senses, letting you keep a keen awareness of your surroundings at all times. As your body automatically reacts, it also frees your mind to focus on other things, allowing you to easily prepare more complicated spells or plans while sure in the knowledge you're capably defending yourself as well.

23. Special Hunter – 600cp – Darkstalkers Valeria

A legend that even the monsters fear, the sort of big bad hunter that demons tell their children scary stories about. Your abilities at hunting down monsters are nigh-unmatched, more than capable of threatening even A-Class prey despite otherwise being an ordinary human. How is this possible? Truly superb skill in martial matters, with an mind for battle that borders on precognition and the ability to use martial arts to push the body far beyond it's normal limit. Just about any weapon humanity has ever designed can be wielded to horrendously lethal

effect and your actual body, even if small and slight, has reached the limits of human physical potential. Your actual hunting skills are similarly high, even the most skilled arcane practitioners failing to hide from your tracking efforts for long. You possess deep knowledge of the occult, primarily the ways to destroy it and the monsters relating to it, and find it quite easy to discover more ways to destroy the darkness. Once you find your prey, you'll have a whole heap of ideas on how to trap, weaken and leave them vulnerable. Even your very heart has a fearsome power against these monsters, as Darkstalkers feel intense terror to look into your eyes. They see their death reflected in your gaze. Your skill in battle, your talent for the hunt and your knowledge of the unnatural let you kill far above your normal weight class.

24. The Flying Jumper – 200cp - Batman the Animated Series

Well, you might as well be flying; you're extremely acrobatic, and can somehow swing from building to building with a grappling hook without breaking your arm or tearing it out of its socket. You're also more than capable of using your dexterity in a fight, almost dancing between the blows of your less skilled opponents. Maybe you learned this by watching Batman's sidekick?

25. Martial Discipline – 400cp - Batman the Animated Series

You've received training in many martial arts, from the ancient disciplines of Asia to more modern styles of combat. Training with so many masters and the refinement of your technique has elevated you to a level most martial artists never reach. You've mastered practically every martial art known to man, including armed and unarmed styles.

26. "Peak Human" – 400cp - Batman the Animated Series

You've trained your body to the peak of human potential, and beyond; you're capable of leaping nearly 10 feet vertically, can open an elevator door with your bare hands, keep up with a run-away-bus, and can replicate and maybe even outmatch any Olympic feat an athlete has done. You also have incredible control over your body's functions and are as flexible as humanly possible, and could survive being punched, thrown several feet, or even tossed through a wall by someone with superhuman strength. Needless to say, you have really good genes.

27. Whipping into shape – 100cp - Victoria

Whenever a new unit is made, it is a strenuous process to get it battle- ready. When a 3,000 man brigade is first brought into existence, it lacks all organization and leadership, requiring a period of several weeks of training to bring it up to speed and ready to use. That's several weeks that could have been far better used persecuting the enemy. With this perk, you need not tear your hair out in frustration for how the high command sent you children, for you will be able to train any soldiers that come to you much faster, to the point where they'll be battle-ready in practically no time.

28. Nature's ally – 200cp - Victoria

If you aim to have a particularly esteemed career, you will wage war across countless battlefields, in many countries, and several continents. During this time, you shall come to understand that every battlefield is, in and of itself- a unique entity. A battle conducted in the forest shall require altogether different means than a battle on rolling plains, let alone an effort to conduct an assault across a river, or to dislodge a foe from the mountains. With this perk, you shall become altogether familiar not only with the many types of terrain that battles can be waged upon in the world, you shall also become well-versed in the means by which you can use them to your ends. You shall become exceedingly adept at attaining victory in even the most god-forsaken corners of the Earth.

29. Logistician - 400cp - Victoria

Modern wars require far more supply than those of old. Sometimes the Crown can forget that it is not enough to supply ten thousand men with rifles to bring them to battle- they must also be supplied with food sufficient for ten thousand men, bullets for ten thousand men, beer for ten thousand men, clothes for ten thousand men, and many more things in great supply. This must be done via a reliable supply chain for so long as the war continues. While this may be lost on most, it is not lost on you, and you have become far more adept at both obtaining supplies, and making them last for extreme periods of time. You shall not be denied victory for want of a nail!

30. Coordinated subordinates – 800cp - Victoria

The greatest general of all time, the emperor Napoleon, managed to lose his great war despite winning nearly every battle he was involved in. The reason? His subordinates, his marshals, had not a fraction of his skill, and were particularly vulnerable to the preying of Napoleon's foes. You shall not suffer the same fate- with this perk, your subordinates shall always follow your plans precisely as you have laid them out. If alterations are needed, either in the grand scheme of things or in an instant decision on the battlefield, your subordinates will always be able to act with your own tactical genius, even if they are hundreds of miles away from you. This does not apply if they lose faith in you and your command.

31. Doctor Jack – 100cp – Fate/Legends God save the queen

It was one of the more popular theories on Jack's identity, that he was linked in some way to the medical profession. The type and extent of the wounds on his victims would indicate some experience with surgical practice. You may have been a doctor, a war time surgeon or a back alley hack but you do have experience. The techniques may be the archaic ones used in the Ripper's time in London, dubiously effective in saving lives, but shockingly effective in taking them. Your skill with surgical tools and knives, along with an extensive knowledge of human dissection, serves you well in combat. Natural killer instinct added in, you become a deadly dervish for normal humans to face against. If you happened to find some magical energy within yourself to make use of, channeling it into your tools would allow your out-dated surgical skills to actually heal people, albeit they still leave visible scarring.

32. Huntsman – 100cp – Van Helsing Valeria

Monsters aren't all that different from men or beasts, end of the day. Just bigger, stronger, nastier. So all the experience you have in tracking down and killing hungry wolves, vicious bears and malicious men can be put to good use. You're a capable tracker and you've got a shallow but broad level of training in most weapons of the time, largely varying blades and firearms but also some more archaic implements. It also appears as if your experience running around in the forests has taught you to do so even in the most awkward of clothing without issue, from heavy trenchcoats to corsets and high heels.

33. Valerious Vigor – 200cp – Val Helsing Valeria

Some families get all the right genes, not at all harmed by the intense physical training most monster hunters must go through to survive. While far from a vampire's power, you're still inordinately tough for a mere human. Being kicked by an eight foot giant into a wooden pillar will leave some bruises but it won't slow you down at all. Flung into a castle wall from a sixty foot drop, you'll be out of breath and badly knocked up but not unable to fight. Blades and bullets are barely slowed but your pain tolerance is simply superhuman, a nice surprise for the monsters who expect every human to curl up with a single blow. Such fortitude helps with the long nights required on the hunt, leaving you fighting fit even after being awake and active for over fifty hours, though you will eventually collapse.

34. Lead Hunter – 200cp – Van Helsing Valeria

Few hunters can truly go it alone, only the most skilled or unnaturally gifted having success. Rather, most rely on a mixture of allies and proper planning to catch their evil prey. You're gifted at both. Planning a hunt, laying traps and diverting your targets into the right routes with distractions and feints is a well learned skill for you, helping you trick even the more intelligent monsters. You're also a talented leader of men, getting even normal people to coordinate and capably carry out your plans. Getting them to stay calm and steady even against a ferocious werewolf takes some time but it's not out of your reach. Even a master hunter can find much worse foes in his grasp with a bit of help.

35. Fallen Hunter – 600cp – Van Helsing Valeria

You remember fighting the Romans at the height of their empire. You remember witnessing a holy man bound onto a wooden cross. You remember the choirs and hymns of an unearthly nature, too beautiful for any church on this Earth. But these memories are fragments, lost in time, your mind unable to truly remember what you once were. At whose heavenly side you once stood. Whoever you once were, whatever the two scars on your shoulder blades might mean, you still retain much of the knowledge of this long life battling evil. Thousands of years of war guide your hands in combat, leaving you a master of even the most bizarre weapons you pick up. Spinning blades the size of your palms are as deadly as any greatsword. Your knowledge of fighting monsters and men is like instinct, a terrible killing machine once loosed on the battlefield. Combined with the good fortune you find when fighting against evil, never tripping or encountering minor issues and your foes impeded by small obstacles continually, it makes sense for why you keep emerging triumphant against stronger monsters. Your spirit can even sense the evil in others, a trace that you can track down across a distance and that guides you to those in need of protection. For but a few moment's looking, you'll

understand whether a monster is evil, unfortunately lost to madness but not malevolence, or simply a misunderstood innocent.

36. Beast Born – 100cp – Van Helsing Valeria

With every attempt to convince yourself that you are not a monster, your own instincts betray you. Whatever you have become, you sense it's natural instincts to kill. Your body knows how to fight in a feral manner, to use whatever you naturally have to crush and tear others apart in an efficient way. Your animalistic reflexes aid you in being a dangerous foe to most humans, so long as you're willing to put up a fight.

37. Natural Brute – 400cp – Van Helsing Valeria

As is true among men, there are some monsters who tower over their brethren. Hulking, voracious behemoths that make their wretched brethren feel barely a threat in comparison. An ordinary werewolf might be merely the size of a man, whereas one blessed this way reaches three times the same height. You have this great stature and, in accordance, the greater strength that comes with it. Between two and three times the size of your species' normal state, you have even greater strength than this would suggest, able to overpower those larger than you still. It has a particular effect on humans, and others vulnerable to mortal terror, as your presence inspires greater fear in the hearts of others.

38. Tojo Blades – 100cp – Van Helsing Valeria

A pair of small metal circles, with grips on their flat sides. With the press of a concealed trigger, saw blades are revealed, spinning at incredibly high velocity. These Tojo blades are small but effective weapons, quickly cutting through flesh or wood and even sawing through metal with a bit of pressure added. They make for excellent throwing weapons and are surprisingly hard to lose track of. Despite their size, it's not hard to leave gaping wounds and sever limbs with them.

39. Holy Tools – 100cp – Van Helsing Valeria

An array of holy implements, often necessary for a hunter's work. The primary tools are a set of crosses and other holy symbols, in wood and various metal materials, usually used to ward away the forces of evil. For combat applications, you have a large flask of holy water, turning any blade dipped in the liquid into a deadly weapon against unholy foes. The flask itself is the sacred object, turning any water into a holy sort, which has the useful side effect of making potable water even from dirty river muck.

40. Hunter's Belt – 200cp – Van Helsing Valeria

A set of quite useful items for any hunter, from tools to more easily traverse the wilderness that monsters often hide in to more specialised weapons. This belt includes a long range grappling gun, with a forceful enough shot to pierce flesh. It has a sturdy blowgun, impressively resistant to snapping in half, and a pair of high power pistols holstered at each side. Along with these come a supply of both regular and silver bullets, as well as two retracting silver stakes to finish off your toolset.

41. Gas Powered Crossbow – 200cp – Van Helsing Valeria

One of the Holy Order's latest and greatest inventions. A gas-powered multi-barrel crossbow, capable of at least one bolt every second and quick to reload, provided you have enough gas left in the tank. The crossbow fires with greater strength than a normal weapon of it's kind and is easily adaptable to almost any kind of bolt. It comes with a supply of metal tipped bolts, ones with silver tips and a small supply of alchemical creations that explode with significant force on impact. The bolts, and the gas tank used to fire them rapidly, will slowly refill when not in use. The crossbow can also operate without gas, albeit at the slow speed it normally works on.

42. Ancestral Lands – 400cp – Van Helsing Valeria

The inheritance of a long and noble line. You are one of the last of your family, who have for generations fought for both their own lands and against the monsters of the night. While the age of nobility has faded, you still hold these lands for yourself. A sturdy fortress-manor, filled with archaic but effective weapons and armor, as well as a large village surrounding the little castle. It is by no means rich but the people are largely loyal to you, resistant to the attempts of monsters to lure them away, and willing to take up arms to fight if they must. They follow your orders but are for the most part just ordinary farmers, fishermen and traders.

43. Seeking Scimitars – 400cp – Van Helsing Valeria

A pair of ancient scimitars, once the favoured weapons of hunters a thousand years ago. The two long blades have a deadly sharp edge, more than able to slice through steel or werewolf hide even with an ordinary slash. Almost unbreakable and retaining their edges even when struck on solid stone, the blades hold a final secret. Through some magical process, the blades can alight with flame when the wielder's will focuses on a monstrous foe, scorching anything the blades touch with enough heat to turn stone to slag.

44. Elephant Gun – 600cp – Van Helsing Valeria

A rifle of legend, a myth that tells of a craftsman whose work was so powerful that the forces of evil cast it into the netherworld to prevent it being used against them by mortal hands. A single shot from this double barreled rifle can leave a mighty werewolf mortally wounded or even send Count Dracula fleeing in pain, though it would not kill. It can leave a carriage in shattered splinters or blast down a castle gate. It must be reloaded after each blast but ammunition seems to appear ceaselessly, as if the gun itself endlessly hungers for the destruction of evil.

45. A Right Proper One-Man Cannon – 600cp – Van Helsing

No proper gentleman (or woman) gets their hands dirty in the thick of combat, least of all you. No, your preferred form is from afar - with elegance and poise, and also the greatest of guns modern science has created. Not necessarily restricted to firearms, your ability to wield any ranged weaponry is increased drastically. You have an odd aura to you as well - the projectiles you fire seem to be heavily amplified in speed and force, as well as gaining a variety of properties based on the make of the weapon firing them.

46. Predator – 100cp – Van Helsing

You have dedicated yourself to hunting the monsters of the night, and as such you've specialized in tracking them. And to track them properly, one needs to be able to follow them. You can track your prey in even the most densely packed urban setting, and can give chase with a variety of learned gymnastics and free running capabilities.

47. Weapon Maestro – 300cp – Van Helsing

The best defense against the darkness is a good offense, to make sure they can never group together, to sow their chaos amongst the world. To this end you've mastered a weapon of choice, and have weapon knowledge in a variety of other styles. Primarily: Dual-wielding (especially those weapons that are heavily impractical to dual-wield). No matter the size, they can be drawn almost instantaneously from whatever holster or sling you carry them in.

48. Weakness Expansion – 600cp – Van Helsing

You know the weaknesses of your prey, and can learn others at the drop of a hat. As well, you have a peculiar ability; In your presence, the weaknesses of foes – both supernatural and physical - expand to a great number of things. A werewolf is normally weak to merely silver, but in your presence any number of precious metals will be strong against them. A vampire's famous for being allergic to garlic, but with you around it expands to any onion.

49. Swimming like a fish – Free - Leviathan the tempest

For some Leviathans the Sea seems to be constantly calling to them, for you? It goes beyond just that, you are not the best swimmer among the tribe, but both in your Leviathan and human form could be considered within the top fifty swimmers.

50. Cunning Claw - 300cp – Leviathan the tempest

You are someone with an almost animalistic cunning, you know how to operate on a tactical level in order to win the battle, so long as you do not mind being brutal that is, you can easily think of some rather good ways to demoralize your opponents, perhaps by making a trap filled with sewage, putting the corpses of your enemies on spikes or having the hybrids eat and throw the corpses at them, all that and more are brutal tactics you can use to quickly defeat your enemies. That is not all however, for you also the skill needed to create these makeshift traps and intimidate or taunt any enemy careless enough into falling to your traps.

51. Born of the Storm - 600cp – Leviathan the tempest

Some say you were born mighty, others think you are just plain crazy, yet others say you are enlightened reaching the true essence of martial arts. No matter what the truth is simple, you hold a body that is now at the peak of what a human can have in your normal form. And are also able to use your body and all the abilities that you have, as well what some would call mutations tied to it in great effect in conjunction with whatever martial arts you know to create a seamless fighting style, like using your tentacles as whips whilst also bringing your tail to attack someone like a flail, only to follow up with a kick instead as that was a feint.

Even the most experienced fighters find this fluid yet so chaotic style of yours like a never-ending storm, as a result you are also generally unpredictable when it comes to combat, but this can also be applies to things like strategy and tactics as well. Strangely, your descendants seem to hold an distant echo of your style, its instinctual and suited to their bodies, it also makes for a great base if you wished to teach them how to fight, but far more important is how you can give for a time a measure of your chaotic style to make them unpredictable in combat.

52. Ancient Armaments - 100cp – Leviathan the tempest

Being ready to fight means having a weapon sometimes and you are damn good at that, you have a wide variety of metal weapons for both your human form and your true form. Most importantly you also have a set of armour most of which you can put on yourself somehow in your various depths in which you transform and the metal is such a mix that it has almost no electrical conductivity, doesn't constrain movement too much and isn't too heavy either. These sets of armor are great for defending yourself against the nuisances calling themselves the Marduk Society, now if only you had a place to safely store these without worry.

53. When you stare into the abyss – 200cp Mage the awakening 1st edition

On your way down from the supernal realms you saw into the abyss. You understand the nature of such unholy spirits and how best to combat them, including their strengths, weaknesses, powers and vulnerabilities. In other worlds you will have a similarly strong sense of how best to fight against extradimensional incursions. While this will not give you any special power when fighting them, it will provide you with the best possible guide on how you could defeat them were you proficient enough to do so.

54. Fighting Style – 200cp Mage the awakening 1st edition

You have studied martial disciplines and possess the equivalent of a decade of dedicated study/experience in a single martial art or weapon. You will find that whenever you dedicate yourself to martial disciplines you will learn and improve at a moderately accelerated rate compared to your peers as the practices are exceedingly natural to you.

55. Iron Stamina - 400cp Mage the awakening 1st edition

Your stamina and ability to keep going is beyond what normal humans are capable of. Otherwise crippling injuries you sustain are more of an annoyance than an incapacitation. Where a bullet in a kneecap or a knife in a stomach would put many down for the count they just make you angry. So long as your tendons are still intact, your muscles can still contract and your bones can still support your weight you will be unimpeded by any injury and will continue to function at your normal capacity until the injury either kills you or you are physically incapable of moving another inch. While you still experience pain you will be able to push through it and keep going until your body can literally go no further.

56. Combat Basics – 100cp Mage the awakening 1st edition

The first thing all mages of the Adamantine arrow learn is how to fight. Not magically of course, the magic comes through practice and study over many years. You receive training equivalent to military basic (the military in question may be any real world organization you choose, but defaults to the basic training undergone in the United States). This comes complete with the physical training, mental discipline and psychological stress conditioning that basic is meant to induce. It is a small step but you now stand equal in terms of physicality and combat ability as any other soldier fresh out of basic.

57. Supernatural tactics - 200cp Mage the awakening 1st edition

The mages of the Adamantine Arrow are not police, nor are they a riot squad. They are a tactically deployed strike team and their targets are almost always supernatural in nature. Whether they are rogue mages like Banishers, the traitors that comprise the Seers of the Throne, or the cornucopia of other monsters that dwell in the world of darkness, Arrow mages will likely have to deal with them all at some point...if they survive long enough that is. You have been trained in how to fight nearly all the enemies mages face on a regular basis. You know what does and does not work on vampires and werewolves as well as the best ways to hurt, or escape from them. Against other mages you have been trained to identify their casting ability and to use your own magic in creative ways to counter or overcome their spells.

58. Combat Casting – 600cp Mage the awakening 1st edition

You have been instructed in the ways of combat magic and may apply your knowledge of war and physical combat to the workings of your magic. The more skilled and practiced you are in physical combat, the more damage your offensive spells will do to their target. If you desire, you may combine your magic and martial skill into a fluid style, augmenting your physical abilities with magic while delivering the spells in the most efficient way possible through physical strikes. You have only begun to learn this combined art however and it will take many years of study to fully master mystical martial arts.

59. Goliath – 300cp – Beast the primordial

It isn't just your Horror that's big, your human body is too. You're over seven feet tall, and either your strength or stamina are superhuman. The other is merely peak human.

60. Fear of the Depths – 100cp – Beast the primordial Paradox

You're one of the fastest swimmers alive, even ignoring your nature as an aquatic monster. You can hold your breath for nearly five minutes and always know what direction the surface is in, even when deep enough that it isn't obvious. As a final bonus, you never have to worry about getting a fatal case of the bends.

61. The Hero of the Story – 600cp – Beast the primordial Paradox

Everyone knows how the story is supposed to go. The hero slays the monster and saves the day. As much as Beasts may say they're fighting destiny by flipping the script, it really does feel like the deck is stacked against you every step of the way, and at the end of the day, you were born to job. Not anymore though. You may be a an underdog, but people love an

underdog, even a very bland and two dimensional one. And you're going to end this story right. Fate seems to smile on you when fighting an enemy who is more powerful than you. You'll find yourself having lucky breaks, allowing you to foil their tricks and schemes. In combat, your blows will strike harder and truer than they should, and your enemies always seem to whiff. When it comes to the defense of others, you are a truly dangerous foe in combat as you push yourself harder than you thought possible. You won't even be doing your monster-slaying on your own, as worthy companions will flock to your side. The best part is that no matter how much you defy the odds, stronger enemies always seem to underestimate you.

62. Hunter – 100cp – Beast the primordial Paradox

You're an excellent hunter. There are few who could match your prowess when it comes to tracking and taking out your prey, be it animal or human. You're not bad at hunting monsters, but you don't have any special knowledge about supernatural prey.

63. Hunting Grounds – 300cp – Beast the primordial Paradox

The number of Chambers a Beast may claim is usually dependent on the strength of their Lair, but that is no longer true for you. You can claim Chambers without having a cool down period, and your Lair can contain an unlimited number of Chambers. Not only that, but they're harder to break than usual if you don't want them destroyed, and their durability increases not just from the power of your Lair, but how powerful you are in general. This increased durability goes double for your Heartchamber. Someday, your soul may become a world unto itself. Heroes gain a Lair, but unless they take Trait-er, they don't possess any Lair Traits of their own.

64. Apex of Predation – 600cp – Beast the primordial Paradox

A predator that can't take down its prey is no predator at all. You are an incredibly deadly fighter, mixing the best aspects of man and Beast. This makes you a master at figuring out which of your powers synergize with each other and when to use them. With your overwhelming might, finely tuned instincts, and mastery of hit-and-run tactics, even an experienced band of Heroes would be hard-pressed to take you down.

65. Apex of Ruin – 600cp – Beast the primordial Paradox

You're a master at identifying and exploiting weak points in buildings, objects, and social structures, allowing you to bring anything large crumbling down. Better yet, you're also excellent at judging if your acts of destruction will blow back on you and those you care about. This comes with a talent for predicting any other potential unintended consequences such actions might have.

66. Armory – 100cp – Beast the primordial Paradox

You now own a lot of weapons and bomb making materials. While mundane, it's always good to be armed, and bombs are useful for softening up Beasts before you go in for the kill.

67. Chosen Blade – 100cp/300cp – Beast the primordial Paradox

Many Heroes have a gift that makes one weapon special to them, and you're starting with it. Heroes delude themselves into thinking the weapon is innately special, but you don't necessarily suffer from that. The benefits of this gift are nothing too impressive. It's a bit easier to wield though. Melee weapons feel lighter in your hands, while ranged weapons can shoot a smidge further. Whatever your Chosen Blade is though, it is of particularly high quality and always somehow finds its way back to you if lost. For an extra 200cp, you've truly stumbled onto something special. The other benefits to being a Chosen Blade are not only enhanced, but your weapon is also indestructible and counts as a universal Anathema to supernatural creatures, dealing grievous harm to them if struck by it.

68. Heroic Regeneration – 200cp – Beast the primordial

Heroes have the ability to regenerate their wounds, able to sleep off even crippling injuries over a week. How unfair that those idiots should have an advantage you don't. But now you too can regenerate health automatically, without having to merge with your Horror and expend its Satiety to heal wounds.

69. Flip the Script – 600cp - Beast the primordial

Beasts subvert the trope of the noble hero who slays the vile monster. But what if you could take this further, subverting the very subversion of subverting tropes? Instead of subverting Beowulf, you could subvert all those made for TV Disney movies about evil hunters who are after some innocent creature that only wants to live in peace, by turning yourself into a real monster to whom the hunters are just prey. You can place Anathema on anyone you deal damage to, just like a Hero's. These Anathema are always at their strongest, doing things like causing the target to become weak to a specific substance, become obsessed with some kind of object or person while it is in sight, causing them to be gripped by terror of some object, be overcome by rage, create an unarmored weak spot on their body, or causing one weapon to become extremely deadly to the target. Having no Horror to starve or gorge, these Anathema disappear once the victim has had a chance to take a good rest. Anathema are random, and both you and the bearer understand what the Anathema is.

70. Warrior - 200cp – Mummy the curse

Many among the Deshret were those who accompanied Irem's armies, maintaining their equipment and overseeing their organization. You are highly strong and agile and know your way around ancient weapons.

71. Hermit of the Wastes – 400cp – Promethean the created

Promethians often retreat from society, spending long years in the peace of nature to escape the threat of humanity and contemplate their existence. There is even a Refinement, Cuprum the Refinement of Copper, devoted to this practice of "going to the Wastes." Whether you follow that Refinement or not, you have great knowledge of how to survive in the wilderness, from camping to hunting to hiding out from mobs wielding torches and pitchforks. Nature itself seems to welcome you, bending to make your survival easier. Even supernatural

corruption of the land, such as your own Wastelands, can be made to abate around the area you live so long as you pay the proper respect to nature and keep your existence unobtrusive to the ecosystem.

72. Stolen Strength – 200cp - Promethean the created

Perhaps your creator chose to take your arms from a bodybuilder. Regardless of whether any given Frankenstein was designed to be a perfect human by taking the best parts from several corpses, they are known for their prodigious strength. You possess peak human strength.

73. Flexible – 200cp - Promethean the created

The Ulgans are noted for being flexible both physically and mentally, the tricksters of the Promethean world. Your are very dexterous, quick witted, and able to spin lies with ease.

74. Weapons Cache – 100cp – Promethean the created

When the peasants come to storm your caste with torches and pitchforks, it can help to have some firepower of your own, to say nothing of if a Pandoran is after you. You've got a collection of guns, swords, and whatever else you might like. Ammo regenerates every week after use.

75. Warrior – 200cp - Werewolf the forsaken

You've either taken to your new life as a werewolf like a fish to water or the First Change happened to the best possible person. You have the unarmed fighting skills of a professional boxer or marine, and you've adapted them perfectly to your new forms. You are also an able outdoorsman and are quite skilled at intimidating others, both before accounting for your ability to become a wolf monster.

76. Unstoppable Rage – 600cp - Werewolf the forsaken

You have learned to draw on your rage in the heat of combat. To a regular werewolf, rage is simply a distraction, something that can dull their mind if they don't control it. But when you unleash your savage fury, your blows hit harder and come faster, and your mind sharpens with clarity as you identify the best places to claw and bite. Pain, bodily damage, the confusion of the battlefield, poisons, inclement weather, even curses all can be overcome in the heat of the fight as long as you are angry enough.

77. Burning Silver – 400cp - Werewolf the forsaken

Bereft of Luna's forgiveness, merely holding a silver weapon would burn one of the Pure's hands. Wielding a silver weapon to murder one of the Uratha disrupts the Harmony of a werewolf's soul. But the Pure are no strangers to pain and sin when necessary to prosecute their crusade. When you wield a silver weapon, it will deal grievous damage, just as it does to a werewolf, regardless of the target. And against targets who were already weak to silver? Your blows will deal even greater damage than a silver weapon normally would. But this comes with a price, as it will burn in your hand even as it burns your foes, regardless of what form you are in.

78. Dogs of War – 100cp – Werewolf the forsaken

Quite contrary to the stereotypes about werewolves, the Blood Talons are quite militaristic. They don't fight like berserkers or even like animals, but like a trained combat unit. You have the skills to quickly whip trainees into a finely tuned fighting force, even if they happen to creatures who can snap into a bloodthirsty rage at a moments notice, and of course are experienced with the tactics of fighting in or leading such a unit yourself.

79. Gifts of Rage – 400cp - Werewolf the forsaken

The Blood Talons specialize in Rage Gifts. You have learned all the facets of the Rage Gift, and you will find that rage or anger themed spiritual abilities you possess will demonstrate heightened power and effectiveness in your hands.

80. Hunter of Werewolves – 600cp - Werewolf the forsaken

The Blood Talons hunt the most dangerous prey of all: their fellow werewolves. You are an expert on inter-werecreature conflict, from one on one duels to the strategies of breaking apart a pack by picking stray members off one by one before leading a final battle to crush the survivors. Beyond mere skill, your blows and other offensive powers simply work better against werecreatures of all types, dealing more damage and bypassing any regeneration they might have as though the blows came from silver.

81. Ban Seeker – 200cp - Werewolf the forsaken

When hunting spirits, knowledge of its Ban is the greatest weapon in a werewolf's arsenal. You're not only good at sussing out these kinds of weaknesses, but luck seems to be on your side when it comes to finding your foes' supernatural weak points. The night you choose to stake out a park menaced by a spirit with a ban against coming close to a fire is likely to be the night the local collage kids decide to come by and get drunk around a bonfire.

82. Thin the Herd – 100cp - Werewolf the forsaken

When someone enters the wild territories of the Hunters in Darkness, they rarely do so alone. Whether your woods are violated by a logging company or a rival pack, you are experienced in dealing with them. Like a classical horror monster, you know how to identify the weakest members of any group, and how to properly pick them off one by one as they wander off from the group.

83. Kill Zone – 200cp - Werewolf the forsaken

The Hunters in Darkness are more devoted to their territory than any other tribe. You are a master of setting a territory up for defense. You know how to create a kill-zone where your prey will be most vulnerable to your final assault. And even before then, you know how to turn your territory into a weapon: how to set clever hidden traps and how to best harry your prey through your territory, weakening them at the same time you push them towards the kill-zone.

84. Hunter of Humans – 600cp - Werewolf the forsaken

The Iron Masters specialize in the most clever prey of all: humanity. You are an expert on how to best leverage the advantages of a small, tight-knit, and individually powerful members of a werewolf pack in conflicts with humans. Humans rarely fight alone, and so you have become an expert on how to fight while outnumbered and outgunned. What's more, your attacks against humans, or any hostile supernatural powers you use against them, are far more effective than normal.

85. Honor Nothing of Human Craft – 100cp - Werewolf the forsaken

The Predator Kings consider humans nothing but chattel. They learn to live solely by their own power. You too know how to survive off the land, hunting your food and making anything you need by hand. You could easily survive as a hermit in the wilderness for the rest of your life if you so chose.

86. Savage Fury – 400cp – Werewolf the forsaken

All shape shifters have animal forms, and non-Uratha are able to draw on even more beasts' power through general Aspects. You are highly experienced when it comes to exploiting animal forms or animal parts when you have partially transformed during combat. You know how to best aim a claw swipe or where to bite down when trying to immobilize someone, and even more exotic skills such as where to sink your venomous fangs to ensure your poison spreads through their system the fastest. For you, these things are as natural as a highly trained human martial artist using punches and kicks.

87. Silver Armory – 100cp - Werewolf the forsaken

Silver weapons are painful to wield and dangerous to a shapechanger's Harmony, but nothing can beat them when it comes to killing your own kind. You have a well stocked armory of silver melee weapons and a stock of silver bullets that regenerates each week.

88. Assassin – 100cp - Vampire the masquerade

Assamites are primarily known outside of their own territories as contract killers, willing to murder other Cainites in exchange for a payment of blood. You do that tradition proud, being an expert assassin of vampires. You have the well practiced skills needed to track down a Kindred's havens, identify or engineer a time of weakness, and slip in unnoticed for the death blow. And of course you're a fair hand at battle itself in case that first strike fails.

89. Bash the Fasc'- 100cp - Vampire the masquerade

The stereotypical Brujah is a leather bike jacket wearing thug with a mohawk, as quick to smash your face in as to look at you. Yeah, well no one's complaining about having a few heavies around when the Sabbat or the Lupines ride into town, are they? You're quite fit and an able fighter, having experienced quite a few scraps in your time and (un)lived to tell the tale. It seems like getting into a dust up even takes the edge off any anger issues you may have, even supernatural ones like the Beast, just like the "fight clubs" Clan Brujah sets up.

90. Vagabond – 200cp - Vampire the masquerade

Traveling as a vampire can be quite complex. You wouldn't want someone to open up the wrong crate in daylight. You're quite experienced at it though, knowing all the ins and outs of safely getting from point A to point B while dodging the sun and keeping yourself supplied with blood.

91. Vengeance of Heaven – 600cp - Vampire the masquerade

The stories the Ravnos tell themselves about being divine champions sent to punish evil may not be true, but you've gotten quite good at it regardless. Your attacks and powers are far more powerful when used against those who have been cursed by heavenly powers, such as vampires. You find it quite easy to send most asuratizayya back to hell even as a neonate, and you'll be just as effective against accursed and demonic beings from other worlds.

92. Obsessive - 400cp – Wraith the oblivion

There's nothing more terrifying than to finally sink enough bullets into the undead serial killer after you that he goes down, only for him to stand right back up. You are the embodiment of that kind of horror movie nightmare. Not only do you have peak human stamina to keep your body going, your willpower is equally extraordinary, enough that you can easily shrug off Harrowings to possess your body again and again, Rising once more each time someone puts you down.

93. Weathering the Storm – 100cp – Wraith the oblivion

The Hierachy promises safety from the dangers of the Underworld in exchange for obedience. You have learned how to safely weather disasters and invasions by hunkering down. You even have a sixth sense for incoming widespread disasters, always getting a bad feeling ahead of time letting you know that something big and bad is on the way.

94. Legionnaire of the Dead – 200cp – Wraith the oblivion

Whether you learned to fight as a soldier or gangster in the Skinlands or only took up arms under the tutelage of the Legions in the Underworld, you have a physically fit body and are a skilled combatant trained in a variety of weapons. You also have the military discipline and experience to function as part of a unit of soldiers.

95. Stygian Steel Weapon - 100cp - Wraith the oblivion

Stygian steel is special soulsteel, smelted with ore mined from the Veinous Stair that leads from the Tempest into the Labyrinth. Weapons made of it deal horrible damage to Wraiths, much like silver would to a werewolf. You have a weapon of your choice made from it.

96. Cell – 300cp – Wraith the oblivion

You are a leader of a circle of Renegades, devoted to whatever crime or criminal enterprise you desire. You have a half dozen members, who range from young and inexperienced Wraiths to ones with centuries of experience in hiding from the Hierarchy. They count as followers.

97. Fat Man and Little Boy – 600cp – Wraith the oblivion

You have two Relic nuclear bombs, sent to the Underworld after their detonation. This would be enough to destroy a whole city of vampires or kick off a Sixth Great Maelstrom if you detonated them in the Labyrinth. You receive replacement bombs at the start of each jump if you detonate them.

98. Wind At My Back - 200cp – Demon the fallen

Scourges' speed of movement and powers of concealment made them excellent harriers, scouts and spies. As an Angel of the Wind, your movement options are a little better than others as the very air pushes and pulls subtly to help you. You are a master of traversing the environment that would make parkour masters jealous. Your body feels lighter when climbing, your jumps reach farther, your landings are softer, and even your land or airspeed gains a noticeable boost.

99. Savage - 200cp – Demon the fallen

Not only are you now extremely skilled in both unarmed and armed melee combat, your skills with fist and blade translate to a kind of instinctive way of fighting in all other forms you might be able to take. You are as comfortable wielding tentacles, claws, wings and other natural weapons as you might be with your fist or a sword.

100. It's The Fear - 400cp – Demon the fallen

In the time of atrocities, the Devourers were peerless combatants, and terrifying to behold. Within line of sight of you engaging in combat, others can feel your bloodlust that can stop even some hardened combatants to give pause, while those of weaker will might simply collapse as their legs refuse to hold them. Your presence on the battlefield is horrifying, and the more vicious you are, the more your enemies will hesitate and make simple mistakes they might not otherwise have made.

101. "Die." – 600cp – Demon the fallen

You are an Angel of Death. With just a small expenditure of Faith, when you kill something it stays dead. If you destroy a soul, it cannot return. If you snuff a spirit, it does not reform. If you slay a God, they remain fallen. People die when they are killed. With this, you can break lines of reincarnation, and no amount of magic or divine might can resurrect those you have deemed unworthy of life.

102. Flaming Sword – 200cp – Demon the fallen

This weapon is a shadow of the weapon Michael raised against Lucifer and burns with a bright flame that refuses to harm it's wielder. It's flames burn hot enough to superheat steel and can cause nearby flammables to simply ignite from its intense heat.

103. Spirit-Cutting Sword - 200cp – Demon the fallen

When wielding this blade, you can sense nearby spirits and can see even hidden ones as a hazy outline or smear of darkness. This blade cuts through such creatures easily and has no trouble attacking those who are incorporeal.

104. Slayer's Scythe – 200cp – Demon the fallen

This scythe seems to fragile for any serious reaping work, but it cuts souls, not wheat. A blade of thin, almost translucent black metal sits at the end of a length of blackened wood, worn by aeons of use. Other than the wielder, any mortals who touch the blade have their souls severed from their body. If unwilling to kill, the blade instead causes a paralyzingly painful cold. The scythe leaves no visible wounds after it's blade passes through a living body.

105. Soul Taker - 400cp – Demon the fallen

This massive broadsword is made of a dull, pitted black metal - siyr. Within its demonic blade houses the essence and soul of dozens of demons and angels both, all driven mad as their minds warred between each other for aeons. They exist only as Legion, a being that desires only to be fed. The sword moves like silk and gossamer, and feels almost weightless despite it's impressive and seemingly unwieldy size. When the Soul Taker ends the life of a supernatural creature, it's magical essence or soul is absorbed into the blade. This soul is then added to Legion over time as it is tortured and devoured by the dark entity. A full half of this energy is absorbed by the blade simply to satiate its own dark hunger, but the rest is left in reserve of Faith that can be called upon later while holding the Soul Taker. Killing mere mortals does nothing to fill this reservoir of Faith. Powerful enough beings might be able to resist being absorbed, but those of such strength of will are few and far between. Post-jump, the maddened whispers of Legion can be toggled off so you do not have to listen.

106. The Night is Dark and Full of Terrors – 400cp – World of darkness mortal

So many different entities dwell in this world's shadows, their weaknesses truly known only to few. You now stand among these few, with a natural sense for what can truly slay these beings. With a minute or so of study you can determine what kind of weaknesses a supernatural creature has. The weaknesses of more powerful beings, or more obscure weaknesses take longer to analyse and discover.

107. Mr. McMuscles – 100cp – World of darkness mortal

Strength. Its what you lie by, what you die by. You're strong, not inhumanly so, but strong. Probably able to bench 180lbs. Pretty fit too, you have plenty endurance and can run at a good clip. Enough to at least run a mile or two at 6 miles per hour. This doesn't mean your attractive, but you're no 90 pound nerd that gets sand kicked in his face.

108. A Fightin' Man – 200cp – World of darkness mortal

You've had plenty of experience putting fist to cuff in you life. You know one real world martial art, and have the equivalent of 7 years experience in it. This experience has also hardened you to damage and pain, making you tougher than you before. With enough willpower you might even be able to fight with a gunshot wound. Which would be amazing if

you only fought ordinary men, but there are creatures out there that move faster than the eye can see and throw cars with disturbing ease.

109. A New Paradigm – 400cp – World of darkness mortal

So yeah, creatures with incredible powers. How does a normal man defeat such things? By pushing oneself to the limit, and then beyond. Your strength and speed aren't effected, but now your combat abilities have hit the next plateau. You can rely on your instinct to dodge incoming attacks, sometimes even ones you didn't see coming. You can also rely on these same instincts to know when to strike, hitting that speeding blur just right to trip it up. You might even be able to catch a bullet, but it would still go through your hand.

110. A Shelter Against the Storm – 600cp – World of darkness mortal

A skilled fighter know that he is but one, and could never stand against a larger force. But what if you could? Your mind is capable of incredible multitasking, but only when applied to combat. You could track a dozen opponents on a battlefield, aim two firearms at separate targets with ease, and come up with small unit and solo tactics on the fly. In fact the worse the odds, the more opponents you face it seems you get only better at this. Just don't bite off more than you can chew, eh?

111. Atavism - 100cp – World of darkness mortal

You're a throwback to a time when men were closer to beasts. Whether your mental state matches a warped and twisted body, or you look out of a normal face with the eyes of an ancient predator, you're not normal. You run on instinct more than intellect, your body moving in response to signals that your brain never consciously registers, however other people can see that look in your eyes and know that something's wrong . This works as a minor danger sense. This ability cannot be developed and must be bought with points.

112. Murder Expert - 100cp – World of darkness mortal

You may not be any good in a fight, but it doesn't matter. You understand the language of murder in a way that few others do. You're a connoisseur of death, skilled at bringing other people to their ends. By focusing on a target before surprising them, your damage output on that individual is vastly improved.

113. Signature Weapon – 300cp – World of darkness mortal

You gain a high quality mundane weapon. It could be any kind of melee weapon, muscle powered ranged weapon, or a firearm that is non-automatic, non-military grade, and not anti-vehicle/armour. This weapon works better than a regular version of it, firing straighter or cutting deeper. It feels perfect in your hand, almost like an extension of your body. If lost, this weapon will find it's way back to you within twenty four hours and it will never break. You may freely import a weapon that fits the previously listed criteria. You can only have a single signature weapon.

114. Military-Grade Stash – 600cp – World of darkness mortal

You have a storage locker somewhere in your starting location. You will never need to pay for it nor will the authorities discover it on their own (you still could lead them there, and enemies who can't arrest you based on it's contents could track it down with some effort). It is loaded up with one RPG, with three rockets, three claymore mines, a dozen fragmentation grenades, one assault rifle of your choice, one combat shotgun of your choice, one silenced pistol of your choice, and one sniper rifle of your choice. If you get caught with any of these by the authorities you will be in quite a bit of trouble.

115. True Damascus Steel Katana – 600cp – World of darkness mortal

A blade unlike any other. Forged in mystical flame, quenched in human blood; this blade is not only magical, but nearly alive, gleaming with hunger like a wolf's eyes. The edge of it's blade is as sharp as a diamond and can (with effort on the user's part) defeat many supernatural defences. The blade itself is unbreakable. The art of crafting these blades are lost to time, and even the greatest smiths may never learn it's secrets again.

116. Sewer Dweller -100cp – Vampire the masquerade factions

Nosferatu often live in sewers to avoid breaching the masquerade. You would have no issues at all living in such an environment. You can see in perfect darkness just as well as you could on a bright sunny day, you have a perfect sense of direction and no smell will ever bother you, no matter how foul.

117. Killing Machine – 200cp – Vampire the masquerade factions

The Sabbat are very well known for the violence they commit and you can match the best of them. You have strong instincts for battle and will never freeze up in a combat situation and are nearly impossible to catch off guard.

118. Bringer Of Final Death – 600cp – Vampire the masquerade factions

The primary goal of the Sabbat is to destroy the antediluvians, which is much easier said than done. Antediluvians often have ways of escaping death, but that won't protect them from you. Anything you kill stays dead unless you personally resurrect them and any tricks to escape death will fail against you. Your enemies will not be regenerating from a single drop of blood that survived your battle, possessing a clone of their original body, returning to life due to a horcrux or phylactery, or anything similar. Your enemies are dead for good once you kill them.

119. Sword of Nul - 600cp – Vampire the masquerade factions

The Sword of Nul is a powerful magical short sword made of bronze. The sword was created by the demon Drakonskyr and while it looks like a plain sword made entirely of bronze it is much more than that. The sword is extremely sharp, much sharper than the finest steel and creates wounds that are nearly impossible to heal by any method. The blade may have other powers that could be unlocked with time and magic. Due to jump fiat Draknoskyr no longer has any hold over the sword or its holder. He is incapable of negatively affecting you through the sword or of stealing it back.

120. Punch Out Cthulhu – 600cp – Generic lovecraftian film

When going forth trying to stop cults and disrupt their rituals it helps to be able to actually do something to the sort of supernatural horrors and firepower they can bring to bear; I mean you might just be late. You find yourself surprisingly adept at harming supernatural entities and beings of power from outer reaches and varying laws of physics. Your blows pass through occult and supernatural defenses far better than they have any right to.

That magical barrier that stops all attacks might still be better than nothing against you, but you might just manage to hurt someone through it. That creature might be composed of some sort of living color or radiation, which normally is completely intangible to physical assault, but your shotgun shells will wound it. That shambling massive god composed of matter not wholly in line with our physical laws will be left reeling when you crash your boat through his head. This won't completely negate these defenses, but will help you overcome them.

And while you may not be able to kill that which cannot die, when you banish, discorporate, or reduce them into a pile of blood and guts, it will take them longer than usual to reform. You can expect at least a few weeks if they'd normally come back instantly.

121. Terror from the Deep – 200cp - Generic lovecraftian film

You are a creature of the deep. Your form is streamlined for swimming, your senses attuned to an amphibious life, giving you senses like a shark or other deep sea predator, your body capable of surviving great changes of pressure. You can breathe both water and air, able to survive in both salt and fresh water as well as retaining the ability to survive on land. This also gives you piscine scales across your body if you desire.

Alternatively you may be adapted to life underground. Your hearing reaches into echolocation, olfaction similar to a dog's, and your night vision is similar to an owl's. You are able to burrow through the ground at relatively great speed; you won't be keeping up with yourself running on the ground when digging tunnels but you will be a natural digger. This also gives you some armoring plates to avoid damaging yourself when burrowing through rocks.

May pay an additional 100 CP to get both.

122. To Eternal Lie – 400cp - Generic lovecraftian film

It is one thing to have a body of a monster, but if you are still a transient, temporary thing with a life that is less than a blink on the cosmic stage you are not one of the great ones. This will help you in that regard. First off you no longer age past your prime, your bodily processes not decaying with time. Disease and poison are theoretically threats to you, but even these things will have trouble marring your eternal form, and your slowed metabolism renders them harder to afflict you with. Your metabolic needs are greatly reduced, able to go years without food or water, and to store energy from food in ways far more efficient than fat. You are resistant to any temperature commonly found on Earth, at least outside of its molten portions, and no longer need to breathe; you could theoretically survive in space. You are also able to enter long states of hibernation, naps really but naps that can last hundreds or thousands of millions

of years, reducing your metabolic needs to effectively nothing. While hibernating in this fashion you become more resilient than you already were, you might possibly survive the pressure of ages of being buried by the depths of the ocean or new strata of Earth over geological epochs.

But this does not apply only to your body. Senility is no longer a threat to you, and moreover you have a mind designed for eternity; that is something intended to live from before linear time and the birth of our universe until after its death. You in effect no longer suffer from boredom, or it takes trillions - or quadrillions - as long for you to get bored. Your memory is likewise improved. While you may not remember something 1 year ago any better than you would have before, you will remember something at the birth of the universe as well as if it was only about a year ago, and your mind can contain all these memories. This applies to skills as well, as once something is firmly in your long term memory or your muscle memory it does not fade.

123. Slayer of the Divine – 400cp – Generic angels and demons V1.1

One of the main reasons why Nephalems are most times feared by both demons and angels is their potential that can greatly surpass both races and might even pose a threat for their factions' leaders. Regardless if you actually have or not this potential, they sure have a reason to fear you. Your cursed existence acts as a sort of bane against the divine, increasing the efficiency of your powers over deities and similar beings to allow you to damage them regardless of which absolute invulnerability they have. A divine being can only be wounded by mythical weapons and by other similar existences? Your attacks can wound them as if they were any other normal being. It also allows you to bypass their immortality, from basic inability of dying/staying dead to literally lacking the concept of death, so, if you have enough power, you can kill gods and make them stay dead, as long as no external influence revives them.

124. Horseman of the Apocalypse – 600cp each – Generic angels and demons V1.1

The Four Horsemen of the Apocalypse are a group of four existences that are neither angels nor demons, but instead more akin to entities representing different aspects of the End of the World. Currently, the Four Horsemen may be sealed somewhere in the world or might not even exist yet, but an existence that is also neither an angel or a demon already exists, you. For some reason, your cursed existence was compatible with the apocalyptic essence of one the Four Horsemen of the Apocalypse, meaning you can fully replace one of them to gain their related abilities, weapons and mount, as well as gaining a part of the power that this mantle comes with, making even an average angel as strong as any Archangel. Regardless of your choice, you'll always be able to summon and unsummon your weapon and your mount at will. Your mount is also absolutely loyal to you and will refuse commands even from other worlds' Horsemen.

By becoming the Horseman of Pestilence, you gain authority over diseases, fungi, viruses, bacteria, parasites and transmission vectors such as rodents, insects, and other crawling creatures. You can not only finely control and spread these pathogens around you, but also manipulate each aspect of their biologies, allowing you to design custom-tailored diseases that

might even have supernatural features. You can also spread an aura of decay around your being, capable of corroding most forms of mundane matter and even the holy/unholy energy. As your divine weapon, you receive the Pestilence's Bow, which fires summoned arrows that will be infused with a highly concentrated mix of every kind of toxin and diseases you've even made that can kill even angels with a mere scratch, and, as your mount, you gain the Green Horse, which is inherently unaffected by any diseases made by you, but still serving as a carrier, and is immune to almost every damage, as it's reflected back to whoever attempted to hurt it in first place.

By becoming the Horseman of War, you become the epitome of a perfect warrior, gaining combat prowess and physical attributes on the peak of your current race, as well as having an innate knowledge of every martial art, weapon skill and combat strategy created by the humans. While you gain the ability to manipulate blood and fire, your main ability is to induce rage and hatred to instill conflict in others, making them see everyone as enemies and want nothing more than to inflict suffering. As the embodiment of war, your very presence and aura fills others with fear and terror, being enough to make the weak-willed to simply flee away. You gain access to the War's Sword, an indestructible divine sword that increases the wielder's physical abilities and combat prowess the more they fight using it. As a worthy mount for an apocalyptic warrior like you, you receive the Red Horse, the fastest, strongest and most cunning of the four apocalyptic horses that have the ability to regenerate from any injury, as long as you're still alive, though this will take time.

By becoming the Horseman of Famine, inducing hunger on those in your view is just your basic ability, as you're also able to consume anything and, by eating an entity, you'll permanently strengthen and will even be able to use their abilities for a short time. As your power grows, you'll unlock the ability to not only cause hunger, but provoke the effects of starvation upon them and drain their life force, weakening them and strengthening you. As the embodiment of famine, you gain access to the Famine' Scales, which allows you to increase people's desires until the point that they'll lose their rationality by disequilibrating the scales, like making someone lose control and over eat until they die for example. The scales are also intangible to anyone other than you. As mount, your Black Horse spreads misfortune to anywhere it goes and it's ethereal thus unable to be harmed by any physical means.

By becoming the Horseman of Death, you become a carrier of pure death-force, capable of quickly draining living beings' life force and inducing rot and aging. You can infuse any of your attacks, both physical and energy-based attacks, with this death-force to increase their efficiency and lethality. This condition also makes you into a powerful necromancer, allowing you to raise the dead and control them even if they have intelligence and/or weren't raised by you, as long as their power doesn't match or surpass your own. Unfortunately, you aren't Death itself, so you receive only a weaker replica of the Death's Scythe, which is still an indestructible weapon capable of permanently killing anyone that is killed by its blade. Lastly, together with you, comes the last horse, a deathless being that all non-supernatural life dies around it, the Pale Horse.

Alternatively, you can reject the previous mantles and choose the fifth, becoming the Horseman of Conquest, that also means you won't need to replace one of them. As conquest,

you're an existence bound to battles in a different manner than War, being the epitome of a charismatic and attractive commander rather than a warrior. While you also gain some degree of light manipulation if you didn't had it before, your true power comes in the form of your empowering presence, words and overwhelming influence that increases your allies' martial prowess and physical condition and focuses their mind on the challenge ahead, as well as making your authority over them become more akin to mind control. This also makes those completely defeated by you and/or your army will also be more prone to obey you as your subordinates.

You also receive the last weapon, the Conquest's Bow, whose summoned arrow that, if hit, it'll fill even the strongest of will with despair and anguish. While your mount, the White Horse, lacks a form of immortality other than agelessness, it makes any allies that behold the horse to feel as though they could conquer the world under your banner.

125. Chaosborn – 600cp – Generic angels and demons V1.1

The light and darkness within you are opposite and counter each other in a violent way, but while this destructive phenomenon tends to happen only inside your own body, you actually learned not only to externalize the clashes between both forms of energy, but also weaponize this. By manifesting and mixing your demonic power with your angelic energy, you're able to generate a pure, chaotic form of raw power. This chaos energy is extremely destructive, allowing you to perform devastating attacks with power that goes far beyond the amount of energy you use to generate it. If you use an amount of demonic and angelic power that would be enough to destroy a few houses at once, by mixing them into chaos energy, you'll be able to destroy a large portion of a city with it. In addition to being destructive, this essence of chaos is also harmful to both angels and demons (and other beings with angelic/demonic power), as well as being very effective against eldritch entities, due to the fact that their signature energies are consumed by it, thus making your chaos powers especially useful against such opponents.

Unfortunately, there is also a main drawback in using chaos energy, as, until you developed complete mastery over the process of generating your chaos powers, your energies will accidentally clash within you and may even generate bits of chaos energy inside your power, which, in addition to causing strain in your body, can also provoke some internal damage. There is also the danger of yourself being caught by the indiscriminate destruction caused by the chaos, so I advise you to use it more against distant targets unless you hold back your own strength.

126. Angel/Demon Slaying Weaponry – 200cp – Generic angels and demons V1.1

You acquire your own set of several weapons forged with the singular goal of slaying one of the two sides of spiritual beings. Those aligned with Hell will acquire weapons to slay angels while those aligned with Heaven will receive weapons made to rip and tear demons, but others will be able to choose which set they acquire. These weapons, enough to equip a whole squadron, will be variants of several kinds of mundane weapons, like swords, axes, spears, guns, bombs, shields, scythes, sniper rifles, gauntlets, whips, among many others, and they'll be of high quality and made of mythical materials, despite lacking supernatural properties

other than their effectiveness to slay angels/demons and the ability to bypass their natural defenses. You can purchase this item a second time in order to receive both sets of slaying weaponry.

127. Infernal Trident - 200cp – Generic angels and demons V1.1

While flaming swords are seem as the angels' most famous choice of weapons, demons are usually depicted as wielding more varied kind of weapons depending on which culture they're from, but, regardless of it, one of the most famous weapons for demons are the tridents, mainly due to a common interpretation of the expression "separate the wheat from the chaff". You acquired a demonic trident, made of a hellish red metal, which is the counterpart of the angels' flaming swords, being the perfect conduit for demonic powers and being able to summon torrents of Hellfire. Much like the Flaming Sword item, your trident can also be repaired by using your demonic powers (or other sources of energy, if you aren't a demon).

128. Hellish Handgun – 100cp – Generic angels and demons V1.1

Between supernatural abilities and melee weapons, you still preferred to choose the path of gunpowder. Regardless if you're a demon hunter or decided to stay on the side of your demonic parent, you acquired a dark handgun marked with bright glowing demonic runes that grant it the ability to shoot your own demonic energy as bullets. The bullets will initially have the same strength of mundane projectiles, in addition to being able to wound supernatural beings, but you'll eventually own to overcharge the bullets with more energy to increase their power. Optionally, you can import another ranged weapon you have to gain the handgun's feature of using demonic energy as its ammo.

129. Timed Dodge - 200cp – Bloodborne covenants

The fighting style typically employed by Hunters is all about constant movement and relentless offense, a style that can get disrupted when you're struck by an enemy and left vulnerable. Now, though, whenever you dodge or roll in the middle of combat, you will find that there is a small window of time where you are rendered invulnerable, attacks passing through you like they weren't even there. Should you master the timing, there's few that could ever lay a scratch on you.

130. The Deadliest Prey – 600cp – Bloodborne covenants

Beasts are dangerous enough as it is, but those that were once Hunters are among the deadliest of all, due in part to their honed skill at violence. But they are still flesh and blood, and as such can die just as everything else. You have honed your skills of cold reading to an absurd degree, allowing you to perfectly predict a target's next five seconds of action with just a glance, and the longer you observe them the more you'll be able to predict.

Blood of the Great Ones: You are an instrument of death, granting those fallen Hunters one last mercy. You are unparalleled in murder, instinctively knowing the most direct and efficient way to kill something and following through with unerring accuracy. In addition to this, all of your attacks will deal an extreme amount of damage to both humans and beasts.

131. Basic Equipment – Free – Bloodborne covenants

It would be most unwise to send a Hunter out to hunt without any actual gear. As such, you will be given a set of hunter attire as well as a weapon and a firearm. Your weapon can either be a Saw Cleaver, Hunter's Axe, or a Threaded Cane, while your choice of firearms is limited to a pistol or a blunderbuss.

132. Return to Nothing - 400cp – Lord of the night vampires

It's not enough to destroy, sometimes. It also requires salting the earth so that nothing can grow again. It requires continual destruction, not merely in a passing way, but day after day after day. It is a way of life. You taint your spiritual aspects with such forces. You don't merely destroy what you strike, you make it harder to fix. The damage you do becomes a lingering curse. A structure damaged by your spiritual might becomes broken such that every effort to fix it is thwarted. A person maimed by you won't naturally heal. While natural forces can slowly wear down this blight, the ground and air of places you pass through will be lifeless and thin.

You can lift this curse. Otherwise they can turn to the natural world, though that's slow and isn't always an option - a Druid could pull it off, a cyborg probably couldn't. Lastly, powerful divine magic can burn it out, but it tends to cling tenaciously to it's victims and cause further harm even as it's being drawn out.

133. Adamant Hand – 100cp – Mage the awakening 2nd edition

The Arrows are the front line of the battlefield, and magic offers many new and terrible ways to crush one's enemies. The Adamant Hand is a martial philosophy passed down through the Order and expressed through a Mage's personal insights on the Adamant Way. Combining martial and athletic prowess, you are now a certified badass of your own personal combat style, fit to allow you to wipe the floor with a dozen opponents with ease. Where necessary, incorporating this style into your casting serves as a focus as readily as any wand or stave, and bolsters the effects as well.

134. Among Warriors – 600cp – Mage the awakening 2nd edition

Why fight alone, when you can bring fellow Arrows to your future battles? Here stands a mighty force, fit to shake the world! An army great enough to give the mightiest forces pause, led by a full fledged Adamant Sage, and filled with the finest of veterans, in matters magical and not. Was the Adamantine Arrow always this huge?

135. Well-Seasoned – 200cp – Girl genius sb

It is a very rare fight that is lost because one of the combatants simply didn't measure up. No, far more common are simple accidents. Maybe someone was ill, or feeling tired, or annoyed, or any of a thousand and one other things that prevent them from performing at the top of their skills.

Such things lose fights and kill fighters, even experienced ones. Well, they won't kill you, ever. This doesn't do anything to enhance your skill in any way, but what it does is to ensure that you perform right at the top of them, all the time, every time. Whenever doing anything, you do it as the absolute, complete best you can do at the time. This doesn't replenish your energy or stamina, but you use what remains with perfect efficiency. Every punch you throw, every stab, every plan made and every word spoken is done as utterly, absolutely best as it is possible for you to do, no matter what.

136. Best of the Best – 400cp – Girl genius sb

You are a combat beast now, Jumper. A thoroughly, unspeakably skilled fighter in at least one major style, possibly more. You know several martial arts, and how to combine them for best effect. You have the equivalent of decades of experience at fighting, and an incredible tolerance for pain, exhaustion and injury, anything that would naturally put you down. What you get from this perk depends on your preferences alone. You could be a Smoke Knight, in which case you would be one of the best alive, someone with skills rivaling Madwa Korel or a Night Master Jaron. Or you could be a Skiffandrian fighter better than Zeetha, an Eastern Martial artist as good as Dr Sun, or even a freestyle combatant capable of going punch for stab with Bangladesh Dupree, Von Pinn, Ol' Man Death and most Jägers.

In essence, this perk makes you a peer to any of the deadliest, fightiest people seen in the comic. The Best of the Best, as it were. Carrying hundreds of knives, capable of breaking off robotic heads with a punch, cracking walls with your kicks, sneaking and stabby and all the rest of the goodness.

137. Grindstone – 600cp – Girl genius sb

Knowing how to fight yourself? Great. Being able to teach others? Better. You have a preternatural talent for teaching others, whether through slow, steady education or acting like... well, a grindstone for them. 'Percussive education', as it were. This works best for combat or similar skills, but you can teach basically anything to anyone, at least if they have the innate potential for it. Put simply, this perk allows you to share any and all of your skills at a mind-boggling speed with anyone you would like. The actual speed depends on how many people you're teaching at the same time, but someone you're training exclusively would learn in days what it would take others months and months to learn, and it scales down proportionately.

Exemplar Boosted

Ah. Well... this, this changes things. Normally there's a limit to how much someone can learn, no matter how good the teacher. There is a limit of innate potential, aptitude, all the other things like that. Except, that is, when it's you doing the teaching. When you take someone for a student it seems as if you ignite something in them, a spark of potential that makes even the dullest, dumbest of people into potential genii with the right tutelage. You have the proverbial midas touch, as all around you people seem to explode with talent and potential. Fighters become akin to Bangladesh Dupree, all your science students are potential Van Rijns, anyone

you teach art to is like Van Gogh himself. You turn the ugliest lump of coal into a brilliant uncut diamond simply by deciding to teach them, and from there it falls on them to learn.

138. Sparky Army – 400cp – Girl genius sb

And just in time for your conquest to! Now you will show them all! This is a giant, incredibly strong army the kind of which can make or break kingdoms in this world. Something like dozens of gigantic War-Stomper Clanks, or thousands of huge, sapient, incredibly tough and strong bears, to maybe the entire Jägercorps, or a full troop of Bloodstone paladins, just a few giant monsters... or any permutation of these you'd like.

Isn't limited to a land army either, as this can be an Airship fleet, a naval fleet, tunnelling clanks... the details are left to you, but this is an incredibly powerful, battle-ready army capable of crushing any ordinary city, complete with support infrastructure, supplies and everything else needed to enable them to keep fighting more or less indefinitely.

139. Iron Jaw/Riding – 100cp - Rippers

139.1. Iron Jaw (-50 cp) It's really hard for others to render you unconscious, nor do you get concussed or lasting damage from repeatedly having heavy things slammed into your skull. You can buy additional armies at a discount.

139.2. Riding (-50 cp) You are as skilled a rider of horses as any cavalryman. Even a long day in the saddle won't leave you with sores. Just remember, in non-emergencies to alternate riding the horse for an hour, then walking beside the horse for an hour.

140. Pugilist – 100cp - Rippers

Boxing is a most popular sport in these times, and you're a champion in your weight class, which can also be handy when it comes time to crack heads.

141. Some Necessary Violence – 200cp – The count of monte cristo

Is necessary, even in these civilized times. It serves a man to know how to handle himself, with swords or guns or whatever else you may care to you. And thankfully, you're excellent at just about everything that counts as 'fighting'. Not only are you an exceptional fighter both with your bare hands and practically every form of weapon found in europe, you're also a peerless marksman with just about all forms of guns, and exceptionally effective even with unconventional weapons like the garrotte.

142. Field Agent – 200cp - Kult

Back from service, are you? You have the training and experience of a professional soldier of some sort-and the kind governments entrust with special operations like wetwork or high profile extractions to boot. Whether you served in the Marines or were a former Spetznaz member, you've come out of it with the kind of physique that can march for days through a harsh environment while remaining in fighting shape. You can repair and maintain any firearm you know how to use, build and disarm bombs, take apart most living men in hand to hand combat and endure pain that would make lesser men break or black out. Even if you're

no soldier in truth, you're a bonafide modern warfare expert with what is likely quite an interesting past.

143. Monument of Sins – 600cp - Kult

There are few things more powerful or disturbing than a cairath, an order of creature which you now share the powers of. You are a bloated amalgamation of hundreds of living beings anywhere between mortal humans to Children of the Underworld in stature, their limbs and screaming faces amorphously shifting in accord to your will. Upon contact with living beings you may absorb them into your mass, and though they scream and plea for escape for many days from the moment you have subsumed their flesh you can mould it like thick, sticky mud.

You are strong enough to bore tunnels through solid earth and harm others by puking your bodily fluids. Worse, you radiate an aura of madness that can drive others into maddened worshippers of your greatness. After absorbing thousands of living beings you may ascend into a Gransangthir: A massive leech-like being of rancid fat, mould and rotting flesh. At this point you are capable of influencing entire populations with dreams and visions to direct them nearer to you where you may more directly feed, and create servants with terrifying biological weapons from those sacrificed to you.

144. Smite the Wicked – 200cp - Kult

Though Heaven is in ruins, the zeal that once lit it's halls burns on in you. Choose a simple principle you are divinely empowered by- such as rulership, guardianship, piety or vengeance. At will a powerful, arcane weapon of archaic make like a sword springs into your open palm. It is unnaturally fast, swift and sharp in your hands-such that you could easily use it to swipe away both mundane melee attacks from all directions and bullets alike, and carve through a room of people swiftly. But when you strike others opposed to your principle in some way with this weapon a mark springs up on them; this may represent one of the Archons if you serve one of them, and otherwise is simply a symbol associated with you somehow. Either way, the mark inflicts unnatural, inexplicable weakness to the victim and you may use it to sense them over any distance. Finally, when you enact or defend your principle an aura of holy terror emanates from you-making you glorious yet horrifying in the eyes of your foes, no matter how badly you were injured beforehand. Suffer not the infidel, the heretic and the sinner no matter how far you have fallen.

145. Crack The Pavement – 200cp - Kult

The animal in you looks upon the works of man, and finds it abhorrent. You have a sixth sense for the faults in all artificial constructs, and when you lash out of them in anger they crack far more easily than they should by any right. The stomping of a man's feet could leave marks in the pavement that leave it shattered and unstable. The ripping of wires causes systematic collapses in other parts of a building, as if cursed by some windfall of misfortune. The more force you can bring to bear at once the more easily civilisation shreds apart in your fists. Even supernaturally examples of artifice are merely resistance to your efforts, not immune.

146. Lock and Load – 300cp - Kult

Shortly after your first encounter with a lictor or demonic beast you'll probably decide you need guns. Lots of guns. This warehouse full of firearms and ammo is far better than a teddy bear at making you feel safe in your own home. Everything from magnum handguns, to submachine guns, to assault rifles and combat shotguns can be found here for 200 CP, and a trustworthy dealer is always around to resupply anything damaged or used up very quickly and at a steal. For an extra 100 CP this comes with explosives, body armor, knockout gas/drugs, torches, silencers, flashbangs, first aid kits, stun guns, crowbars and all manner of other useful items for planning an assault of some kind.

5. Education lessons

1. Eccentricisms – 100cp – A Study In Emerald

Best to say it bluntly: Doing weird stuff helps you think. Ideas come to you in the middle of a 3am violin rehearsal, inspiration strikes when autopsying a dead cat with dining silverware, and solutions bubble out while sorting your geology samples by flavour. The broader your range of activities, the more easily new concepts announce themselves in your mind.

2. A Rarefied Mind - 100cp – Cultist Simulator

It would be a shame that in your quest for enlightenment you suffered a lapse of memory. It's not like some of these secret teachings can be found in the local library. This simple perk makes your memory perfect, limitless, and retroactive, while also allowing for instant recall and perfect indexing. You'll never forget any moment of your life, no matter how small, and you'll be able to recall those moments as if you were currently standing there again. As a retroactive effect, your past memories will also be affected, even if you've somehow managed to forget them.

3. Erudition - 100cp – Cultist Simulator

The acquisition of knowledge is more than just the senseless hoarding of information. With this purchase you now excel at predicting, interpolating, and connecting information, and can easily cross reference your knowledge with external information, making studying a relatively painless endeavor. Combined, these benefits will allow you to triple (3x) the rate at which you study and convert conscious knowledge into instinctive understanding.

4. Bibliovore - 200cp – Cultist Simulator

There's so much knowledge out there, and so little time. With this perk you have the innate ability to instantly memorize the contents from text and other visual media with just a touch. This ability can be used on any kind of visual medium, from engravings on ancient pottery, to diagrams in crumbling parchments, to blurry text in waterlogged codices, or even books written in a language you don't speak. The actual understanding of these contents is an entirely different matter, but you'll figure it out with time. This ability can be toggled on and off at will, so that you are not burdened with unwanted knowledge.

5. Loresmith - 200cp – Cultist Simulator

It pays to give back to the community, and for someone that has been everywhere, you could have a wealth of knowledge for sale. With this ability you can now easily contribute to the collective knowledge of the world by instantly creating essays, books, manuals, papers, recipes and other written documentation of any subject you are familiar with. This information is compiled with as much care as if you had done it over a few years, and can be formatted, rewritten, and edited on the fly, allowing you to tailor the final results to your liking. Teaching perks will increase the rate at which your documents are studied and assimilated.

6. A Corner Street Newsstand - 100cp – Cultist Simulator

A small newspaper stand with a small selection of literature. The papers here holler with confidence, knowing that only the initiated will listen. This stand only seems to sell newspapers of the tabloid variety, that just so happen to be written with rather truthful stories. These daily news sometimes include useful information regarding the many demi-real Secret Histories.

7. A Velvet Cabaret - 100cp – Cultist Simulator

A gaudy cabaret in a corner of an alley. In here, talent comes through the front, while the real patrons go through the back. This establishment is always run by a local gang, loyal dogs who will provide the much needed ‘protection’ free of charge. The music is smooth, the drinks are free, and the company is never lacking. In the private rooms, influences of Edge and Grail bleed with pain and ecstasy.

8. A Candle-lit Monastery - 100cp – Cultist Simulator

A quiet monastery lit by thousands of candles. The wax of the candles flows endlessly, and the light inside never dims. This monastery includes a church, a library and a cloister where your followers and practitioners may take residence. The candles, the larder, and the cellar, refill themselves every night when no one is watching. When the doors of the parish are closed to visitors, influences of Lantern and Moth descend on these halls.

9. Quick Study – 600cp – Penny Dreadful

Your eyes are open, just as a child you observe without preconceptions fogging your capacity to discover new things. You are preternaturally and quite permanently incredibly quick at learning new things. You are so fast to learn new things that it sometimes feels like you are merely remembering things from some past life. Odd that.

10. Historian -100cp -The mummy trilogy

In whatever line of work you’ve gone into, the ancient past is important in some way- thankfully, you have a great deal of knowledge about history, as well as knowledge of how to read and even speak in several ancient languages, as well as their modern equivalents.

11. “The Bembridge Scholars Never Wrote About This.” - 100cp - The mummy trilogy

Not all knowledge is perfect, of course- and falsehoods are bound to be seen as fact when the truth is obscured by the passage of time. Luckily, you're much better at discerning when things don't match the common knowledge, and will therefore be able to adapt to this new information easier.

12. "I Am A Librarian." – 400cp – The mummy trilogy

Well... maybe you're not. But you do have amazing abilities of mental categorization and memory, as well as a surprising knack for picking things up on the fly that make you excellent at learning and retaining new things. Over the course of a few days, you could turn from someone who never lifted a gun before into a surprisingly competent marksman. You may not win any sharpshooting awards, but you might just win a gunfight. And naturally, there will always be room to improve on the things you learn.

13. Library – 100cp – The mummy trilogy

A large collection of books and tomes, telling both the history and folklore of this world. While most of it isn't anything you couldn't learn elsewhere, there is the occasional nugget of rare knowledge... In future worlds, the library will update with the history and mythology of that world.

14. Museum of Antiquities – 200cp - The mummy trilogy

A museum in the country of your choosing; it is home to ancient artifacts and other interesting items from the ancient culture of your choice. The value of most of them is due to their historical significance, rather than the materials they're made of, but there are a few real treasures among them. If you'd like, they could instead be drawn from past worlds- though, the same rules apply. Explaining where they came from might be difficult, as well.

15. Brilliant - 100cp - Sherlock Holmes

You have an extraordinary mind by anyone's standards. You think faster, process information far better, and learn quicker. All with an impressive clarity of thought. In general you're roughly at peak human capacity mentally. Not truly superhuman, although depending on the company you keep you can expect to be at least one of the smartest people in the room. Let's be honest though, most of the time you'll probably be THE smartest. Most people are rather dim after all.

16. Mental Reference - 300cp – Sherlock Holmes

Whenever you'd be stymied due to a lack of information, you'll have bursts of knowledge that fill in the blanks that would otherwise leave you clueless. This knowledge isn't anything that would be hidden, secret, or unknown, but rather the kind of information that you would find in a highly detailed encyclopedia. Knowing that those tea cups are actually extremely valuable collectibles highly sought after among the upper class of Europe might just be the detail you needed to crack the case after all.

17. Wisdom Of The Ageless - 400cp – Castlevania Judgement

If you would give me a moment of your time, I would like to start this particular conversation with the preface that there is no such thing as an immortal being. Time stops for no man, and your life will end eventually. Having said that, you are now naturally ageless. The ravages of time hold no effect on you, old age, if you ever feared it, is a thing of the past. And then there is what you have done with your life during this extra time. So far as I can tell, you spent your years idly researching every topic that crossed your mind, from curses and other dark magics to every weapon known to man and beast. You even had an encounter with a watcher such as myself in the past, it seems. While this has not lent itself to in depth knowledge, it does mean that you have a trivial amount of mastery in seemingly every topic - not even my arrival or the Time Rift itself is something you know nothing about.

18. Speaker of Knowledge – 200cp - Castlevania Netflix

It is one thing to learn something for yourself; it is another thing entirely to learn it for the good of others. When it comes to absorbing new information your brain is like a sponge; soaking up history, knowledge, and other valuable facts like a sponge, while retaining and building upon what you already know. Your memory isn't photographic, but that just means you're truly learning about the world rather then conjuring up mental pictures.

19. World's Greatest Mind – 600cp – Batman the Animated Series

You possess a brilliantly powerful, intelligent mind. Your memory is both perfect and photographic, and you have perfect recollection; you could recite, perfectly, a book from memory after reading it once. You're good at thinking fast on your feet, and with time to prepare and think you could plan your way out of nearly anything. Additionally, you have fantastic aim and precision, capable of making difficult shots and using the exact amount of force necessary against someone to not cause permanent damage.

20. All-Star Training – 600cp - Batman the Animated Series

Good training is the difference between you and everyone else; it helps that you learn and master new skills absurdly quick. When you dedicate yourself to learning a skill, you'll learn at a rate that's ten times faster than that of a normal human. You're also capable of sharing some of your capability to learn with others, training them to a point near your level much easier and faster than any other master.

21. Riddle Me This - 200cp – Batman the Animated Series

You're the principal of puzzles, the master of mysteries, the ruler of riddles! Not only that, but you're extremely good at seeing how all the pieces fit together, finding the answers and seeing the bigger picture, and then realizing that you need to flip that picture upside-down to get the real answer. Your razor wit is a match for Edward Nygma himself, and you'd be hard pressed to find a riddle that you can't solve.

22. Of Sound Mind - 100cp – Dungeons & Dragons Ravenloft

your mind is a sharp one, you are everything a well-educated person should be, Intelligent, wise and charismatic. All of these aspects are increased and one of them even reaches to near

the maximum for human or whatever your species is. This perk may be purchased multiple times to increase the other aspects. The discount only applies the first time.

23. Scholar – 200cp – Dungeons & Dragons Ravenloft

You are truly a learned man well versed in the arts and sciences of the world. As a person of great knowledge you take in information from books at a much greater rate than your peers. The speed at which you conduct research is also increased. Finally you are blessed with a keen mind that sees beyond that which is obvious. You are particularly skilled at finding long lost secrets and clues that other more casual readers might miss when reading through books.

24. Man of the New World – 200cp – Fate/Legends God save the queen

As the world moves on from hitting each other with crude sticks and fists, power begins to change hands. The strongest man in the room goes from an undoubted leader to mere muscle for the true power, the man with all the knowledge. A combination of natural prodigy and years of effort gave you a position among Britain's most vaunted minds. While your most famous talents are focused in a single academic discipline, such as Moriarty and his world renowned skill with mathematics or an unsurpassed brilliance with biology, you are broadly skilled with many other fields. From several respected academic paths to the different styles of the arts and even a deep understanding of philosophy, you match the learning in each of what most men try a decade or more to come close to. Though a touch barbaric, you even indulged in learning a martial style of the empire, having enough experience in boxing or baritsu to knock back-alley heads together without trouble. It's made possible with a particular mental technique that allows you to easily absorb and retain information, the creation of a continually expanding 'memory palace' style territory within your mind. Information is easily memorised and efficiently stored, granting the ability to rapidly make connections between even seemingly disparate pieces of data that you have gathered. Knowledge of disciplines you once studied thirty years ago remains as fresh as the new fad you spent an afternoon exploring.

25. Serendipity – 400cp – Van Helsing Valeria

Of course, you just happened to lean on the right book to uncover the secret passage. The long lost monster of Frankenstein? Convenient that you just dropped in on him. The last scrap of paper needed to uncover a secret magical portal? You happened upon it a while back. When it comes to finding clues to what you need to know or the tools vital to make something even somewhat possible, your luck is just absurd. You'll find long lost secrets with ease, have lightbulb moments to put barely linked information together to uncover a monster's weakness or sometimes just stumble across exactly what you need. It'll never solve the problem you're working on for you, just make it a little easier or possible at all, by providing information or leading you to existing tools.

26. Expert - 50cp purchasable more than once – Leviathan the tempest

You can become an expert in any modern field with all the necessary papers for free depending on your background, things like Archaeology, Management, Martial arts, Dancing and more are possible.

27. Chronicler of Dynasties - 300cp – Leviathan the tempest

In a world where all leviathans can say and hold it to be true that they are family, being a genealogist is one of those skills which can be of great help to someone. As such you learned how to chronicle and organize all the blood relations going around, but more importantly it also becomes easier to figure out certain patterns, like when new Leviathans from various strains might emerge, also what the potential of a child born from these parents might hold. In future worlds this means that you will know how to rather accurate guesses about the potential of individuals born from certain families, dynasties and how the bloodlines or powers mixed from various people might possibly manifest as the generations pass by, provided they are indeed tied at least partially to lineage.

28. Heritage of the Tempest - 600cp – Leviathan the tempest

Blessed by your own birthright, you are able to far more easily than anyone would believe find out the long lost artefacts and lore of the wicked Tribe. Some would say you hold a fate of sorts that bring towards you lost and ancient lore, as well as artifacts of strong importance in some way, others speak of how things such as ancient scrolls, urns and stories seemed to gravitate towards you one way or another, bringing the mysteries of the past to your eyes. Thankfully your memory received a heavy upgrade to help you remember all of these things, to the point that you have total recall. In the future, whether its about your own family, bloodline or your race, artifacts and lore will seem to gravitate towards you and only the most mysterious, powerful, unique or those which are hard to find shall require actual effort on your part. In addition, your descendants seems to have inherited your memory, though its not eidetic and they only have total recall, perhaps this time, this shall be enough to ensure that the past will not be forgotten again.

29. Tome of the Storm - 300cp – Leviathan the tempest

This tome looks like a big book with extremely beautiful artwork showing a stormy day in the sea on the cover. If someone tries to open it and they are not of the tribe then the book will show that it has ink writing messed by water. If someone is a Leviathan or a Hybrid, then it shall show the basic history of tribe in myths and also speak of any great events the true owner of the book has undertaken and allows the book to record in it. However that is not all, by a sacrifice of ichor or by spilling a cup of seawater on its cover, the book shall absorb it and its content will change to show some basic facts about the Seven strains as well in-depth information about their mythology, there is also basic information about all the Vestiges and how a Leviathan can develop some of the more basic ones. Of course its worth nothing that this book will collect any lore that you find in the rift, this lore will automatically appear in this tome for your usage. There is something strange however, close to the end of this book will find a chapter that seems to speak of two rituals. The first is a potent ritual that lets you have a child that will grow up to be a Leviathan, which is something many elder Leviathans would kill about. As s for the second part of this chapter, it describes a ritual that is monstrous

in expenses and which lets you bring about a permanent sea storm big enough to engulf an island, yet it will not go about and wreck the global or too much of the local ecosystem. Said storm is strong enough that modern civilization would barely be able to handle it, communications without mystical means is close to impossible for those under or within it. Even more strangely there are hints that another book exists which would let you live in such a storm, even thrive or make a weapon out of it.

30. Scholarship -100cp Mage the awakening 1st edition

Through extensive study you have mastered a given topic of academic rigour. Choose an existing field of study (examples include Chemistry, Psychology, Biology, History, Computer Science etc.) you now possess a Master's Degree worth of knowledge within that field. You are similarly adept at working through similarly rigorous fields. It is not a question of whether or not you are able to achieve academic success, simply how long.

31. Eidetic Memory – 200cp Mage the awakening 1st edition

Your memory is improved to the point where you can recall events you have experienced with near perfect clarity. You may reexperience nearly any memory you have as if you were there, all events preserved as you experienced them. This memory is so precise that should someone attempt to tamper with or remove certain recollections, you will recognize the inconsistencies they attempted to induce and reassert your previous true memories with only minimal effort.

32. Common Sense – 400cp Mage the awakening 1st edition

While your memory is not necessarily perfect, your organization of it is. You possess the ability to recall relevant or perhaps even disparate information from a great many sources and apply it in novel and useful ways. All humans possess this to a degree, but your insights tend to be significantly more useful and frequent. Some might even consider this simple common sense to be a form of "plot armor" as it subtly steers you in more favourable directions with a higher chance of success and survival, but that is of course ridiculous. What kind of a metagamer would you have to be to think that?

33. Philosophical double entendre – 100cp Mage the awakening 1st edition

Intellectualism comes in many forms, but one of its most frustrating traits is that it needs to convey its message through a needless complex set of jargon, symbols and recursive definitions. You now possess the capacity to see through jargon, overly precise definitions, technobabble and other linguistic obfuscations; understanding the true meaning behind the words regardless of the discipline they are used in. Similarly you may disseminate these overly complex ideas with little difficulty, granting the common man the same understanding of advanced academics fields as you have. (Note; Understanding does not mean application)

34. Enlightened casting – 600cp Mage the awakening 1st edition

The practical application of knowledge. You may now use the information you have acquired through normal scientific study to magecraft. This in turn makes your spells more powerful as their effects become stronger and produce more tangible results. For example, a strong

understanding of physics may better allow you to increase the strength of matter or force spells. Knowledge of biology could increase the ease with which you use life spells or alter the cognitions and impulses of organisms through mind spells. The stronger your base knowledge in a scientific discipline, the more powerful and effective your spells will become.

35. Librarian – 100cp Mage the awakening 1st edition

The mages of the Mysterium are first and foremost, librarians. Handling decades if not centuries of antiquated filing systems, filled with recursive and redundant information might be daunting for some, but not you. Regardless of the data in question, so long as there is some thought given to its placement or organization you are able to find and extricate exactly what you wish to find. Whether it be the moon's perigee in relation to luck spells or the blueberry tart recipe of an old archmage, so long as the information is somewhere within the database, you will be able to find it, no matter how skewed or tucked away it might be.

36. Grimoire Hunter – 200cp Mage the awakening 1st edition

Grimoires are one of the most prized possessions a mage can acquire. Within them are insights on the nature of the supernal realm, spells that have been lost to the ages, and a means of casting extant spells more easily. While these tomes are frequently rare and hard to find, you have a combination of insight, talent, and luck that will invariably lead you to discovering these grimoires where others might have failed. Be warned that finding these tomes of power is only the first step, deciphering their meaning and understanding them is a challenge all its own. (In future jumps, this ability extends to any tome or document of rare mystical and/or forgotten knowledge)

37. Cunning Odysseus – 200cp – Beast the primordial Paradox

It's a sad fact that even ignoring the insanity being a Hero comes with, Heroes are completely outmatched by their more monstrous counterparts. While you may still suffer that burden, your clever and analytical mind makes you a master at evening the odds against stronger opponents.

38. More Than a Killer – 500cp – Beast the primordial Paradox

Something that Heroes strangely share with Beasts is that their powers are on the whole, only good for hurting things. This is no longer true for you or any power you wield. When it comes to power systems that almost only cause death, destruction, corruption, pain and/or suffering, you'll always find some undiscovered capability or technique to use it in a positive way. For Heroes, this takes the form of gifts that allow them to do things like heal others or see into the future. Another example would be if you had pyrokinesis, this would allow you to cure diseases through focused destruction of pathogens and carefully targeted fevers. Furthermore, even the most corruptive and evil magic systems will have safe and benign uses, even if they may be sparse and not reach the same heights of power they normally would.

39. Appraiser – 100cp – Beast the primordial Paradox

You're very good at figuring out the value of objects at a glance, and are not easily fooled by counterfeits. This even applies if the value is only sentimental in nature.

40. Antiquarian – 300cp – Beast the primordial Paradox

You find it easy to safely figure out what a magical artifact may do. Furthermore, you've got a nifty trick that allows you to activate said objects through willpower alone, but only as long as it was created by a supernatural creature and you understand how it works.

41. Specialty/Striking Looks – 100cp - Beast the primordial Paradox

Specialty:Pick a fairly broad skill like athletics, academics, or occult knowledge. You have a specialty in some minor aspect of that skill. If you know how to fight, you might be at your best in your Horror form, or if you're a talented performer in general, you can be a bit better at singing when compared to playing an instrument. This can push you from being good to great in whatever specialty you choose, but it won't bump you up from being a good runner to being an Olympic level one or anything. This perk can be taken multiple time.

Striking Looks: Many monsters are known for their great beauty or terrifying appearance, and you're no different. While nothing about the way you look is inhuman, you'll definitely be turning heads. Whether that is towards or away from you is up to you.

42. Teaching Lessons – 100cp – Beast the primordial Paradox

While for most Beasts, teaching lessons is just an excuse to justify feeding on humans, you're actually pretty good at it. Not only are you great at finding ways to feed that actually help people become better, whether morally or at surviving, but you also find it easy to learn life lessons from living through frightening and traumatic situations. When it comes to you and your victims, what doesn't kill you really does make you stronger.

43. Library of the Wise – 300cp – Beast the primordial Paradox

Through luck or possibly connections to the Athenaeum of the Dark Mother, you've come into the possession of a massive store of information gathered by a member of the Mysterium. It contains detailed information on the various supernatural creatures and places in this world and any you visit in the future. If you dig through its contents, you may discover the occasional something the previous owner took interest in (or would of in future worlds), but never got a chance to investigate. Who knows what you could learn or gain from following up on these clues? The library differs from the grimoire in that it doesn't hold a lot of specific information about local monsters unless they're historically famous or incredibly influential.

44. Memory Unclouded - 100cp – Mummy the curse

The Arisen struggle to retain their memories. The Rite of Return grinds away identity to try to make them perfect unthinking servants unless they can find situations that remind them of their mortal lives or better yet relics they themselves crafted in fallen Irem. You, who receive a refresher on your memories at the start of each jump and who are probably surrounded by objects and even people from your time before the Rite, are unlikely to have much of a

problem with it. But just in case you want more protection, for 100 CP you can gain complete immunity to any effect that would cloud, distort, or destroy your memories. You'll also get permanent perfect recall with unlimited "storage" space so that you can always remember your unending journey through the ages.

45. Wise - 200cp - Mummy the curse

The Snake-headed know the value of the mind. You are highly intelligent and quick-witted, in addition to being widely learned on historical subjects that you've picked up over your long life.

46. Scholarly – 100cp - Promethean the created

The dispassionate nature of the Osirins lends itself to study. You are a scholar in the mold of the ancient Egyptian priests, well read on a variety of topics ancient to modern and skilled enough in one of them that you could earn a modest living as a computer programmer, medic, or scientist.

47. Translator - 100cp – Promethean the created

Granted life by a holy word, the Tammuz are strongly attuned to languages. You know several already, and find it quite easy to pick up others and find any occult correspondences that may be hidden in a languages tend to jump out at you, resonating with something deep inside where your soul should be.

48. Truth - 400cp – Promethean the created

Somewhere on the body of one of the Golems is written a sacred word that gives them life and defines their purpose. Like them, you have such a tattoo, and with it you have knowledge of how to perform your intended function. You possess peak human skill in one craft and great knowledge of related or supplementary fields, anything from architecture and stone carving for a Golem designed to build buildings to medicine, anatomy, and chemistry for one whose creator wanted a lab assistant for his medical practice.

49. Hunt for the Truth – 100cp - Werewolf the forsaken

For the Bone Shadows, a hunt does not necessarily consist of tracking someone down and mauling them to death. The Bone Shadows also hunt for secrets. You too are an expert on tracking down hidden knowledge. Not necessarily solving crimes, but you know how to research, how and when to best stake out the haunted house, and how to put the clues together to unravel occult mysteries.

50. Philosopher King – 200cp - Vampire the masquerade

While the young Iconoclasts make up the majority of the Clan, the intellectual Idealists skew towards old age and try to provide a philosophical rallying point for the rest of their Clanmates. Elder or no, you are highly intelligent and well read on a variety of topics from the airy and theoretical to the highly practical. Now if only someone would give you political power so you could put that knowledge into action.

51. Call of the Sea – 100cp – Vampire the masquerade

Clan Lasombra have always felt a call towards the sea. The age of Cainite pirates ravaging the Mediterranean is over, there's still some use for sailing. And you are an absolute master of sailing, able to fulfill any position on a ship from captain to navigator to engineer. You're good at naval combat too.

52. Hacker – 200cp - Vampire the masquerade

You're ugly and you live underground just like every other heavy internet user, you may as well learn how to program. You're a true expert at computers, able to hack databases with the best of them.

53. Ability Aptitude - 100cp – Demon the fallen

You are damn good at what you do, and success just seems to come easier to you in your sphere of influence. Pick a non-combat mundane skill and enjoy your mastery. This can be taken multiple times but does not stack on top of itself.

54. Orbital Trajectories – 100cp - Demon the fallen

You once calculated the movements of the heavens and sent them in motion, a little math is almost nothing to you. You can make calculations in your head almost instantly, even the most complicated of equations shouldn't take longer than a couple seconds

55. Herbalist – 100cp – Demon the fallen

To see a natural plant is to know it. With a cursory inspection you become aware of all aspects of a particular piece of flora. Is it edible? Poisonous? Promotes bleeding? Keeps certain insects away? Whatever it is, you know it. When it comes to any supernatural qualities of a plant, the details are not quite as cut and dry, but the general feel is rarely too far off..

56. Professional – 100cp – World of darkness mortal

Well aren't you a smart cookie? You can choose a single field to have the equivalent knowledge and experience of a masters degree in. You know the ins and outs of the business related to your field, and know at least one fellow professional. If you want you can in fact have an actual degree in this subject.

57. The Worlds Greatest Superpower – 400cp – World of darkness mortal

What is it you ask? Common sense of course! Children have yet to reach the point where they just accept that things are the way they are, and as such are capable of questioning even long held beliefs and seeing past the bullshit people feed themselves and each other. With all this you also gain an innate sense of if something you are about to do is stupid or dangerous.

58. The Young Prodigy – 600cp – World of darkness mortal

You're no ordinary child, you have something up on your peers. Choose three intimately connected mundane skills, you immediately gain three years of experience using them and

from then on your ability with these skills can be improved ad infinitum. Your peak will never be in sight. Do watch that pursuit of these skills do not kill you.

59. Memory of the Ages - 200cp – World of darkness mummy

A very important part of being a Mummy is holding onto your memories between rebirths. When you are repeatedly crossing between the veil of life and death this can be a bit harder than you realize. With this perk your memories are incorruptible, you are akin to the proverbial elephant: you never forget. As well you are pretty damn good at jogging the memories of others, especially those that someone has lost unnaturally.

60. Mytholgist - 100cp – World of darkness mummy

The world is filled with myths and legends, and now you are an expert on all of them. Every monster, every god, every hero, all of it is contained in that brain of yours. Even those that will not appear for centuries from your start date. With knowledge like this, it wouldn't be hard to impersonate certain figures. Do note that this does not give you any information on the actual supernatural societies of this world.

61. Thantology - 100cp – World of darkness mummy

The theoretical study of death, an esoteric area of knowledge including aging, near death experiences, life after death, and the process of dying. Mummies have a rather unique perspective on death, all things considered. Regardless you know all there is to know about death: how it happens, what causes various forms of death, how near death experiences work, the limits of the human body, and perhaps even more strange secrets on the topic.

62. Rennaisance Man - 200cp – World of darkness mummy

The Cabiri were often thinkers and innovators in their mortal lives. You are now in possession a variety of skills, putting you on par with the historical Leonardo Da Vinci during the height of his carreer. On top of this your creatively is noticeably boosted as well, allowing you to come up with a variety of uses for your new skills.

63. Seeker of Lore -100cp – Vampire the masquerade factions

The Follows of Set often seek out lore and artifacts and you are well suited to such pursuits. As long as you know what you are searching for you find it trivial to find information on your target.

64. Speed Reader -100cp – Vampire the masquerade factions

Members of the Kiasyd bloodline often immerse themselves in ancient text. You make progress in such endeavors much more quickly than others. You can instantly read and process any text you see, effectively allowing you to read whole pages instantly.

65. Logical Thought -100cp – Vampire the masquerade factions

The True Brujah suffer a clan weakness that significantly dulls their emotions but it also grants them a strength, a strength that you now share whether you are one of them or not. You

find it very easy to think logically and tell if your emotions are influencing your thoughts. While this will not mute your emotions it does help you to push them aside and think about things as you would if your emotions were not affecting you.

66. Master Folklorist – 400cp - Generic lovecraftian film

Earlier you were offered a doctorate, or three. But this is something more. You are THE authority on anthropology, archaeology, and comparative mythology. While in specific specialties there are others who know more than you, you have extensive knowledge in these and related fields. You are well-versed in almost any language from more than a century or two ago, with knowledge of folk beliefs, legends, mythology, and the like from the world over. This only applies to the legends and folk lore of your species, and it does not include any direct knowledge of sorcery; of course the breadth of it makes it where patterns of answers to certain threats preserved in folklore will make themselves readily apparent.

67. Receptive Mind – 400cp - Generic lovecraftian film

Being able to find information is useful, but you have to be able to learn from it for it to have value. And you will learn from it. Your mind seems to absorb information like a sponge. Your memory is improved significantly, able to recall minor details with ease, and taking in information on the first try and retaining it. Beyond improving your memory, you simply seem to learn better assimilating information and acquiring and improving skills faster than normal. You are also somewhat resistant to the hazards of information you absorb. You will not go mad from the revelation, even if you learn humanity is meaningless in the cosmic scheme.

68. Fruit of Knowledge of Evil and Good – 400cp – Generic angels and demons V1.1

In the beginning of the days, the first humans were banned from the Garden of Eden after they became tainted by the original sin by breaking the Lord's order of not eating the fruit of the Divine Tree of Knowledge of Evil and Good. Maybe in other worlds this sin was from the action itself and not from the fruit or maybe it's just a metaphor for something else, but not in this world, where the original sin was innate to the Fruit of Knowledge. A fruit filled with the purest form of sin that exists, this is definitely something a demon like you would love to acquire and now you can have it. You receive a set of twenty of these accursed fruits, taken straight from the the Tree of Knowledge, that, when eaten by someone without a legendary amount of kindness within their hearts and/or some serious supernatural resistance against corruption, are corrupted by its pure sin energy, which makes their personality's negative traits to be enhanced while their positive traits are diminished, having the potential of even making people known for having gentle hearts to become merciless sociopaths. You don't need to worry about them being used against you, as you and your Companions are inherently immune to its corruptive effects. Each apple will reappear in your Warehouse a year after being consumed.

69. Byrgenwerth Education – 200cp – Bloodborne covenants

You were a scholarly sort, more focused on the sciences above all else. You have even managed to become a professor of your chosen subject, though it was also required that you become fluent in three additional languages. Above all else, though, your lessons had a focus on uncovering the unknown, as such you are exceptionally gifted when it comes to uncovering arcane secrets and eldritch mysteries.

70. Byrgenwerth College – 400cp – Bloodborne covenants

There are few places to advance one's education then at college, and you just so happen to own perhaps the best one in all of Yharnam. This institution was originally dedicated towards history and archeology, though over time it turned its focus towards understanding the arcane and eldritch. It houses an observatory to gaze into the stars above, as well as a well stocked library containing all manner of reliably sourced knowledge from this time, from science to history to even agriculture. Additionally, it comes with a surrounding forest and lake, one that reflects the light of the moon suspiciously well.

71. Occult Learnings – 100cp – Hammer horror v1.0.5

You have studied things that science would dismiss as mere superstition and studied them well. In this world you know the signs of and methods to stop most forms of monsters - you know that to look at a gorgon’s face is to doom yourself (but that a reflection weakens its power and you may survive), how to repulse a vampire or to kill one, and can even identify when its a vampire that drains your remaining life span instead of blood and requires special means to vanquish. Similarly you can recognize magical rituals and the like, though this gives you no skill or talent at performing them yourself. What you do not know about the occult you will find easy to learn as, in this and future jumps, you will find yourself skilled at paranormal research and with both luck in finding accurate sources and skill at verifying which sources are true and which are just empty rumor.

72. Profession of the Time -100cp – Hammer horror v1.0.5

Sometimes you’ve just gotta make a living, not everything is fighting mummies and mad science. Select any profession of 19th century Europe and you gain the skills of a full 15 years at the job and sufficient talent for it to make a living of it (in 19th century Europe), and indeed be above average at it.

73. A Scholar’s Mind – 200cp – Mage the awakening 2nd edition

Even with magic, keeping all the things you’ll end up learning organized and at hand when you need it most is nigh impossible. Fortunately, you have a truly perfect memory, fully retroactive, with limitless storage, flawless indexing and recall, along with tamper proofing and the ability to selectively dampen or erase unwanted experiences while retaining the knowledge that it was you who did so and with general knowledge of why.

74. Adamant Sage – 600cp – Mage the awakening 2nd edition

A true Adamant Sage is one who embodies the warrior-poet-philosopher ideal all Arrows strive for. However, they have long fallen short. Until you came along. A polymath in areas

both magical and not, with mastery of magic and multiple fields of mundane knowledge, all bolstering a staggering talent and a peerless mind for strategy, tactics, logistics, indeed all things needed to command your forces and sweep aside your foes, hailed in story and song in ages to come, such is your all-encompassing brilliance.

Capstone Boosted

As if the above weren't enough, now your enemies find themselves stymied at seemingly every turn as your nature as a Living Hallow reaches into reality and aligns symbols of victory into your efforts and defeat into their own. This is by no means an absolute thing, but with all that you have at your disposal, do you truly need such a thing?

75. Savant – 400cp – Mage the awakening 2nd edition

Among the Mysterium, the Savants have a single, crucial purpose. To memorize entire bodies of knowledge, magical, mundane, or concerning other supernatural beings or phenomena, in order to preserve them against the loss of any Athenaeum or other disaster. You count yourself among their number now, Jumper. Choose ten subjects. You shall have full, unabridged knowledge of these subjects with guaranteed accuracy fiat-backed. In future worlds, or per decade in longer Jumps, you may choose another ten subjects.

76. The Athenaeum – 600cp – Mage the awakening 2nd edition

Not to be confused with the collections of knowledge curated by the Mysterium, no this is the Mother Lode. The great prize that all of the Awakened would burn continents to possess. The Athenaeum located in the Underworld (of which, this is an improved copy) holds not just all the knowledge in the world, but also all the things that never came to be. All the books that weren't written, songs never sung, that one recipe your mom would never share, a hastily scrawled daydream in the margins of a notebook that you forgot halfway through... everything.

(Un)fortunately, some asshole Mage during the days of the Roman Empire decided to collapse the hallway leading to all the magical knowledge, so the original is now useless for that, alongside the litany of dangers posed by spelunking in the Underworld. This one goes beyond that however. Firstly, it is fully restored and rendered entirely safe for any that walk its halls, so long as its owner allows. The Rules of the Athenaeum no longer apply, and it certainly isn't host to a wandering Word Eater. Secondly, in future worlds it shall add the entirety of their knowledge to its endless shelves (Owlings optional). In place of Enoch, who rules the original Dominion, there is a generic librarian; and most importantly their desk holds a Master Book for anything you might need that relates to the Athenaeum.

All knowledge within is perfectly sorted, and in the case of things like cursed objects, they are either entirely uncursed or simply rendered harmless in case of a need to study said curse. Can either be a Warehouse attachment or added to the world in some way.

77. The Jumper Manifesto - 400cp - Victorian

The rise of public education has had an astounding effect on Victorian society. Whereas once reading was restricted to the educated classes, now even the poor are beginning to involve themselves in politics and reform. With audiences exploding in size, great authors have risen to provide the masses with written media. You are now an extraordinary writer and rhetorician. Whether you're writing pamphlets or full-sized novels, your words can easily enthral an audience—impressing upon them the importance and correctness of your views. With sufficient effort, a simple manifesto might come to define the progress of future centuries, for good or ill.

78. Knowledge/Tradesman – 100cp - Rippers

78.1. Knowledge (-50 cp) As they say, knowledge is power. You possess an advanced degree in a scholastic field, such as mathematics, or chemistry, biology, astronomy. This comes with all relevant knowledge and skills, but does not reflect esoteric knowledge such as the occult hidden from the general public. This may be taken multiple times.

78.2. Tradesman (-50 cp) It is a time of great industry, and you are naturally skilled in a humble but honest trade and related skills, such as a miner or factory worker. Perhaps you can cook or sew for a living, or drive a horse-drawn cab. This may be taken multiple times.

79. Scholar - 200cp - Rippers

Research is a vital part of a Ripper's work, often the difference between life and death. You not only read fast and retain much, you have a sense for how to find the answers you need, whether they're in a library or hidden behind ancient riddles.

80. Education of the Age – 400cp – The count of monte cristo

Being a proper, high society gentleman of this day and age has certain requirements, particularly when it comes to what you have in your head. Languages, sciences, philosophies and the arts, all have their own place and it's only the man who knows it all that can be considered really worthy of the courts and chacellories from where the world is ruled.

And you are certainly one such man. You speak not only English, French, Spanish, German and all other European languages, but also Arabic and Farsi and other tongues, practically every language spoken in any kind of big cities and societies. In addition to all that, you have a vast and deep knowledge of history, geography, philosophy, mathematics and the sciences, as well as all the other things the most well-learned priest or monk might be expected to know. In future worlds too, you gain a depth and breadth of knowledge according to the setting, which, while certainly not all there is to know in the world, would easily make you a peer to half a dozen top scholars in a variety of fields.

81. Choir of the Damned – 200cp - Kult

Each flayed child, each cannibalism and impalement is more than a mere act of gratification in Inferno. It is nothing short of a true act of worship, from which it's residents derive succulent nourishment. When you commit similar, brutally violent atrocities you're

particularly sensitive to the experiences and memories that the higher powers of Inferno value so much. Thoughts, sensations, desires and knowledge can literally be beaten out of your victims, your keen senses parsing them more adeptly than even most creatures of Inferno. More importantly, so long as suffering is inflicted by your own hands your mystical power and influence is steadily fed by a trickle of that power even without the ritual trappings of Inferno's clergy. While miniscule, in the heat of battle or in a slaughterhouse you could swiftly gather enough power to make your peers think twice about challenging you.

82. Map of Mundus – 50cp - Kult

To attempt to plot a sensible, reliable course through the realms beyond Illusion is often a lost cause for any being frail enough to require such directions. But in case you like reaching beyond your grasp, here's a piece of parchment somehow enchanted to mark out all landmarks, roads and destinations within a mile of you in old fashioned but very detailed ink-redrawing itself as you travel. It won't show all the dangers on your way or describe buildings beyond two to three words, but at least you'll know if the path-and some idea of where you are and where you're going in realms as chaotic as Elysium.

83. A Distant Vortex - 600cp - Kult

A majestic whirlpool of chaotic images, emotions and impressions bares itself to you in your dreams, whorls of transient human spirit intermingling with chaotic images, emotions and impressions. At least, it does when you perform the simple rite before slumber that permits you egress to this notional realm. This is the Vortex: The nucleus where mankind's collective unconsciousness comingles the souls of all humanity, and a font of endless wisdom and insight. It is a place of great power, in which higher dimensions can be more easily perceived and restrictions such as the Demiurge's shackles can be better unlocked. Knowledge from previous existences rewind and flicker here, and in times past new life was kindled into forlorn beings yearning for attention-but to come too close to the Vortex is to risk being torn asunder, extinguished or transformed into an insane dream creature by humanity's burgeoning power. Still, from the ruin of a dream-world bound to your imagination you can safely observe the Vortex from there is much you could learn, and master over time. Both powerful supernatural beings and masters of the Lore of Dreams could gain much from the lost knowledge of dreams.

In this world you merely have a safe vantage point to learn amidst the bickering of the Dream Princes and the dangerous beings spawned by humanity in its divine state. But in future worlds a mere spark of the Vortex will follow you containing all that you have learned and dreamed without the danger of Dream Princes or insane beings to harm you. Instead, the Vortex-sherd will gather strength from the dreams of sentient lifeforms in other worlds-through which you can safely parse their knowledge, spirit and innermost expressions of their hopes and dreams.

6. Criminology lessons

1. Powers of Observation – 400cp – A Study In Emerald

But all the knowledge and logic of the mind are worth nothing if one cannot know what one has seen. Your Methods of observation leave nothing unremarked. Not only does your mind register everything your senses perceive in one fell swoop, without needing to focus on one thing at at time, but the details! The tiniest facets are obvious as signposts. One such as yourself could identify the exact pitch and time of a musical note distantly heard through a wall (it's a B-flat, in 6/8), the brand of a fragrance with a mere whiff (it's one of the new French colognes, masking an undertone of sweat and sea salt), and separate a dish prepared by a sous-chef from that of his topmost apprentice.

2. Erudite – 600cp – A Study In Emerald

If one had to describe your mind, one might use the analogy of a corkboard, scattered with newspaper clippings, photographs, maps, scientific papers and your own handwritten notes, all meticulously arranged and linked together by pins and coloured strings, carefully indexed and cross-referenced with each other more thoroughly than any library's catalogue system. Except that doesn't quite encompass the scale. A hundred corkboards; a thousand. That's better. Every new and old memory is pinned in your mind, catalogued and linked to all the others relevant – only recall one memory, and you might follow these links to critical information that might otherwise have hidden in obscurity.

3. P.I. Jumper - 100cp – Cultist Simulator

I can't let you go out on those streets without some proper training rookie. You are now a master at cold reading your targets, which makes you capable of picking up subtle hints and cues based on their body language, their appearance, or their mannerisms, and using cleverly designed language you can squeeze the truth without them being none the wiser. With this you are able to spot the signs of struggle and of anxiety, the nervous tics before a breakdown, or the different tells that incriminate liars.

4. Perceptive - 100cp – Cultist Simulator

It's important to not make mistakes in the field, especially when the lives of innocents are at stake. If you didn't before, you now possess at least peak human perception across all five senses. More importantly, you're able to process this input with exceptional clarity. You could easily identify and isolate a quiet conversation in a bustling cafe, spot a face out of a crowd like it was painted red, differentiate twins from one another just by smell, identify every ingredient used in a sumptuous meal, or know your exact location from the movement of a carriage.

5. Hidden Intuition - 200cp – Cultist Simulator

It's easy to get the title, but it's quite hard to keep the job. To grow old as a detective of the Suppression Bureau one requires more than just everyday skills. Through this ability you may identify hidden knowledge about a clue, an object, a situation, or a person in ways that are easy for you to understand. From your perspective, cursed items shrill ominously, poisons fume with a toxic green color, important items glow visibly, and bad situations make your skin crawl. What's better is that these experiences are always trustworthy as they cannot be

imitated, suppressed or countered, and they always adapt to cover new situations that you experience or new senses that you unlock.

6. Artifact Hunter – 300cp - The mummy trilogy

There are many artifacts and mystical items found in this world; yet at the same time they’re lost, forgotten, and locked away in secret, hidden places. Finding them can be tricky. Luckily, you have a lot more luck when it comes to finding things like that; clues come your way more often, and sometimes even random chance can cause something rare, valuable, or mystical to fall into your hands.

7. Fuzzy Thinking - 100cp – Great Detective

Lateral thinking and out of the box solutions come as naturally to you as regular thoughts. Be sure to sort out the goods ones from the bad, though. Just because they're weirder does not make them less fallible.

8. Fancy Book Learnin' - 200cp – Great Detective

You've had some formal education, and some things to fill in the gaps. It helps that you tend to absorb knowledge differently to others. How well do you obtain knowledge? Multiple purchases.

1st is odd knowledge, such as flight patterns of birds.

2nd is foreign lands knowledge, such as the customs of Egyptian Turks.

3rd is secret or private knowledge, such as the bastard children of politicians or identities of bombers.

9. Also a Coroner - 300cp – Great Detective

Dead men tell no tales, but their shoes do. You can tell how, when and where they died, even if they were alone or surrounded, and maybe what they were feeling. Some people might suspect you of being the killer with this uncanny know-how.

10. Written on Their Face - 300cp – Great Detective

You have a sixth sense for other people's discomfort. You can, with a glance, see their subconsious and if they feel like lying, what they believe is true, or if they killed recently. Better not blurt this out, mixing messages makes monitoring muddier.

11. Cast-Iron Gut - 300cp – Great Detective

You have a sixth sense for things, letting you know if you've missed something or if you're in trouble. Is that dame trouble? Have you been marked, or used as a patsy? You'll know. You can also live off smokes, liquor and gravel to no ill effect. Comes with jazz bass sound cues.

12. The Look - 600cp – Great Detective

A picture may contain a thousand words, but a look from you can pull twice that. The ultimate eye in single glance analysis, tell spotting and targetting. Hellstromism in other words. Limited by knowledge. Post-jump allows you to "focus" and fine tune your gaze for specifics. Now if only you could properly remember and store everything you saw, beyond human capabilities.

13. Mental Palaces - 600cp – Great Detective

Crime scene reconstruction and the last word in mind and memory. Use it to run combat simulations or practice speeches. Never have to worry about your memory again, as your mind surpasses even what the most learned of men could store. Post jump you can pull people into your head for up to a day once a day. Time freezes during this period. Paired with some method of acquiring information, you could become all-knowing.

14. Temp Noir - 600cp – Great Detective

The ultimate sharpening of animal instinct and the subconscious. Threats, clues and cues are highlit in your monochrome world. Reaction times up to ten times faster and take more than double your usual amount of damage. You also hear yourself narrate in a gravelly voice. Activated by the smell of blood or danger. Post-jump removes this limit. Paired with a strong will, you could be virtually unstoppable.

15. Detectives Notebook - Free – Great Detective

Never gets permanently lost, damaged or out of pages and ink (somehow). A place to write down your thoughts almost perfectly that's always on hand, when facing blackouts or out of tape. Organize your thoughts and clues! Comes with an Index that updates like magic!

16. Forensics Kit - 100cp – Great Detective

Enough litmus papers, slides, tweezers, droppers and swabs for any crime scene. Do in minutes what would take a full team hours. Good for break-ins, beheadings and birthday parties. About the size of a shoebox.

17. Expert perk - Free - Investigation

Receive one Expert perk appropriate to your Origin. Consultants should consider Doctorates, Forensics should consider some form of criminology, and Detectives should consider something to do with law or policing. That said, feel free to take something else entirely and be a themed investigator.

18. No Badge No Problem – Free - Investigation

Law enforcement and law tends to have a variety of checks, balances, and compartmentalization. Nobody cares when it comes to you. You'll be welcomed at stake outs, crime scenes, interrogations there's a mystery afoot, and as long as you have a pretext to be there based on it, nobody will mind you acting in the role of an actual member of the investigation.

19. YEAAAAAAH – Free - Investigation

You always have a clever line, even if it's mired in black humor. Hearing this empowers those around you to overcome horror, disgust, etc.

20. Expert -100cp - Investigation

You become an expert in a specialty; think Doctorate in terms of breadth and depth. You could be a five star chef, beautician, pet expert, or mathematician.

21. Show Your Work -100cp - Investigation

Courts of law don't tend to accept 'I know he's guilty; I read his mind' when assigning guilt. After you've solved a mystery, the supporting evidence, steps, and logic rapidly makes itself known.

22. Day Job -100cp - Investigation

If you have a reliable job, they will put up with your unreliable hours. They only pay you for what you work, but they won't fire you when you miss work you basically have unlimited unpaid sick days. If you somehow make good press for them, they might pay you anyways!

23. Beautiful People (doing hightech crime work) -100cp - Investigation

Everyone looks like they could be on TV! The general and minimum attractiveness of people is raised, as is their care and skill for grooming, their sense of style, and the quality of their wardrobe. All outfits are equally comfortable to wear and easy to put on.

24. Why do they always run? - 100cp - Investigation

You can sprint for an hour, subdue a runner, cuff 'em, and drive 'em down to the station without working up a sweat. You might be a little winded though. You could win tournaments with your grappling ability. Yes, this teaches you small joint locks.

25. Just Nod Along – 300cp - Investigation

If you are knowledgeable about a subject, others will never dismiss your words. They'll even be eager and able students. They may doubt your premise though you must show that your expertise is relevant. Fortunately, this perk allows you to apply any of your expertises to mystery solving. Yes, even THAT one.

26. Background Check – 300cp - Investigation

Given a name and photograph, you can instantly materialize a complete background check on someone. It includes an abbreviated purchase history, work history, prior arrests, and a variety of other useful character determining records. No more accurate than an actual background check would be.

27. Take What You Know – 600cp - Investigation

Your ability to infer, deduce, extrapolate and such is superhuman, allowing you to cold read a man and know his life story (let alone where he was at 10pm last night) and make a convincing act of being a mind reader. A glance at a room will tell you more than a trained investigator tearing it apart would ever learn.

28. Enhance Button – 600cp - Investigation

Did you know that the entirety of history can be derived from a single photo? It's true! You can now examine any physical artifact or recording fractally, retrieving images from the reflections on an eyeball, or removing an object and seeing what's behind it. An audio or visual artifact allows you to perfectly model the moment(s) it came from.

29. Elementary My Dear - 300cp – Sherlock Holmes

It’s only simple logic after all. Your ability to infer and deduce is positively astounding, and with a little effort it’s not to hard to leave people wondering if you somehow aren’t pulling information out of thin air. If you take A into account, and how it relates to B, then C, D, E, and F are the only rational conclusion. It’s a simple if incredibly useful skill. The only reason they think it’s practically magic is because they just don’t pay attention.

30. I See Everything - 300cp – Sherlock Holmes

Surely you didn't miss the slight whiff of perfume in the air? Your mind is constantly watching and cataloging all the little details around you, comparing them to what you know, and storing them away for future reference. This is effectively reflexive for you, requiring no effort on your part to do what most people would need intense scrutiny for in a passing moment. Missing that crucial detail or piece of information is much harder for you now. In addition, you’ll find it very hard to forget a detail you’ve noticed, no matter how minor.

31. The Sherlock Scan - 600cp – Sherlock Holmes

They call you brilliant, amazing, incredible, and they don't even know the half of it. By focusing your mind you can hyper-accelerate and optimize your mental faculties, condensing vast amounts of thought, consideration, and processing into a single instant. In this state your ability to put together details and come to the proper and accurate conclusions is absolutely insane, even by your no doubt high standards. You start out able to use this perk once a day without leaving yourself so mentally drained you need to sleep, although with time and practice you can get better at this. Yes, this includes RDJ style combat, for those of you who are curious.

32. Pieces of a Puzzle - 600cp – Sherlock Holmes

Just like with a puzzle, you just have to be able to see how the clues fit together. In your mind you can arrange all the information you know as a sort of mental mosaic, showing you which details are connected and how, the spaces in between them where you need more information, and even an idea of where to find those missing pieces. To you, it's literally just a puzzle.

33. Super Sleuthing – 100cp – Lovecraft

You have a brilliant mind capable of incredible deductive reasoning and astounding observational skills. Solving crime is just a matter of persistence. You also have a certain intuition that helps you avoid traps and wrong turns. Comes with a free deerstalker hat and smoking pipe.

34. Gentleman's Spirit/Detective Everywhere – 100cp – Fate/Legends God save the queen

1. Gentleman's Spirit- 50

The British gentleman is an ideal admired throughout the world. Refined and regal. Handsome even in old age, carefully maintained features and hair crafting an appearance befitting any lordly man. Man or no, a graceful look comes naturally to you, naturally seeming to gain the visage of a lord or lady of repute. It doesn't only affect your face and body, both easily kept fighting fit, but even the fashion you garb yourself in. Unless desired otherwise, your clothes quickly take on an rich yet controlled appearance. Ratty coats and shirts become double breasted suits and quality over-coats. Common sneakers become comfortable leather shoes, without hindering your swiftness. The richness of your outfit is apparent to the eyes and touch of outsiders, yet it won't hamper you from what you truly wear, and the clothes will eventually revert after a few hours.

2. Detective Everywhere- 50

Whatever the troubles of the era may be, there's always work to be done. Your profession will never be short of work when you're in need or want of some, even when your skills lie in areas untouched or unimportant in your current time and place. A doctor will have as much chance to practice his skills and earn a living in the time of English knights as he would in Victorian London. Detectives find mysteries to solve wherever they go while soldiers will never be without a conflict willing to hire wanderers for battle.

35. Young Sherlock – 100cp – Fate/Legends God save the queen

To many, the world is a mystery. A chaotic mess where luck, chance and fortune rule over the course of life. But all it takes is looking a little closer, at the right places, and you can start to see the connections. You have a natural talent for seeing connections between things or events, as well as uncovering that which others want to keep hidden. You were lucky enough to receive a good education growing up, giving a respectable amount of knowledge in medicine and history and several other academic fields. It wasn't really the focus, just supportive for your training to investigate the unknown. As a young detective in the local police force, a private eye, a hunter in olden times or something else entirely, you're starting to be known for your gift at finding things that others don't want to be found.

36. Fortune Favors The Bold – 100cp – Van Helsing

Or, really, any blowhard you can get some coin off of with a simple palm-reading or tarot display. Don't blow it off as completely useless however. You can tell the fortune and history of a person through your choice of medium: parting the mists within a crystal ball, deciphering the messages within the chosen tarot cards, or even reading the blood vessels and lines on the palm of a hand. These omen-readings are usually clouded, convoluted, and

require lots of deciphering in order to truly determine their meaning. But they will never steer you wrong.

37. It stares back – 400cp Mage the awakening 1st edition

Unfortunately, you have been seen by the abyss. You can feel it watching you, even more so than most Mages. But this awareness of being watched is not without benefit. You gain a sixth sense related to abyssal spirits, able to tell where they are as well as whether or not they are aware of you. You also gain a sufficient understanding of what could cause a paradox in this world, and can sense when the eyes of sleepers (normal people) are upon you. You are much less likely to invoke a paradox and can more easily recover from the damaging effects of your own spells. In this and future worlds, your magic is much less likely to fail and result in a catastrophic backlash or be disrupted by outside influences.

38. Conspiracy Sniffer– 400cp Mage the awakening 1st edition

There are many secrets in this world, and many of them need to be gathered up and buried in a deep dark hole. You have been trained in a series of mystical techniques and spells that allow you to find those secrets, embarking on supernatural investigation trails. So long as you know what the information in question is, you may mystically detect whether or not a person knows the information. Summarily, you can trace the memetic spread of this information from them, who they told it to, and who told them. With enough time and appropriately placed spells, you may trace an entire web of conspiracy...and when the time comes, may begin splitting its threads.

39. Gumshoe – 100cp – Beast the primordial Paradox

When it comes to investigating things, you're good enough to be a private eye or a crime scene investigator.

40. Apex of Secrets – 600cp – Beast the primordial Paradox

No secret is truly impossible for you to discover as long as you remain persistent. Even when not putting in the effort, important and obscure secrets involving the supernatural and things that can benefit you in some way have a habit of falling right into your lap. Secrets are only secret if known only by a few, so you don't have to worry about others finding out you know things you really shouldn't as long as you're not a complete blabbermouth.

41. Secret Policeman - 200cp – Mummy the curse

You weren’t just a middle manager in Irem, but a spy tasked with ensuring the loyalty of the guild-members you worked for. You are an expert on sneaking around and surreptitiously stealing evidence, the better to ferret out the secrets of your erstwhile comrades.

42. Investigator - 200cp – Mummy the curse

In Irem your specialization in writing saw you work as a tax collector, a judge, and a record keeper. You needed to investigate the cases brought before you and interpret the law in order to render a verdict. Your long experience has made you a master of these skills.

43. Beloved of Elpis - 600cp – Promethean the created

The Divine Fire is divided into the beneficial Elpis and the chaotic and destructive Flux. Promethians credit Elpis with the visions they sometimes receive to aid in their journeys and to the strange creatures called Qashmallim who appear to spur them onward. Each Qashmal is different, and they can take seemingly any form or have nearly any power. A Qashmal is born spontaneously from the Divine Fire, knowing only that the Principle they serve has given them a mission. Once the mission fails or they complete it, the Qashmal dies, never to reappear. It seems the Divine Fire is especially interested in you, as you receive these visions far more commonly than any other and Qashmallim with missions to help you or perform some task that will benefit you seem to flock around you. Even in other worlds, Qashmallim will continue to be created to help you.

44. Prophetic Dreams – 600cp - Werewolf the forsaken

Luna sends the odd dream of the future to every Cahalith, but you are truly special. You receive a prophecy every time you sleep, one of startling clarity. You'll nearly always know about the most important events of the coming day and receive secret knowledge to better handle them, excepting only those nights when you dream of important, long term, threats in the more distant future.

45. Hidden Hunter – 400cp - Werewolf the forsaken

"There's no such thing as werewolves," your prey will reassure themselves when you're on the hunt. Your prey will become utterly confident in their own safety. They will overlook clues that they are being followed or that something dangerous or supernatural might be afoot. Instead they will seek out pleasures such as food or sex, confident that there's an innocent explanation for anything you do right up until you outright attack. This is optional, just in case you ever want someone to know you're coming.

46. Keepers of the Oath – 200cp - Werewolf the forsaken

The Oath of the Moon requires the Forsaken to police the border between flesh and spirit. But who watches the watchmen? The task falls to the Blood Talons, the tribe which specializes in fighting werewolves. You are not only good at sniffing out corruption and conspiracies, but other members of organizations or groups you join can't help but trust you as an unbiased judge of internal loyalty, at least until you prove otherwise to them.

47. Conversion – 200cp - Werewolf the forsaken

The Fire Touched are a proselytic cult, always happy to offer redemption to the Forsaken. Sometimes they need to take extreme measures to break Luna's brainwashing. You know how best to torture someone to break their will, especially to make them surrender to your way of thinking, or at least to make them give up information you want.

48. Apex Predator – 600cp - Werewolf the forsaken

Dire Wolf was the alpha of the Firstborn pack, a snarling monster who embodied Father Wolf's power as a supreme hunter like no one else. Like him, you are a master of the hunt. Others may specialize in certain prey or certain aspect of the hunt, but no one can match you for your sheer breadth of talent. From flushing the prey out, to chasing it down, harrowing it each step of the way, and going in for the kill, you are a supreme master, your skill, finely honed senses, and matchless instincts make you a hunter of such caliber that even other werewolves will be left in awe.

49. The Scent of Evil – 200cp - Werewolf the forsaken

The Colony need to kill the evil, but ironically have no power to identify who is evil, potentially leading them to murder an innocent. You have an unerring sense of the morality of everyone you meet. Specifically, you learn whether or not they are evil enough to count as one a valid victim for the werecats.

50. Insight – 400cp - Vampire the masquerade

Certain Thin-blooded Kindred are known to have visions of the doings, past, present, and even future, of elder vampires and the Jyhad. These are often the ones who spent a long stretch of time dead during their embrace, rising as vampires only after a day as a mundane seeming corpse. Your Insight is particularly powerful, exposing secrets and plots of important movers and shakers with startling regularity. But you go further than any other, because your Insight is not specific to the fate of the Cainites, revealing the truth about powerful spirits, mages, even mortals just as readily.

51. Method to the Madness – 200cp - Vampire the masquerade

Clan Malkavian have an uncanny sense of patterns, of the threads that make up reality that no one else looks closely enough to see. Many Malkavian elders were drawn to the founding of an otherwise unremarkable religious building in medieval London. No one knew why until many centuries later when it was repurchased as the greatest mental hospital of the age, the infamous Bedlam House. You too gain this strange kind of oracular insight, intuitively grasping secrets of the future that you have no other way of knowing.

52. Sewer Alligators – 400cp - Vampire the masquerade

In their underground lairs, the Nosferatu keep great breeding pools of Vitae in which rats and other vermin feed and become ghouls. It seems your blood is especially potent when it comes to ghouling animals. Those who feed on your blood will develop the intelligence of monkeys, begin to learn all of your Disciplines which they instinctively use to great effect, and even grow in size until rats are the size of dogs should you will it. And for the same amount of Vitae that could feed a human ghoul, you could provide for a whole swarm of animals.

53. Blood Gourmand – 100cp - Vampire the masquerade

The Ventrue claim that they are not cursed to enjoy only one kind of blood but rather their refined taste allows them to enjoy certain "vintages" to a greater extent than other Kindred. In

your case, this is true, as you are able to identify certain characteristics of a person and their life history merely by tasting their blood.

54. Awareness - 100cp - Demon the fallen

Demons are pretty good at being able to pick up on magic going on around them. You are highly proficient in this, being able to immediately locate any kind of active supernatural effect happening within line of sight, know it's target, know its starting point, and have a vague idea on what spell will do.

55. True Namer – 200cp – Demon the fallen

Getting a Fallen's true name isn't easy. It requires getting to know them to a very deep degree, seeing how they use their Lores multiple times, and seeing their Apocalyptic form multiple times. For you, the names seem to fall into place much easier. To get someone's true name you need only know three things. You must know a secret about them, you must have seen their true face, and have seen them use a supernatural ability. Mortals do not have true names, but you will find that anything with real power does.

56. Tremor Sense - 200cp – Demon the fallen

The Annunaki have deep connections with the Earth, and you have learned to listen to and feel the vibration of others through your feet. You become fully aware of all creatures within a hundred meters that are in contact with whatever solid material you are also in contact with.

57. Sense Fate – 200cp – Demon the fallen

You can feel fates hand on someone. Walk into a crowded bar and with only a glance you could pick out a 'Main Character' so to speak. With an expenditure of faith, you can get some hint as to the nature of their fate, but without any real specifics.

58. Pursuit of the Truth – 200cp – World of darkness mortal

The cold hard truth, the ultimate enticement for a one such as yourself. When pursuing secrets and digging for the truth you become unto a force of nature. As long as you have a hidden truth you are directly in search of you could go for days without eating, drinking, or sleeping. Of course, once you find that truth you're gonna need to make up all those calories you've burned, all that water your body has absorbed, and all those hours of sleep you missed. At least it was worth it.

59. Mouthpiece of Ra - 400cp – World of darkness mummy

Ra (or a similar diety if you are not an egyptian mummy) speaks to you in signs and portents, vision and images. Some visions may be precognitive; others might offer warnings or advice. You cannot request or induce these prophetic visions, they come on their own. Such visions range from the obvious to the symbolic. They continue even after you leave this world, the vision of your god still speaking to you.

60. Danger Sense -100cp – Vampire the masquerade factions

Caitiff have no clan, no family, no one to watch their back. More so than any other type of kindred, Caitiff are vulnerable. You have learned to look out for yourself and stay one step ahead of those who wish to do you harm. If another plans to harm you, you will sense their hostile intention. This danger sense is not fine tuned enough to be of use in active combat but it will alert you if someone is plotting against you and warn you of any coming ambushes.

61. Nightmarish Visions – 200cp - Generic lovecraftian film

Do you ever pause to reflect upon the occasionally titanic significance of dreams, and of the obscure world to which they belong? Perhaps it is time you do, because while many dreams are meaningless it would seem yours are not always. You now have a tendency towards premonitory dreams. These dreams will usually be nightmares of some sort, but include warnings of events to come that will threaten you or your way of life. These are not detailed guides, but you might dream of a sunken city rising to the surface, a horrid bas relief of a squid-faced bloated monstrous creature on the surface of a tomb, the entrance slowly opening... a few weeks before the stars come into the proper alignment for his cult. These dreams will become increasingly insistent as the danger nears, recurring and becoming more detailed. Hopefully you will figure out what is coming before it's too late.

62. Professional Investigator – 200cp - Generic lovecraftian film

Visions of disaster might give you a little heads up, but knowing how to identify, and follow up on clues and leads can be a real lifesaver. As such you have the skills and training of a professional investigator; perhaps you're an experienced police detective, private eye, or insurance investigator. Whatever your training it's taught you the basics of firing a gun, taking in a crime scene, tailing people, and tracking down informants all at a level better than you'd expect from a real life detective.

63. Conspiracy Finder – 400cp - Generic lovecraftian film

Training and experience is useful, but these cults and conspiracies have kept themselves secret for years, generations, or even since before the dawn of history. Somehow though you just seem to stumble onto clues. When it comes to unraveling a conspiracy, tracking down a secret organization or cult, or discovering the secrets of an antediluvian race hidden on the Earth the keepers of the secret become sloppy, or chance sends clues into your hands. The older and larger the secret and the grander the scope of their plans the more effective this becomes. This won't do anything to help you track down a serial killer with no plan beyond killing some people for their own pleasure, but when a cult is working to summon Yog-Sothoth and release the Old Ones, you might just happen to walk past on the night when the Dunwich Horror got loose and had to be returned to his barn by grandpa Whateley who loudly berates it on endangering the plan. Of course you'd have to be somewhere near Dunwich for that to work, but still if you're in the right place you will find clues to keep you on the right track.

64. Nightmarish Foretelling – 200cp – Generic lovecraftian film

Dreams and nightmares warning of your arrival now precede your entrance into a jump, invading the sleeping psyche of the sensitive. It will not be a great mass of people, less than

one in a thousand, and most will have few such dreams, only enough to make the revelation of your more overt abilities give them the sense and feeling that you were the being in their twisted dreams. But there will be some who get clearer pictures and more information. These dreams will generally work to benefit you, spreading enough information to help you make yourself known, more than to reveal your weaknesses, and seem to be targeted towards potential allies, over your enemies, giving them a certain awareness of your goals and nature. While you do not have precise control over these dreams, you can choose to have certain aspects more likely to be emphasized than others.

If you possess Cthulhu-lite these dreams will become much more frequent, perhaps as much as 3% of the population suffering from them, enough that any serious study of nightmares in the years before your coming will show this oddity. They will still tend to be targeting those who would be more likely to take your coming well, and now they are numerous enough you might find small cults having already formed before your coming. If you possess Corruptive Presence these dreams will now carry a weakened version of its effects. The majority who see only mere fragments and flashes would likely see no effect at all (unless you also have Cthulhu-lite) but those who get the deeper dreams may be influenced as if they had spent weeks, months, or in rare cases entire years at the outer reaches of your Corruptive Presence.

65. Expanded Pineal Gland – 200cp – Generic lovecraftian film

But there lay things outside of human knowledge. To help you obtain this knowledge you have expanded your pineal gland, allowing you to perceive into the borders of other worlds. You are able to see into neighboring dimensions, those that overlap with the one you are one, as well as to see many things that are normally invisible. Beyond being able to see bordering realities, you are able to perceive slightly outside of the normal range of human vision, as well as see things invisible to those without some special quality; things like fairies visible only to those with second sight, or to pure hearted children, spiritual beings that normally require sufficient spiritual strength, and so forth. This comes without the side-effects of increased libido and arousal, or mutating into a monster with a tentacle-mounted third ‘eye’. If you want those Unnameable could give it to you if it’s simply cosmetic, or Abnormal Appendages could give you a functional sensory organ on a stalk out of your mutant forehead.

66. Analyzing the Impossible – 600cp - Generic lovecraftian film

To be able to absorb maddening information is of little use if you cannot do anything to defy the great ones. That’s where this comes in. You are skilled in finding ways to detect and analyze things that defy detection and analysis by traditional methods - of finding ways to detect invisible creatures or even the influence of things from other dimensions and so forth. Beyond detecting things that would normally lay outside of the reach of human perception, you are skilled at finding weaknesses and vulnerabilities of the supernatural or paranormal, and finding means that do not rely on magic or extra-earthly powers to interfere with or negate the most dreadful advantages of these so-called gods. This has its limits - this won’t be beating Azathoth or Yog-Sothoth - but you might well defeat their servants.

67. Rune of Milkweed – 100cp – Bloodborne covenants

Within your mind, the Caryll Rune of Milkweed has been engraved, marking you as one who has become almost like kin to the Great Ones. This grants you a perceptiveness beyond most humans, as well as being able to find useful items more easily than you rightfully should. The bizarre appearance one would normally gain from this rune is optional.

68. (Not So) Common Sense – 400cp – Hammer horror v1.0.5

Some people are just stupid. Digging up Dracula's remains at a creepy deserted church and trying to revive him, or drinking a potion made from his blood? While not as rife with it as some horror franchises, there's still a fair bit of lack of self-preservation in this world. You, though? You have an abnormal sense for the trappings of the horror genre. This gives you a (limited) 6th sense/intuition about things that might be dangerous to you. You can tell when an abandoned church is just that and when there is something more sinister about it. You can get a sort of feeling for people that tells you there's something monstrous about them, or that the charming doctor has a dark secret. This is far from perfect - there do need to be some cues of some sort for one thing and it doesn't always activate - but it gives you a leg up over others in figuring out when you should avoid that circus because they're actually monsters, or that story about the mummy's curse might just be real this time. While this isn't only limited to the horror genre the further from it the more unreliable the sense is; it's not going to be helping you deal with slice of life or sitcom antics, but it might just tell you there's something off about the serial killer, or not to mess with the retired assassin.

69. Elementary my Dear Companion, Elementary - 600cp – Hammer horror v1.0.5

Sherlock Holmes may still be Britain's greatest detective but you have the talents needed to - with work - give him a run for his money. It'd be easy to forgive someone for believing you had superhuman senses the way you seem to take in every one of the minutest details of everything around you. You can, at a single glance, sweep your eyes around a room and really note everything visible for you to see in it. Beyond your mere powers of observation there is your ability to pick up, retain, and correlate information. Just as at a glance you can pick up every detail of a scene, and with your excellent memory you can easily recall pertinent information. Of course if you want to equal the Great Detective himself you'll need to study pretty much everything there is to know and develop a knack for planning and predicting human behavior, but that shouldn't be too hard for you especially given your leg up here.

70. Known Unknowns – 400cp – Lord of the night vampires

It's understood that the mysterious Ash Vampires know more then they're saying, and now you do too. Enlightened as you are, you receive five random secrets relevant to where you are everyday. These will always be things you don't know, and were unlikely to learn soon enough to be useful. These will just come to you over the day, usually when they might be relevant. This perk tend to pick up treachery you might be caught up in first, blackmail you might use second, and conspiracies third, hidden dangers fourth, and everything else after. You receive one clear sentence on a subject, and won't receive more hints on that subject for at least a week.

For example, if you learned ‘Blood Witch Lorance hates Gwan’ as one of your secrets, you wouldn’t learn more on that topic for at least a week through this perk. You may never explain where you gained the information you gained from this perk, or about this perk. Some secrets stay with you always. If you later confirm the information from another source, then it’s not from this perk anymore, and you can explain that, because you have a reason to know that. This doesn’t stop you from explaining things you have a reason for knowing, only things you know by way of this perk.

71. Hierophant – 600cp – Mage the awakening 2nd edition

The role of Hierophant is not one of leadership, but one of wisdom and preparedness. A Mystagogue who has reached this height has by necessity learned secrets that draw their focus beyond the temporal. Keen insight into the greater Tapestry allows the Hierophant to notice approaching disaster and work to divert it, with only the needed focus on guiding the Order, both with the precision of the same light hand. These are the skills you now possess, Jumper. Even the most subtle and well hidden machinations and threats are laid bare before your awareness, casually so at that. Likewise your awareness of those whom you have ties with, be they peer, subordinate or student is similarly far-reaching, allowing you to chart their course with ease, shaping even the most far-flung reaches of your followers to your grand vision.

Capstone Boosted

Your nature as a Living Hallow has extended your awareness and influence in a profound way, should you choose to do so. Simply put, they now extend throughout time. Past, future, other timelines and realities. You may look through them and seek out the most desirable path for your goals, needing only to work towards bringing it about. Beware, however (and sigh in relief), this is hardly omniscience nor a guarantee of success. Only a guarantee that a desirable path exists and that you will find it with enough effort, even in the face of hopeless disaster.

72. Maps - 100cp - Victorian

Now you can truly verify for yourself that the sun does not, in fact, set on the British Empire. This collection of paper maps, despite being small enough to fit in a pocket, somehow expands to include a single large map of the Earth (minus Antarctica) alongside dozens of smaller maps pertaining to important parts of the British Empire. The map itself is marked with all sorts of useful information including ocean currents, terrain and vegetation, and national borders. While the map will not update to changes, in future worlds you will receive a new set of maps appropriate to your starting location which provide a similar level of detail.

73. Detective – 200cp - Rippers

You know how to glance over a crime scene and reconstruct what happened, can find the smallest clues and traces and have enough clout with the police as a famous detective to let you get away with some astonishing things. No trail is ever so hidden that you cannot unearth it, no plot or conspiracy so airtight you cannot tug on the threads. The game is afoot, but you’re on the trail.

74. Scanner – 400cp – Sherlock sb

Oh come on, you knew this was going to be on here. You now have the same level of skill, innate talent and sheer genius at the art of observation and deduction as one Sherlock Holmes. Your senses are the absolute sharpest it's possible for them to be, allowing you to see, hear, smell and otherwise gather data on an incredibly fine level simply by standing around. Furthermore, you know what to do with this data. You have an incredibly logical mind, that allows you to near-perfectly interpret and understand all this data, and see how it all fits together to allow you to draw whatever conclusions are forthcoming. Basically, if Sherlock can do it, you can too.

75. Eurific – 600cp – Sherlock sb

And then there's this. If the most intelligent people in the world were to be regarded simply as 'remarkable' in their brilliance, you would be 'Incandescent'. Your mind is the star that illuminates an Era simply by its brilliance alone... unless it gets distorted. You are an utterly genius level intellect, allowing you to think practically a dozen steps ahead of anyone who isn't on the same level. You soak up information like a sponge, and your scientific aptitude could compare with some of the lower-tier comic book geniuses out there.

But where you truly shine, the field where you're the absolute greatest genius is psychology. The minds of people, behaviour of individuals and groups, and how to manipulate them is a child's play to you. How people work, how they think and what could be said or done to make them behave in whatever ways you feel like... it's all at your fingertips. You could take over your prison from inside of sensory deprivation if you wanted, or turn grown, highly capable men into your dedicated slaves over the course of a few conversations.

76. Detective Kit – 100cp – Sherlock sb

Everything one needs to be a detective, consulting or otherwise, in this world. You have a magnifying glass that magnifies by a lot more than it should, a set of forceps, scrapers and all those other small fiddly tools one needs to collect data. As a matter of fact, any other tools you might need just appear in your pocket as you need them. This is limited to very, very high quality ordinary tools used to gather information, nothing digital or very valuable.

77. The Truth Is Out There – 100cp - Kult

You've never been one to take things for granted or let sleeping dogs lie, and in this world your curiosity may be the end of you-or your ultimate salvation. In this world you've had quite a lot of experience in gathering information of some sort-and generally the type the authorities wouldn't like you to know about, whether you're a moderator on the local darknet or an investigative reporter with tremendous talent for cutting past red tape or avoiding the authorities to scope out that crime scene with an awful whiff of sulphur. Whatever you are chumming it up with mundane academics is second nature to you, you have a natural talent for making connections some professional analysts trained for and you have all the skills of a crime scene investigator. Just know that sometimes, it's better to let sleeping dogs lie. A lot of people who've gone looking for the truth here have met fates worse than death.

78. Hasselblad SWA-2 – 100cp - Kult

A small black box with a lens on the front, at first this seems like any old unique camera model from the 50s that never got continued. But you'll soon find that after developing photos taken with it, images are recorded with true reality recorded instead of the Illusion. Supernatural glamours or mental blocks disappear, and shapeshifting entities have their façade imposed like a faint afterimage on their true form. Even cosmic horrors whose form is incomprehensible to mortal minds can be partially depicted if one is sneaking through a city for whatever reason. Buyer be warned: The Illusion's prison guards are actively trying to locate and destroyed devices like these.

7. Decadence lessons

1. Prince/Princess Consort – 400cp – A Study In Emerald

You appeal to the Queen's sort, I see. Whether writhing or wholly human in your form, you have the power to Woo That Which Was Not Meant To Be Wooed...and then survive the night, perhaps dishevelled, horrified and ashamed, but alive and sane, and with an invitation to return. You might even be able to charm and entertain the Royalty in a social event, though do mind yourself. There are, after all, invitations that one is not able to refuse.

2. Pipe - 100cp – A Study In Emerald

A tobacco pipe, with a tin of shag to suit your tastes as well as a dozen strike-anywhere matches. The tin replenishes the tobacco & matches when closed. A friend to smokers & arsonists alike.

3. The Rookery - 400cp – A Study In Emerald

Within the heart of London town lies a den of thieves and cutthroats. The police fear to go here, even armed, yet anyone in search of a vice will be able to find it here. From opium to pretty girls and boys, gambling houses & bawdy theatres. The pickpockets & thugs are thick on the streets, yet they do not even think to molest you. In future jumps, your starting location features such a hive of lawlessness nearby, and the criminals therein shall regard you as "off limits".

4. Flawless Physique - 100cp – Cultist Simulator

The times are right to perform, sing, and dance, and you just so happen to be a star when you move. You excel at the performing arts of singing, dancing, and choreography. From the more traditional concert dance, opera, or ballet, to more modern interpretative, swing, or jazz dance. To accommodate for this lifestyle, you also possess excellent body coordination, a crystal clear voice, natural resilience that provides resistance against injury and disease, and a body that perfectly preserves your ideal fitness and beauty even if you overindulge in food or drinks.

5. Long Coat – 200cp – Penny Dreadful

A long coat with a high collar. Allows you to blend in with your surroundings and appear as a normal, unremarkable member of the public regardless of how overtly inhuman your visage may be. You may also drop the collar granting you a palpable aura of intimidation.

6. “Soon After, Mummies Were Found In Peru.” – 600cp - The mummy trilogy

The world, on its surface, appears to be normal- but underneath the layers of normalcy the strange and supernatural can be found. Armies of immortal warriors, mummies, sorceresses, yetis... for someone like you, it might seem hard to avoid the supernatural. Unless, you don’t want to, for some reason? You have some sort of strange quality that ensures supernatural happenings, well, happen around you. In this world, that will probably involve a few mummy resurrections, but elsewhere- even in worlds that seemingly lack these mystical things- you will be able to find traces of the weird and arcane, for both good and ill. You can toggle this quality off, if you wish.

7. Awfully Tempting - 100cp – The mummy trilogy

It’s strange how many attractive people you find in this line of work; almost as if they were movie stars rather than bookworms, fighters, and thieves. With this, you can look as good as them, too; you can choose whether this is a general boost to attractiveness, or if it’s more specialized- making you look ruggedly handsome, like a sexy librarian, or like a warrior monarch.

8. Dapper Suit – Free - The mummy trilogy

A white, very suave suit that’s suitable for men and women of taste. Every morning it cleans and repairs itself, ensuring that you always have something nice to wear. Comes with a matching hat.

9. Rolls Royce – 100cp – The mummy trilogy

A luxury car for the wealthy; this four-door sedan is the very height of style. And unlike Johnathan’s, yours will repair itself, good as new, if it’s destroyed after a day! It’ll also fill up the gas tank at the same time.

10. Treasure Satchel – 200cp - The mummy trilogy

A large satchel, perfect for stuffing treasures into- so perfect, in fact, that it’s already stuffed with priceless Egyptian artifacts, gold, and other valuables. There’s enough here to buy a large estate, and then some; and while the bag itself isn’t bottomless, it can hold a lot more loot than you would think.

11. Nightclub/Casino - 400cp – The mummy trilogy

Your very own nightclub/casino, in the country of your choice! It’s quire large at around three stories tall, and includes a bar, restaurant, stage, and a dance floor, and is decorated in the theme of your choice. It has a good reputation, and is very upscale. It’s staffed, of course, including entertainment.

12. Eye of Shangri-La – 600cp - The mummy trilogy

The Eye of Shangri-La; a magnificent artifact that is said to lead to the fabled location. Although it could normally only be opened by the blood of the pure of heart, you can open this one yourself- the stone unfolding to reveal a diamond. Somehow, the diamond can be used to find Shangri-La, wherever you find yourself- a valley that can only be called a paradise to those who see it. By drinking the waters of Shangri-La, one can heal all wounds; those who bath in it become free of the ravages of time, becoming immortal, as well as becoming immune to disease.

13. Estate – 400cp - The mummy trilogy

A large mansion, belonging to you and located in a country of your choice; not only is it fully staffed with butlers, maids, and other servants, it also has a variety of knickknacks and artifacts that remind of previous adventures and worlds, in addition to luxurious furnishing. Their value is more sentimental than material, however.

14. Oasis – 400cp - The mummy trilogy

A beautiful, large oasis in the desert, with sparkling clean water and fruit trees for sustenance. Although there aren't any buildings in this place, it is perfectly hospitable to life- although you can choose to build here, if you wish. The entire location is also hidden by a mirage, hiding it from sight from both above and below. You can find it unerringly.

15. Resting Place – 400cp - The mummy trilogy

Ancient ruins, filled with traps and corpses just waiting for an intruder to join them; you have your choice of either a sunken, catacomb-like city like Hamunaptra, or your very own pyramid; alternatively, you can choose a large tomb like that of the Dragon Emperor's. In any case, this ancient place makes the perfect lair for you. It even has a treasure chamber, and it does NOT have a lever in a random hallway that will sink the whole structure. Unless you want that, for some reason.

16. The Cane - 100cp – Sherlock Holmes

An indestructible and stylish cane that will always look perfect according to your sensibilities. It contains an impossibly sharp and equally indestructible blade inside, which can be drawn casually when you wish it to, not needing any special press of a button or twist of a knob. Holding this cane renders you a master of bartitsu. This mastery is permanent for you, and will slowly become permanent for any others that use this cane.

17. The Newspaper - 200cp – Sherlock Holmes

Appearing every morning the instant you wake up, in the nearest convenient location for your routine that morning, this newspaper is tailor made to all of your interests. Within the various articles will be news that will catch your eye, or news that would if you knew the full story behind what's going on. Reading this is a great way to pick out potential cases or news relevant to your current goals. If convenient it will also appear alongside a perfect breakfast

for that morning. The news in this paper is guaranteed to be accurate as possible barring information that is secret or unknown.

18. Case Files - 200cp – Sherlock Holmes

A series of notebooks documenting your adventures with incredible accuracy, reading these will show you things you'd completely forgotten about or overlooked at the time. They are organized to be both informative and also a thrilling read, sacrificing neither accuracy nor narrative. Were you to publish them they'd make for a thrilling novel series. These update to include any adventures you have, and come already containing those you've already been through. Physically it's a notebook similar to above, although you can at will spawn mundane copies of the adventures recorded here. Nice if you'd like to share your stories with friends, but don't want to bother writing it up yourself.

19. Baker Street - 600cp – Sherlock Holmes

A comfortable, and rather nice home. While certainly not a manor house it's spacious, accommodating, and coincidentally rather perfect as a base of operations for your adventures. Large enough to house living space, offices, and working space for up to three people, along with a library, and kitchens. Any damage to the property seems to restore itself in a week, and you seem rather more lucky when it comes to whatever work it is you perform here. Strangely, while you can still be attacked while you reside here, any assassination attempts for other attacks will always foul up, letting you and anyone else escape relatively unscathed.

20. Morris Estate - 600 cp – Castlevania Bloodlines

The Belmont clan have relatives all over the world, and those relatives have their fingers in many places. This is a not insignificant plot of land with a rather well off house somewhere in Texas, as well as a controlling interest in a mining company that pulls gold and other metals from another rather large plot that your family bought on the cheap back when it was supposedly worthless. As a result, the place is chock full of the finest money can buy - wine, cars, training equipment, a few scrolls on Indian folklore and religious practices, as well as a small notebook full of numbers. Contacts here and there - the quickest way to get a passport, a pilot's license, an unmarked shotgun, or twelve pounds of garlic and a goat, so on and so forth, all quite discreet. As long as you’re paying them, at least. Deep beneath the mansion are a small series of caves and tunnels your company dug out, containing shrines to any god you wish to pray to or prisons for anything you wish to hold onto.

21. Lecarde Estate - 600cp – Castlevania Bloodlines

Somewhere in the wonderful country of Spain lies a small but homely place that radiates warmth and the simple sense of home. This place, on the outskirts of a small town, is the Lecarde estate, a place designated by Alucard as having various useful traits, such as a small gathering of spirits there, a few churches in an odd formation nearby, so on and so forth, most of which is owned by your family. The place is basically smack dab in the middle of one big geomantic ritual to slowly empower everyone and everything inside of it to become stronger, faster, and luckier when fighting vampires. Not quite to the same extent as the Vampire Killer,

but enough to tip the scales in your favor. Also of note is the mausoleum at the local graveyard - its keeper, an elderly man that seems vaguely familiar, is a master vampire hunter and as such has numerous tricks and techniques he can show you. The second is entombed inside the mausoleum itself, and are the details of a ritual designed to serve as an amplifier to another legendary weapon. Imagine something like Excalibur, were it to somehow be made even holier - it might just rival the Vampire Killer in terms of monster slaying.

22. Manor Estates - 400cp – Castlevania Bloodlines

What's the point of being immortal if you can't do so in comfort? Servants waiting on you hand and foot, artwork worth millions, wine worth even more, invitations to every ball... Time is the most valuable thing, and when you have that in excess, everything else follows. That's why in no less than a dozen major cities around the world you possess manor estates, each one registered as belonging to someone else - Elisabeth, Elizabeth, Elisabeta, Lisa, Analise, so on and so forth. Each house is simple, but utterly decadent, and is backed up by a bank account that has been sitting around collecting interest for the last three hundred or so years. Whatever earthly desires you have, you can very much afford them.

23. Bewitched Beauty - 100cp – Castlevania lament of innocence

Oh fair maiden... Congratulations, you are in fact, fair. You are an exceptional beauty, the kind who likely had a dozen marriage requests before entering your teens, and a dozen men who try to court you even after your marriage. However, there's something special about you. Those who are holy or dark see a little something extra in you, though that may not always be to your advantage. They'll accept being turned down, but any kind of acceptance of their affections would likely cause them to begin to obsess over you for one reason or another.

24. Timm Design – Free – Batman the Animated Series

Chiseled jaws, muscular physiques, and amazing curves... a lot of people here are ridiculously attractive! And if you're going to spend ten years here, you might as well look the part, right? Your body is now 'super' good looking, as if it was drawn by Bruce Timm himself.

25. Gimmick - Free – Batman the Animated Series

Vigilantes dressed as bats, criminals dressed up like clowns... well, might as well join the fun, right? You're able to pull off pretty much any gimmick or theme that you choose to have, in such a way that it gives the effect that you want. If you're a crook and dress like a clown, people will be terrified because they know it's you; a hero dressed in scary black armor might have people cheer them on for the same reason.

26. Servant - 100cp – Batman the Animated Series

You're well-versed in all the duties required of a good butler; you're extremely skilled at doing housework, cooking, and the repair or upkeep of a home. You can make a fantastic cup of tea, and your dry witticisms and snark ensure that anyone who hires you gets their penny's worth.

27. Lord of the land - 600cp – Dungeons & Dragons

you have a particularly strong tie to any land which you possess. At will, you may cause the land to be surrounded by a thick fog. Those seeking to leave will find themselves turned around in the fog, and find themselves returning to your land. Those seeking to enter will similarly find themselves coming out of the fog where they entered it. You also by concentrating may look within your mind's eye and observe any part of your land and see what is happening in real time. However You are unable to bar a dark lord from entering your domain if it happens to be within their own. Their claim to the land is greater than yours so they are able to bypass this ability.

28. The Arcology – 600cp - Cyberpunk

If it is your ambition to reign as a god among men, then surely by your hands must be risen the new Olympus. This pyramidal structure raises to the height of a skyscraper, the headquarters and core of your personal empire. Within it is all the necessary resources to run your personal megacorp, one that starts roughly the size of an international business and is ready and primed to rise to the heights of the greatest that you might find in this world or any other given your effort and ambition. The building itself is designed to be perfectly modular, allowing you to refit it as needed and even build it up until it could truly be said to be an entire city within a single structure. If you've purchased Drone Systems or D3U5.EXE then they may be freely implemented already, giving you automated security potentially ran by your own fervently loyal servant. This shall follow you on your journey and may be placed within the settings you arrive to or not as you wish. Show the world what a man who dares to dream may forge amidst neon and metal.

29. Kessig Wolf Run (red/green) – 400cp – MTG innistrad

One of the many pathways into the Uldewald. And with an infusion of red and green mana, it can convey some of the might of the werewolves that once roamed it.

30. Nephalia Drownyard (blue/black) – 400cp – MTG innistrad

A coastal area where a ship has been scuppered close to a graveyard, corpses abound that will be replaced at the start of each new jump with bodies appropriate for the setting.

31. Moorland Haunt (blue/white) – 400cp – MTG innistrad

A small chunk of the moorlands, with a tower at the centre. Like the moors of Innistrad, it is host to spirits and even outside Innistrad itself those that wish to return fervently enough may manifest as geists.

32. Decadent Mansion (red and black) – 400cp – MTG innistrad

One of the great manor houses owned by the elders of vampire nobility, decorated to the peak standards of their culture. It possesses the unique property that any depravity that takes place inside will go un-investigated, just long enough to hide the bodies. Appears in a remote region close to wherever you start in future jumps.

33. Summer Events – 100cp – Fate/Legends God save the queen

Worrying about when you can take a holiday next? Why not bring the holiday with you, as if everyday was a Caribbean cruise with a ship full of busty beauties? Taking this lets you bring along the aesthetics of both the Caribbean and the Summer Events of Grand Order. Ships take on the look of old sailing vessels, without altering their function, while a frankly bizarre number of people run around in tiny swimwear, yet it protects them as much as what they wore before did. The weather remains warm and gently sunny, barring some serious interference, and even the water temperature is nicely warmed. Your own properties or items can take on a beachside appearance too, houses becoming open-air resorts and weapons taking the form of water guns or foam swords. And everyone is, of course, beach body ready. Even the most normal seeming girl or guy will be an attractive sight at the beach now, with curves and hard muscles in abundance. Those already a sight to see will become the starring flowers of summer, even when not at the oceanside. It does help that everyone feels that carefree summer holiday mood, when inhibitions are lower and everyone would like to have fun more than fight.

34. The Books of England – 100cp – Fate/Legends God save the queen

Value far beyond money to the eyes of any collector or lover of literature, this victorian-era building contains a copy of every written work published within England and the British Empire. First editions in perfect condition, from the oldest fairy tales and manuscripts to more recent plays and novels, even the scripts for modern entertainment programs can be found. Provided it is public, an impeccably maintained version can be found within this library, which is also fitted with many comfortable lounging chairs, fireplaces and a variety of refreshments to make the reading all the more pleasant.

35. Parasitic Speech – 200cp – Van Helsing Valeria

The worst of men's failures come not from failing to slay a mighty beast but from falling victim to the honeyed words of demons. The powers of persuasion are yours to command, many years of experience in twisting and leading on the desires of men at your fingertips. In the right time, the right conditions, even a great heroine can be tempted into depravity and corruption. Your skills, though making you an excellent manipulator of others in general, are most finely focused on seducing others and corrupting their moral codes. Some great men and women will be immune to your charms entirely but most, with time, will fall.

36. Plague of Evil – 200cp – Van Helsing Valeria

The worst of all monsters are those that can easily spread their vile curses. Vampires and werewolves both chief among the Enemy's plagues, as each can rapidly expand their numbers and threaten the world. You have such a quality yourself, even enhanced to a degree. Through a saliva filled bite to another being's body, you can convert them into a lesser member of your own kind, provided they are not able to resist the curse you transfer. Over time, hours or days is the usual, they will transform to match the form of what bit them, albeit with weaker powers and missing some abilities entirely. Once fully transformed, they become highly

susceptible to your commands. Not enough that a strong willed man couldn’t throw off your control but any lesser human would bow to your will.

37. Devil’s Castle – 600cp – Van Helsing Valeria

A mighty fortress fit for a lord of darkness. Three great castles, each linked together atop an icy mountain with no apparent passage, as the cliffs are sheer for a very long drop. Each castle is filled with riches that could only be obtained from centuries of life, stealing and conquering from across Europe. As well are the monstrous staff that loyally serve you, the master of the castle, and protect the keep from what few invaders reach. Dwergi mostly, the industrious dwarves, but also a variety of undead and magical specters that patrol the grounds. A small army in it’s own right. The only passages in or out of the castle are the icy portals, activated through secret passcodes and allowing the speaker to travel between linked locations. Currently, your castle has portals that link to several hidden places throughout the European continent, though each can be deactivated or altered in destination with some effort.

38. Transylvanian Horses – Free – Van Helsing

During a time of great peril, need, or trial, an ancient Transylvanian tune will echo behind you. You can adjust its ambient volume, and it can be turned on and off at will.

39. The Lord's Castle – 400cp – Van Helsing

I mean, not really much of a castle, is it? All you have right now is a rune-covered brick. But... BUT. Set it down for a moment. Just, find a good foundation. The runes will suddenly glow, and soon you will have the bricks multiplying. Configuring into the shape of walls & arches, doors soon appearing out of dust & furnishings gradually manifesting out of thin-air as the original brick finishes its duty. Soon, you have a massive fortress - a castle rivalling Lord Dracula's. It takes a week for the castle to finish building from the original brick. You obtain one brick per jump (that cannot be used in the Warehouse), and the castle will naturally use its environment when building itself - shoring itself into cliff sides, using natural tunnels and caves to create rooms and hallways, the works. But once it's placed, you cannot move it. Note: The castle will not fit in the Warehouse.

40. Underground Sanctuary – 400cp – Van Helsing

It's... a trapdoor. With a single glowing rune on it. But watch: Slap it down onto the ground, and suddenly... you can't move it anymore? A week later, opening the trapdoor reveals a ladder, and the truth of it: placing the trapdoor has created a massive underground sanctuary - complete with an underground river. The river is always running with clean water (and has fish), and the temperature within the sanctuary is always cool & comforting. You have one trapdoor per jump (that cannot be used in the Warehouse), and the sanctuary conforms to the environment the trapdoor is placed in. Has no furniture compared to the Castle or the Manse, but is protected from attempts at tunnelling into it and comes with an already-stocked cache full of (setting-and-time-period- appropriate) mundane weaponry.

41. The Caravan – 400cp – Van Helsing

You are now the proud owner of three large, wooden wagons, each pulled by a pitch-black horse. The wagons have a mysterious property: Instead of each being small and cramped on the inside, the door on each wagon is instead linked to the 'Caravan Space': an open area equivalent to the floor space of a large tavern. You can enter through one wagon's door, and exit through another with relative ease (due to the three doors in the Caravan Space being right next to each other). Not as much room as the Manse, Sanctuary, or Castle, but it is made up for in that the Caravan is highly mobile, and can take a lot of damage. You receive three planks per jump that will grow into the wagons, which takes approximately a week. If one of the wagons is destroyed, another will take its place in half a week. The horses can be swapped out for pack animals of your choice, and if the wagon is left behind and the three planks used to grow another, the horses / alternate pack animals will appear shortly after they complete.

42. Gentleman's Manse – 400cp – Van Helsing

A mansion befitting your right, proper, gentlemanly stature. Well... a mansion once you place the first cobblestone. You see, this rune-covered cobblestone will spawn the creation of your property, which will take... around a week's worth of waiting. Once finished, you will have an elaborate mansion & courtyard, complete with a fountain and stables.You receive one cobblestone per jump, and the road, mansion, & courtyard conform to the environment the first stone is placed in. Has furniture equivalent to the Castle's. The road will grow on its own, connecting to any other road or place of civilization it can. Note: The Mansion will not fit in the Warehouse.

43. A bucket of money/Seafood Tank - 100cp – Leviathan the tempest

43.1. A bucket of money (50cp)---Its a person sized bucket filled with money, about a million in fact, why do you have this?
43.2. Seafood Tank-(50cp)----This big aquarium tank is filled with what will always be to you like tasty fishes, crabs and more, this will remain true regardless of whether they were eaten raw or cooked. The tank always refills completely every hour, good for having something to snack at. It also can be freely be placed as a small add-on to the warehouse or follow you around in new properties.

44. Giant Seashell - 100cp – Leviathan the tempest

This seashell is as big as a cat, when taken to the sea and one pays a small measure of ichor, you may then dive with it to hear a rather relaxing song which slightly subdues your instincts and brings you a measure of peace and relaxation, even a small measure of sanity. This beautiful song which will always change to be enjoyable to you, also works on other leviathans and any aquatic animals or races which hear it, strangely it cannot be captured by electrical media of any sorts.

45. Coin of the Jester King- 400cp Mage the awakening 1st edition

This golden coin bears the face of a king wearing a jester's hat on one side, and a pair of crossed wands on the other. The bearer of the coin may concentrate with it, removing the minor effects of fate and coincidence that would work against them. Penalties such as

unfavorable winds, rainfall or even a crooked dealer in a casino will not impede the bearers chances of victory when in use. (Note; it can only remove a single deleterious effect when concentrated upon, it cannot create benefit for the user)

46. Apex of the Hoard – 600cp – Beast the primordial Paradox

Valuable objects, both magical and mundane, just seem to find there way to you. Unless you put effort into actually stealing from people (which you are quite good at), most of the valuables that enter your possession are things that no longer have an owner. Sometimes it feels like your Lair is the place all important things that have been lost or forgotten eventually end up. As a creature of legend, there might even be some truth to this.

47. Trait-er – 300cp – Beast the primordial Paradox

Normally a Beast is limited by the strength of their Lair in however many Lair Traits they can possess, but this limit no longer applies to you. Whenever you claim a location that could conceivably produce a Lair Trait, such as a Chamber created from a meat locker and the Freezing Cold Trait, it will now possess that Trait. You'll both be immune to it and have the ability to impose it on your surroundings as usual, all without the limit on how many you can impose at once. Now if only you had the ability to claim an unlimited amount of Chambers to make the most of it... Heroes with this can claim Chambers like a Beast can to gain access to new Lair Traits. Without Hunting Grounds, you don’t actually get a new Chamber, just the Trait.

48. Fast Food – 100cp – Beast the primordial Paradox

Whether to fill your human belly our your Horror's, you have a habit of running into appropriate sources of food when you're hungry. This applies to all forms of subsistence, so if you're ever a vampire, you'll always be able to find a convenient neck to suck with only a little bit of searching. While they still gain the usual benefits of this perk, Heroes find it a lot easier to track Beasts through the ripples they leave in the Dream, especially when feeding. Post-jump, your Heroic Tracking will work on any monster.

49. Connected Lair – 100cp – Beast the primordial Paradox

All properties you can import into jumps automatically get Chambers associated with them, even ones you acquire in the future. If you have a limit on the amount of Chambers you can have, they don’t count towards it.

50. Cosmic Lairhouse – 100cp – Beast the primordial Paradox

Your Cosmic Warehouse counts as a Chamber of your Lair (or multiple Chambers depending on what other upgrades you may have for it) in all ways that are positive with none of the weaknesses. This means you can always enter it from a Burrow or use it as an easy way into your Lair, but if your Warehouse is normally inaccessible to other people when closed, they still won't be able to enter it. Of course your Warehouse is still indestructible, so you don’t have to worry about it being collapsed. This also makes it so purchases such as Well-Stocked Lair and Vast Lair apply to both your Lair and Warehouse.

51. Vast Lair – 300cp – Beast the primordial Paradox

Chambers are often roomy, but maybe you want even more space. This purchase causes your Chambers and Burrows to become huge and labyrinthian, while also making them more durable and take longer to destroy. For those uninvited, it takes at least half an hour to traverse one as they get tangled up, lost, and twisted in on themselves. This can instead be added to your Warehouse to triple it in size if you want.

52. Obligatory Goth Nightclub – 300cp – Beast the primordial Paradox

While not necessarily a club, this business is a popular social space that is open late into the night. It is frequently patronized by vampires looking for a meal. Lucky for you, every patron that gets fed on from a vampire never seems to come to permanent harm. Your business is viewed as neutral ground by the local vampire population, and the regulars are very well-disposed to you. The kind of vampire this place attracts depends on the jump, but jumps that have no vampires still manage to attract Requiem vampires, somehow. It's up to you whether the staff becomes followers or you get new staff in later jumps.

53. Beyond Morality – 200cp – Beast the primordial

Mortals and other supernatural creatures have a spiritual balance, a mixture of morality and sanity. You are a superior creature, beyond such petty concerns, as you only care about the Satiety of your Horror. From now on, you can metaphysically count as good or evil (or lawful or chaotic or pure hearted or anything else), whatever would be most advantageous to you no matter what your actual behavior is like.

54. Artist - 100cp – Mummy the curse

The Akhem-Urtu used art to capture the Sekhem of the cosmos, binding it into the useful form of Seba. You have achieved the pinnacle of artistic expression, everything form music and dance, to storytelling and philosophy, to painting. Only metal-working is beyond your grasp, as that was the domain of the alchemists.

55. The Perfect Wife – 100cp - Promethean the created

The Galatieds were made to love, brought to life to serve as the perfect companions for their creators. You can fulfill as much as that dream as any inhuman Promethean ever can. You are highly adept in matters of love, from seduction to sex to providing emotional support and comfort.

56. Statuesque – 200cp - Promethean the created

The legend goes that Pygmalion carved a statue so beautiful that he fell in love with it, praying to Athena to bring it to life. Looking at you, one could well believe the legend was the true origin for the Galatieds. You possess a haunting beauty, greater than any human ought to be capable of.

57. Muse - 600cp – Promethean the created

Galatieds are also called Muses, for their presence inspires others to ever greater heights. You live up to that name. Your encouragement, or even just your presence as you lounge around and look sexy, grants others epiphanies and inspiration aplenty. Like a flash of lightning revealing a room in the dark, people around you tend to make great leaps in their thinking and artistry.

58. Mobile Home – 200cp - Promethean the created

Prometheans can hardly buy a nice house in the suburbs with a white picket fence, but this at least allows you most of the comforts of the modern age even while you stay on the move to ward off the spread of Disquiet and Wastelands. It never seems to run out of gas or electricity, so you don't even have to worry about holding down a job.

59. Resting Place – 200cp - Promethean the created

Prometheans recharge Pyros faster by resting somewhere appropriate to their Lineage's element. You have a small place that qualifies for one Lineage, whether a place to light campfires without drawing suspicion for a Frankenstein or a place to sleep surrounded by human voices for a Galateid. Of special note, you can choose to own a small Locus, a place of supernatural power where the Gauntlet between the worlds of flesh and spirit is thin, as this is where Ulgans regain Pyros best. It will become a Warehouse attachment after this jump or can be deployed into future words as you desire.

60. Wilderness Retreat – 400cp - Promethean the created

When you need to retreat from humanity, this special place is waiting for you. Roughly the size of a national park, staying here is always quite soothing to you and helps you let go of negative feelings. People will never run into you by accident here, but someone who follows you in can still track you. It can be taken to future jumps as a Warehouse attachment or deployed to future worlds.

61. Suitcase Nuke – 600cp – Promethean the created

Well, this is certainly one way to generate all that radiation the Zeka love. You are a Zeky, right? Because setting this off is an even worse idea if you aren't. Keep in mind that this world contains powerful occult creatures who might not appreciate this being used anywhere important and who can see the future. You'll get a new one at the start of each jump.

62. Storyteller – 200cp - Werewolf the forsaken

The Cahalith are the lore keepers of the Uratha, who howl the stories of their people to Luna. You could make it as a professional artist in any field, from performance art like singing and storytelling to arts like woodworking or painting. The stories of the Cahalith are not just for entertainment, either. They exist to instruct the People and teach them the lessons of the past. And you are a master of talking people into taking your lessons to heart.

63. Revelations of the Void – 200cp - Vampire the masquerade

In the depths of suffering and depravity, Settite doctrine teaches that one can connect to their true divine nature instead of the illusion the Aeons have trapped us in. You are adept at bringing people to that state, because you are an expert at ferreting out their secret sins and hidden desires, as well as knowing how to find (or create) the underworld services needed to get them drugs, sex, or victims.

64. The Great Prank – 600cp - Vampire the masquerade

In order to prove to the other Clans of the Camarilla that the Malkavians were stable enough to be trusted, six Malkavian Methuselahs performed a great ritual to swap the Clan's mastery of Dementation for Dominate. Like them, you can perform a ritual to alter the parameters of a supernatural type you belong to, like your Clan or Bloodline here or the strain of lycanthropy you contract in another jump. You'll need to at least a few dozen of them to help, and your changes are never purely positive or negative. Rather, you swap things around like changing which Disciplines they favor or removing a vampire's weakness to fire to replace it with a weakness to electricity. And when you get tired of it, you can instantly make it snap back. Just imagine the looks on their faces when all the rules change half way through a fight!

65. Artiste – 100cp - Vampire the masquerade

Clan Toreador exists to create and celebrate beauty, so why not start with your own body? You possess incredible, model level looks. And you aren't just a pretty face, being a master of some artistic skill at well.

66. Path of the Jumper – 100cp - Vampire the masquerade

Clan Tzimisce are generally the priests of the Sabbat, the ones who spread the inhuman ideologies of the Paths of Enlightenment. By reforging their entire moral systems around the teaching of these Paths, Cainites can learn to stave off the Beast without clinging to their humanity. However, not all moral systems are equally effective in caging the Beast, leaving many insane Cainites fallen to wassail in their attempts to innovate new moralities. Unfortunately, neither Humanity nor most Paths are possible to follow well while living your peculiar lifestyle. With this perk, you have the chance to define a truly custom Path of Enlightenment which will work regardless of whether it normally could.

The Path of Death and the Soul, devoted to the study of death, considers preventing death a horrible abomination, postponing feeding when hungry to be a moderate sin on the order of theft, and showing fear of death the equivalent of having selfish thoughts. The Path of Caine concerns itself with understanding the Curse of vampirism and its history. It teaches that denying your vampiric needs is the worst kind of crime, showing disrespect to other students of Noddist lore a more minor sin, and researching vampirism every single night a nearly impossible ideal. Your will need to define your Path of the Jumper similarly, placing moral limits on your behavior so that you can properly define yourself in defiance to the wild impulses of the Beast. You will have a chance to totally redefine the Path with each new jump or every 10 years, so that your Path will never diverge too far from your needs as ages pass.

67. Coffin – 100cp – Vampire the masquerade

This coffin is quite comfortable to lie in. It's also completely air tight, bulletproof, fireproof, and locks from the inside. It's also so incredibly gaudy and gothic that no one could mistake it for a real coffin. It has to be a Halloween decoration or some kind of movie prop, certainly not a real coffin with a real body inside that anyone would need to investigate.

68. Game Books – 100cp - Vampire the masquerade

Black Dog Game Factory is a controversial RPG developer, responsible for such game as Zombie: The Putrescence and Lycanthrope: The Rapture, the books of which are secretly possessed by evil spirits that corrupt those who read them. These books seem to be some off brand knockoff called Vampire: The Masquerade. You have a full collection of them, and they fully describe not only the workings of the Kindred but biographical information about many of them. You could use these books to play a game about your own life, or you could use the terrible secrets inside to blackmail many prominent figures. Or just hand the Gehenna sourcebook to a local Malkavian and dare her to read it out loud in Elysium.

69. Wardrobe – 100cp – Vampire the masquerade

You have an extensive wardrobe of suitable goth-punk clothing. Everything from black leather biker outfits, slutty goth clubwear, tasteful business suites, creepy old robes, to historically accurate outfits from centuries past.

70. Blood Dolls – 200cp - Vampire the masquerade

These 15 attractive goths love to bask in the dark glory of associating with "vampires." Many claim (falsely) to be vampires themselves. You're the leader of the little clique, and none of them mind feeding you their blood. You choose the gender ratio, but they aren't good for much but looking pretty, providing blood, and producing truly execrable poetry. They count as followers and will respawn with each new jump in case there are any feeding accidents.

71. Deserted Domain – 200cp – Vampire the masquerade

You have claimed this deserted stretch of road. It might be a lonely country road or a city street that sees little traffic during the night. Yet you reliably find lone travellers slowly making their way down it, with no witnesses likely to be around. You'll find a similar street with these properties nearby in future jumps.

72. Haven – 200cp – Vampire the masquerade

Every Kindred needs somewhere to sleep during the day. You have a regular house with a windowless basement, the kind that isn't going to raise suspicion or make people assume that a vampire would live there. Indeed, it seems to generate an aura that makes people believe that it's simply the home of a private person who works the night shift unless they actually see something unambiguously strange happening there or track you home after realizing something is up with you.

73. Night Club – 400cp - Vampire the masquerade

This goth nightclub is hugely popular and packed with naive dancers every night. It's a wonderful place to hunt and popular with the local Kindred besides. You are respected as its owner and many will be willing to do you favors in exchange for your permission to feed here.

74. The Midnight Express - 600cp - Wraith the oblivion

The Ferrymen run this train, made of from Relic cars of many different. It has stops all over the world, including the Dark Kingdom of Jade, and a schedule that always seems to put the train where it needs to be, guided by Fate. In future jumps, the Midnight Express will continue to run on its own,

75. Haunt – 100cp – Wraith the oblivion

A Haunt is an area where a Wraith's emotional attachments are especially powerful. A Haunt is both protected from Maelstroms and a place where the Shroud is thin, great for having some illegal contact with the Quick. Your Haunt is especially large and impressive, such as a haunted mansion.

76. Virtuoso – 100cp – Demon the fallen

There is nothing sexier than an artist. Music, painting, singing, you are a veritable virtuoso when you put your mind and faith into your work. Your emotions flow into musical pieces in ways that incite that same emotion in those that hear it. Those that look upon your art understand the deeper meanings of it almost instinctually, but it might always feel as if there is something they just can't grasp about it, something more. In some way, they can feel your divine touch by just experiencing your art.

77. Passionate - 200cp – Demon the fallen

Emotions are at the core of what a Defiler is, perhaps you more so than others. Your emotional state has a direct effect on your physical form. Your physical body reacts to the strength of your emotion, making you significantly faster, stronger and tougher the deeper you let yourself fall into your passions.

78. Young And Beautiful – 400cp – Demon the fallen

Once long ago you were among the most beautiful of God's creations. A little bit of that beauty has bled into your alt forms. You are gorgeous, beautiful in a way that causes quiet gasps when you enter a room. The very sight of you resonates with the romantic epics that live in mankind's collective soul. It might not take more than a smile to enthal others to you. Remember that this kind of beauty can be a double-edged sword.

79. Be Yourself – 600cp – Demon the fallen

The Lammasu are living symbols of struggle, reflecting the best qualities of resistance. These beings of beauty and passion sustained the passion and morale of the rebels even in the darkest days. You know how to go just a step beyond mere inspiration. With a release of stored Faith you can heal deep spiritual wounds of one you can touch. If a soul is damaged or

corrupted, you make it whole and pure. Through your divinity you can remove the touch of others from a being absolutely, mystically or otherwise.

80. Books – Free – Demon the fallen

Both hardcover a digital copies of all Old World of Darkness books. Digital copies are conveniently stored inside a new convenient tablet.

81. Grisly Scene - 200cp – World of darkness mortal

Many slashers like to keep trophies of their kills, from the comparatively mundane (a piece of jewellery worn by their victims) to the truly grotesque (human heads mounted on a wall via taxidermy). The sight of such a trophy room can shock and sicken the unsuspecting, and some slashers deliberately set up gory trophy rooms in their lairs and then funnel would-be pursuers or hapless victims into them, waiting for the horror to incapacitate them before closing in for the kill. Setting this trophy room up correctly allows one to supernaturally compel fear in those who stumble across it, whether the Slasher is present or not. If the Slasher is present they may attempt to overpower their victims willpower with their own. If the Slasher succeeds the victim's willpower becomes greatly weakened and the fear effect is multiplied.

82. A Collection of Literature – 100cp – World of darkness mortal

Its a collection of about one hundred books on the subjects of mythology, ufology, parapsychology, and religion. About 10 of these books may be extremely valuable or rare, and of the rest many are of high quality. Maybe if you study all of them hard enough you can gleam a kernel of truth. Can be purchased multiple times. Each purchase gives a hundred different books.

83. The Amazing Technicolour Trenchcoat – 600cp – World of darkness mortal

An old British officer's trenchcoat from the first world war, dug up from beneath one of it's many battlefields. It appears beige at first glance, and it fits perfectly. It's also quite rugged, and could probably resist an attack from a knife wielding assailant. The inside of it is akin to a void and can conceal a large amount of items (up to a rifle and great axe simultaneously). By willing the trenchcoat to change colour, I can assume a variety of colours that grant unique blessings. Black to make one more intimidating, brown to make on a batter investigator, grey for increased artistic talent, white for mystical understanding, red for speed, blue for luck in combat, and yellow for luck in wealth. Occasionally while wearing this coat you will hear echoes of one of WWI's greatest battles. Don't wear it for too long either, or the hallucinations will be more than auditory.

84. The Lady of Salt – 600cp – World of darkness mortal

This strange figure is part of a private collection of Middle-Eastern artefacts, a slightly-damaged statue of a woman in early middle-age, wrapped closely in a cloak. What makes it unusual is that it appears to be carved entirely from rock salt. The sculpture is utterly realistic, far beyond the capabilities of any known ancient sculptor. In shape it has more in common with the petrifi ed corpses of Pompeii than any classical portrait. The body twists around, the

face looking over the shoulder, and the right arm (now missing its hand) raised as if to shield its eyes. Its expression of shock and surprise gives the figure a disturbing aspect, as if it was instantly caught at some horrible moment and frozen forever. The statue was apparently found in Jordan, back in the nineteenth century, close to the remains of a small town which had apparently suffered some kind of disaster and which had simply died in the space of a night. While in possession of this artefact, an individual can restore their supernatural energy sources (including essence, as well as one's own willpower) by committing any of the seven deadly sins, with the amount restored relative to the severity of the sin committed. Do be aware that use of this artefact may be addictive.

85. Corruptor - 400cp – World of darkness mummy

As servants of Apophis it is the duty of a Bane Mummy to corrupt what was once pure. You possess a dark charisma, making those you interact with more susceptible to bribes or other less than honest offers you make to them. Once you have your 'fangs" in them they become easier and easier to manipulate towards the path of evil.

86. Artistic Artisan -100cp – Vampire the masquerade factions

Clan Toreador is known as the clan of beauty and for good reason. You are incredibly skilled at all artistic endeavors and find it easy to create true masterpieces. Aside from just art anything you create is beautiful, be it a sword or or a house.

87. Dark Beauty -100cp – Vampire the masquerade factions

Why does it seem like vampires are always attractive? Well you will fit right in. You are incredibly good looking, a perfect 10/10.

88. Blood Pack/Soundtrack – 100cp – Vampire the masquerade factions

44. Blood Pack [-50CP]: Every night you can summon a blood pack that contains fresh blood. It won’t be enough to sustain you forever if you expend vitae to power your abilities but it will definitely be enough to keep you up and moving for the night and lower your need to feed as often. If you have the Refined Palate drawback this blood is of your preferred type.
45. Soundtrack [-50CP]: You have the complete soundtracks for every world of darkness video game. It is in any format you want.

89. Black Trench Coat/Cash – 100cp – Vampire the masquerade factions

44. Black Trench Coat [-50CP]: This black trench coat is very high quality and fits you well. It never gets dirty and will repair itself after 24 hours if damaged. It somehow makes you look cool and intimidating rather than weird or edgy.
45. Cash [-50CP]: Every week you receive the equivalent of $5,000 in the local currency or in a bank account of your choice. This money will not affect the economy and no one will question its existence or legitimacy.

90. An Outfit for All Occasions -100cp - Vampire the masquerade factions

Someone as stylish and important as you should have an outfit for any occasion. This set of very comfortable clothes will shapeshift to look like any set of clothes you desire. This outfit is self cleaning and self repairing. This outfit is not armor, but if you import it as armor or clothes in future jumps it will retain its protective and special features regardless of what form it takes.

91. Haven – 200cp – Vampire the masquerade factions

Every vampire needs a haven where they can feel safe and protected from their enemies and the sun, this mansion is yours. It is a full size mansion with a secure basement and panic room. This home will adjust to match the local architecture on the outside. On the inside the home will remain a modern home of the type you chose at purchase. This home has all utilities, rent and taxes paid for and your utilities will never go out for any reason.

92. Night Club - 400cp – Vampire the masquerade factions

You own a nightclub with a theme and style of your choice. The nightclub is imported into the local area of each jump you enter and may change to better fit the setting such as becoming a tavern or inn in a medieval setting or a cantina in Star Wars. The club is self sufficient and the staff are more than capable of running the club without you. The club will make you a good profit each week and give you a great place to meet people, hang out or find someone to feed on.

93. It's good to be bad – 200cp – Generic Vampire

What is it they say? Evil is sexy. And where you are concerned it's absolutely true. You simply ooze with raw sensual sexuality that has prey, I mean, prospective partners, practically throwing themselves at you.

94. The Substitute – 100cp – Generic Vampire

A cooler containing an infinite supply of human blood - in IV-bags - of whatever mundane variety you desire at the time of opening. Comes at whatever temperature you desire as well.

95. The Castle – 400cp – Generic Vampire

What kind of elder vampire would you be without an enormous castle? Doesn't need to actually be a castle. Can be a mansion, or a fort or some similar kind of large domicile. Comes with a cadre of loyal servants that tend to the house and grounds, providing or acquiring anything within their (normal human) ability upon their master's (your) behest. The Castle and its servants follow you to future jumps, appearing in a place of your choosing.

96. Filmable Looks – 100cp - Generic lovecraftian film

Well this is a jump based on movies it'd not do to have you completely unpresentable. For free your appearance is improved to the point that you could be a major character in a low budget made for TV or direct-to-video film.

For 100 CP you look good enough to be an A-list star.

97. Through Your Paintings - 200cp - Generic lovecraftian film

Taking after Pickman are you? You might not be a skilled painter, this won't give you that if you want to be good at painting take Artistic Temperament, but there is a special, horrible quality to your paintings. You are able to paint the horrible vistas of otherworldly realms and the dread visages of the Old Ones and have them truly bring to bear their image in all its impossible glory. You can paint R'lyeh and have it look as much like R'lyeh as a landscape artist's painting of a mountain view might look like the view of the mountain. And of course being accurate to their nature these paintings will be corrosive to the sanity of the viewer, a seed of madness and corruption which gnaws away at their mind the more they gaze upon them or contemplate their horrors. You don't even need to go out and see R'lyeh or Azathoth to manage paintings with these effects, but if you were to encounter other indescribable things, things like the true nature of the empyreal realm of Heaven - if such a place existed – you might be able to create an echo of the effect of the actual experience with your art; it won't be equal to seeing it in person, but it will be something you can replicate and share with others. This quality will be reduced significantly in duplicates unless they are made by your hand directly, as the ability to represent such otherworldly qualities accurately requires something more than just the 2 dimensional image.

98. Mouth of Madness – 400cp - Generic lovecraftian film

Or maybe you're more Sutter Cane? You might not be a skilled writer (if you want that, you need to take Artistic Temperament), but you are able to affect the minds of those who read your books; specifically those books of horror and madness. When you write stories of madness and cosmic horror they have a way of infecting the minds of readers. Twisting them and warping them, spreading a touch of madness within the reader, and making them truly believe that they live in a horrible, uncaring universe in which all that exists beyond mankind are ancient horrors waiting to return, and wearing away at their sanity. This won't affect everyone, in fact on its own it will only affect those who are truly particularly sensitive to such things and you'll need to be a good enough writer to get them to suspend disbelief for even that, but the more people who believe in your stories, or obsess over them, the stronger this effect will become; if you were the world's best selling author whose words were the Bible of horror to billions there might not be a mind on Earth who you couldn't affect. Unlike with

Through Your Paintings, as long as the words are unchanged this effect can be duplicated by mass printing, though even a few changes of words will weaken it and significant editing could destroy this effect entirely; audiobooks are on the table but reader quality could be an issue.

If taken with Grand Master of the Esoteric you can use your writing and how deeply believed it is in the hearts of people to change the world to be more like those of your otherworldly masters. It will be minor at first, creating cracks in reality which twists the behavior of people and places into something more like an inbred New England village from Lovecraft's writings, perhaps creating a few horrors in dark and twisted places far from human touch, but if you are successful enough you could cause the entire Earth to slide into the hands of the

Great Old Ones once more. It's possible to eventually learn how to encode other non-psychopathy inducing memetic and cognitive effects into this writing, but such a thing would take a length of time that makes it infeasible at a human learning pace even if one could live centuries.

99. Artistic Temperament – 100cp – Generic lovecraftian film

Choose one form of visual or literary art, such as sculpture, poetry, painting, or novel writing. You now have the talent, training, and technique to make a decent, reliable living at it and become something of a regional celebrity. You may purchase this perk multiple times for 50 CP (not free) for an additional art form each time. Alternatively by paying an additional 200 CP you can become a true prodigy who could be counted among the all-time bests in your fields, including all those who could have been among them but were never given the opportunity and the chance.

100. Embodiment of Temptation – 100cp – Generic angels and demons V1.1

Either by experience or through sheer talent, you're a true specialist when it comes to temptation, to the point of surpassing most common demons with the exception of the most experienced ones. You're very skilled in how to tempt people with things, like how to better seduce them for example, as well as being capable of discovering and understanding their desires, including the ones they insist on hiding.

101. Master of the Torturers – 200cp - Generic angels and demons V1.1

Damned be your creativity, as it is truly born from the fiery depths of Hell. Either you one of the Hell's great tormentors or not, you're truly an expert in causing suffering on others, be it through simpler and minor torments to full blown torture of every kind, making you capable of intuitively torture others by any means and in the most effective ways possible, as well as using anything at hand to do so. You're also able to temporarily turn off at will any mental and/or emotional issues or moral dilemmas you might have before, during and after the deed.

102. Abyssal Corruption - 400cp – Generic angels and demons V1.1

Your very existence is so corrupted to the point that it is able to taint and corrupt the very fabric of reality and can corrupt it, slowly twisting the reality around you to make it more "demonic" and hellish in nature, thus essentially spreading Hell for any place you go. This corruptive effect is passive and takes some time to actually corrupt places, requiring you to stay in a small room for hours to fully corrupt it, but it can also be turned off at will. Even living beings aren't free from this, as they'll also be "demonized" if they lack some form of supernatural protection. Once a location is fully warped into a hellish landscape, it'll count as an actual extension of Hell (or whatever Hell-like afterlifes that exist in future worlds you visit), allowing even demons that can't be manifested on the mortal realm to freely walk in these tainted lands.

103. The Greater Seven:Envy – 400cp – Generic angels and demons V1.1

On a side, we have the traits that the Lord deemed as the most positive and that usually lead the souls of the mortals to glory, the Seven Heavenly Virtues (Charity, Chastity, Diligence, Humility, Kindness, Patience and Temperance), while on the other side of the same coin, we have the their negative counterparts that lead the souls to ruin, the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath). And you, my friend, are akin to the physical embodiment to one of the seven sins/virtues, thus having abilities related to the manipulation and control over it, including the ability of inducing it on others and being strengthened by it. An example of this is choosing. Those aligned with Heaven will be restricted to only the seven virtues while those aligned with Hell will be restricted to only the seven sins, although the ones with other affiliations may freely choose any of the fourteen traits to represent. However, such a limitation is lifted if you take the Light Is Not Good toggle, as the line that separates virtue and sin becomes blurred, allowing those aligned with Heaven to represent a sin and those aligned with Hell to represent a virtue.

104. The Greater Seven:Gluttony – 400cp – Generic angels and demons V1.1

On a side, we have the traits that the Lord deemed as the most positive and that usually lead the souls of the mortals to glory, the Seven Heavenly Virtues (Charity, Chastity, Diligence, Humility, Kindness, Patience and Temperance), while on the other side of the same coin, we have the their negative counterparts that lead the souls to ruin, the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath). And you, my friend, are akin to the physical embodiment to one of the seven sins/virtues, thus having abilities related to the manipulation and control over it, including the ability of inducing it on others and being strengthened by it. An example of this is choosing. Those aligned with Heaven will be restricted to only the seven virtues while those aligned with Hell will be restricted to only the seven sins, although the ones with other affiliations may freely choose any of the fourteen traits to represent. However, such a limitation is lifted if you take the Light Is Not Good toggle, as the line that separates virtue and sin becomes blurred, allowing those aligned with Heaven to represent a sin and those aligned with Hell to represent a virtue.

105. The Greater Seven:Greed – 400cp – Generic angels and demons V1.1

On a side, we have the traits that the Lord deemed as the most positive and that usually lead the souls of the mortals to glory, the Seven Heavenly Virtues (Charity, Chastity, Diligence, Humility, Kindness, Patience and Temperance), while on the other side of the same coin, we have the their negative counterparts that lead the souls to ruin, the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath). And you, my friend, are akin to the physical embodiment to one of the seven sins/virtues, thus having abilities related to the manipulation and control over it, including the ability of inducing it on others and being strengthened by it. An example of this is choosing. Those aligned with Heaven will be restricted to only the seven virtues while those aligned with Hell will be restricted to only the seven sins, although the ones with other affiliations may freely choose any of the fourteen traits to represent. However, such a limitation is lifted if you take the Light Is Not Good toggle, as the line that separates virtue and sin becomes blurred, allowing those aligned with Heaven to represent a sin and those aligned with Hell to represent a virtue.

106. The Greater Seven:Lust – 400cp – Generic angels and demons V1.1

On a side, we have the traits that the Lord deemed as the most positive and that usually lead the souls of the mortals to glory, the Seven Heavenly Virtues (Charity, Chastity, Diligence, Humility, Kindness, Patience and Temperance), while on the other side of the same coin, we have the their negative counterparts that lead the souls to ruin, the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath). And you, my friend, are akin to the physical embodiment to one of the seven sins/virtues, thus having abilities related to the manipulation and control over it, including the ability of inducing it on others and being strengthened by it. An example of this is choosing. Those aligned with Heaven will be restricted to only the seven virtues while those aligned with Hell will be restricted to only the seven sins, although the ones with other affiliations may freely choose any of the fourteen traits to represent. However, such a limitation is lifted if you take the Light Is Not Good toggle, as the line that separates virtue and sin becomes blurred, allowing those aligned with Heaven to represent a sin and those aligned with Hell to represent a virtue.

107. The Greater Seven:Pride – 400cp – Generic angels and demons V1.1

On a side, we have the traits that the Lord deemed as the most positive and that usually lead the souls of the mortals to glory, the Seven Heavenly Virtues (Charity, Chastity, Diligence, Humility, Kindness, Patience and Temperance), while on the other side of the same coin, we have the their negative counterparts that lead the souls to ruin, the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath). And you, my friend, are akin to the physical embodiment to one of the seven sins/virtues, thus having abilities related to the manipulation and control over it, including the ability of inducing it on others and being strengthened by it. An example of this is choosing. Those aligned with Heaven will be restricted to only the seven virtues while those aligned with Hell will be restricted to only the seven sins, although the ones with other affiliations may freely choose any of the fourteen traits to represent. However, such a limitation is lifted if you take the Light Is Not Good toggle, as the line that separates virtue and sin becomes blurred, allowing those aligned with Heaven to represent a sin and those aligned with Hell to represent a virtue.

108. The Greater Seven:Sloth – 400cp – Generic angels and demons V1.1

On a side, we have the traits that the Lord deemed as the most positive and that usually lead the souls of the mortals to glory, the Seven Heavenly Virtues (Charity, Chastity, Diligence, Humility, Kindness, Patience and Temperance), while on the other side of the same coin, we have the their negative counterparts that lead the souls to ruin, the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath). And you, my friend, are akin to the physical embodiment to one of the seven sins/virtues, thus having abilities related to the manipulation and control over it, including the ability of inducing it on others and being strengthened by it. An example of this is choosing. Those aligned with Heaven will be restricted to only the seven virtues while those aligned with Hell will be restricted to only the seven sins, although the ones with other affiliations may freely choose any of the fourteen traits to represent. However, such a limitation is lifted if you take the Light Is Not Good toggle, as the line that

separates virtue and sin becomes blurred, allowing those aligned with Heaven to represent a sin and those aligned with Hell to represent a virtue.

109. The Greater Seven:Wrath – 400cp – Generic angels and demons V1.1

On a side, we have the traits that the Lord deemed as the most positive and that usually lead the souls of the mortals to glory, the Seven Heavenly Virtues (Charity, Chastity, Diligence, Humility, Kindness, Patience and Temperance), while on the other side of the same coin, we have the their negative counterparts that lead the souls to ruin, the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath). And you, my friend, are akin to the physical embodiment to one of the seven sins/virtues, thus having abilities related to the manipulation and control over it, including the ability of inducing it on others and being strengthened by it. An example of this is choosing. Those aligned with Heaven will be restricted to only the seven virtues while those aligned with Hell will be restricted to only the seven sins, although the ones with other affiliations may freely choose any of the fourteen traits to represent. However, such a limitation is lifted if you take the Light Is Not Good toggle, as the line that separates virtue and sin becomes blurred, allowing those aligned with Heaven to represent a sin and those aligned with Hell to represent a virtue.

110. Cursed By The Blood – 200cp – Generic angels and demons V1.1

As a sign of your demonic heritage, your fangs became retractable and abnormally sharp and your instincts have expanded to also include a literal thirty for blood, human or not. This also grants you the ability to drink blood for power, healing you and temporarily strengthening your abilities. The more blood you consume, the stronger these effects will be, but, if you allow this ability to evolve by drinking more and more blood in short periods of time, you'll slowly and progressively develop a vampiric essence within you, causing you to develop new strengths, abilities and weaknesses until the point that this essence will be fully developed, essentially turning you into a true vampire, with all the strengths and weaknesses it mean. If you limit the amount of blood you consume, you won't need to worry about accidentally becoming more and more vampire-like if you don't want it to happen.

111. Spiritual Devourer - 400cp – Generic angels and demons V1.1

From your demonic parent, you inherited the power to absorb souls of people near you and consume them, converting them into energy and vitality for you. This power is rather limited and you can only fully extract someone's soul, which normally results in their death, if they're currently defenseless, but you can drain portions of their souls that might cause permanent damage if you absorb too much of them and will also gradually weaken them. In addition to this, if you manage to fully absorb someone' soul, you'll be able to freely shapeshift into this someone's form, granting you their physical abilities, like becoming capable of transforming into a large wolf if you manage to absorb a wolf's soul for example. You don't need to worry about any unnatural instinct/altered mentality once morphed in another form or about being influenced in any way by the form's original owner.

112. Gothic Beauty/Sounds of the Blood Moon – 100cp – Bloodborne covenants

112.1. Gothic Beauty [50]: The city as it is now is a filthy place, overrun by beasts, covered in all manner of blood and decay, but there is a certain haunting beauty to be found here. You are much like Yharnam itself during its younger days, something that entices all those who gaze upon your pleasing form. Even if scarred, or you no longer appear fully human, others will see you as an alluring creature.

112.2. Sounds of the Blood Moon [50]: The sounds of a city consumed by the scourge of beasts are not ones for the faint of heart. Should you wish to drown out those horrific noises, or at least bask in the choirs of Yharnam, then you can at any point call upon a mental playlist from Bloodborne, and will find new songs or remixes added in over time.

113. Party Goer – 200cp – Hammer horror v1.0.5

You are familiar with the rules of decorum and high society able to avoid any significant faux pas when dealing with the upper echelons of the social circle. You can make light conversation, and otherwise entertain while attending these social obligations. What's more you are skilled at arranging and throwing parties, galas, and balls of your own, and while your social sense does not cover the rules of the lower classes you have the talent to be the life of the party even if you descend to their levels.

114. Popular Pub - 200cp – Hammer horror v1.0.5

You have right here a pub, tavern, or inn to call your own. In addition to 4 bedrooms which can theoretically fit 2 a piece or 3 if you really squeeze, it comes with an NPC staff who can run the tavern and keep it supplied. It's a fairly popular joint and while it won't make you all that much above the cost of the staff and supplies even if you do nothing it'll give you a little bit of income. More importantly however the pub always seems popular wherever it is in the world and attracts those who are suffering from troubles in the local region and encourages them to open up about their problems to the barkeep if no one else.

115. Gothic Wardrobe – Free – Hammer horror v1.0.5

Clothing had to come in somewhere. You gain a full wardrobe of clothing fit for the world of Hammer's gothic horror, all of it is well made and ranges from bright and colorful to dark and somber. If any of the clothes from it are damaged or destroyed you will find them replaced in the wardrobe within a week.

116. Victorian Home - 200cp – Hammer horror v1.0.5

Your very own house, or your parents' or guardians' if you prefer. It's all yours, its utilities will update to fit the setting automatically at the start of each jump, you will never have to pay taxes on it or utilities unless you do something truly outlandish. It's a two story house with plenty of room for an entire family to live in comfort, and it's fully, comfortably furnished. If you also have a Wealthy Family you may choose to have it be a full fledged mansion instead expanding its size and extravagance immensely.

117. Decanter of Spirits – Free – Hammer horror v1.0.5

This glass or crystal decanter is made to contain the very finest and highest quality spirits, alcoholic ones that is. It always have enough alcohol - of the type of your choice - for at least one good swig when you desire it, refilling itself as needed. When someone takes a drink from it they find that it calms and settles the nerves and steels them for confrontation, temporarily providing the drinker with a minor but noticeable boost to their courage and resolve. If the decanter is broken it will repair itself within 24 hours. May take the form of a small metal flask instead at your discretion.

118. Gentlemen's Cloak - 200cp – Hammer horror v1.0.5

You possess a particularly fine made outfit of your choice (it doesn't have to be a cloak). It is well made, tailored to you particularly, self-cleaning, and self-repairing of damage, but most importantly when you wear it the outfit seems to mark you as a person of class and taste causing those who see you in it to naturally assume that you are a gentleman or lady both in social class and action. This is not an iron-clad effect - if you're covered in blood and holding a knife you might be a gentleman but you're still a murderer, and they can be disillusioned of the belief – but merely an impression upon the mind.

119. It's Easier to Catch Flies With Blood Than Honey - 400cp – Lord of the night vampires

The first taste is always free. Once someone has made a corrupt bargain with you, accepted a dirty favor or otherwise compromised themselves, they'll find it hard to stop. Fate will arrange for you to be in the right place at the right time to pull them in deeper, to have what they need when they need it. So long as they haven't come clean and accepted the consequences, they'll also be filled with dread at the thought of going against you or not living up to any deals you've made or favors owned.

This vulnerability extends to any group they're a part of. Once you have your foot in the door with one person, you'll start finding opportunities to help both the organization and the other people in it, who then become more footholds. They can purge themselves of this weakness by getting rid of your dupes, or by publicizing or otherwise defusing your leverage. But so long as they don't, you'll keep finding opportunities to help them in underhanded or illicit way, drawing them more and more into your power. This can feed on itself, becoming a kind of wage slavery where they have become so dependent on your aid that they draw themselves in deeper 'paying back' what they own. This perk won't work on someone who feels no guilt or shame for the 'first taste' and doesn't care about the consequences of revelation. It's easy to help a pickpocket escape the guards and they'll owe you a solid afterwords. It's hard to do the same with the God of Thieves, who doesn't care if you tell the city guard that they dun it.

120. The August Estate – 200cp – Mage the awakening 2nd edition

This is the place where the powerful gather and mingle. Everyone who's anyone knows this is the place to be, both to be seen, and to make deals of every stripe. Who better to deal with then, than you, who owns it? Filled with all manner of luxuries and entertainments to entice the elite, alongside the myriad deals made within, it sees money circulate like blood, much of it going to you.

121. The Cryptopoly of the Sage – 600cp – Mage the awakening 2nd edition

Similar to the estate above, but much, much, larger in scope. This is a secret society spanning the entire world, with all the connections, influence, and wealth you'd imagine from an institution boasting the elite of the elite among their membership. Likewise, many experienced and powerful Mages are also among their number. And it's you, Jumper, who sits at the top.

122. Rational Dress - 100cp - Victorian

Crinolines and corsets! Long skirts and tight-lacing! All of it just serves to imprison women in their own bodies. How lamentable! How crass! Plus, it probably causes consumption or something. Fancy starting the Victorian dress reform movement early? Now you've got your very own supply of emancipation waists and bloomers guaranteed to shame your parents and make your grandmother faint from the stress. Not only will these outfits (allegedly) let you dress fashionably without restricting your movement, but you'll also receive a set of designs for mass producing these outfits. Don't worry, you probably won't be arrested for public indecency; probably.

Post-jump, these outfits will mark you as a reformer no matter where you find yourself: improving your image among social outcasts while having the opposite effect in polite society.

123. Appropriate Attire -100cp - Victorian

What do you get when you combine an industrialised textile industry with a truly massive cotton supply from the American South? Why fashion, or course! For an upper-class Victorian, looking your best has never been more important. After all, if you're not dressed properly, someone might think you work for a living! No matter what your needs, this special closet will contain everything necessary to look your best. For gentlemen, an endless supply of tophats, coats, cravats, and more. For ladies, as many corsets and dresses as you could possibly want alongside all the crotchless underwear you could ever need. Add to this a dazzling array of (possibly lead-filled but guaranteed safe) dyes plus enough black to spend half a century in mourning, and you'll never want for clothing again! Everything is clean, well fitted, and will never look washed out under gaslight.

124. Fashionable Cane/Elegant Parasol - 200cp - Victorian

To complete your look, you'll need more than just fancy clothes. For gentlemen, a sturdy cane of dark polished hardwood plated with silver fittings and an engraved head of your choice. For ladies, a lightweight parasol made of delicate lace with a smooth ivory handle perfect for sucking on. Not only is this the perfect accessory to help keep your balance/prevent tanning, this particular model comes with your choice of concealed sword or pistol in the handle. Either option will be of top quality and will never suffer from corrosion or lack of maintenance. The pistol also comes with a refilling supply of ammunition. Guaranteed to be both legal and stylish throughout the Victorian period!

125. Stately Coach - 400cp - Victorian

All the fancy clothes and accessories won't mean a thing if you show up to every social event covered in horse manure and stinking of coal. God forbid someone mistakes you for a common street harlot! There must be a better way! Instead of brushing shoulders with the unwashed masses, why not travel in your own luxury carriage? This model is furnished with soft wool cushions designed for maximum comfort and comes decorated with bright paint and golden leafing over a frame of lovely dark wood. Arriving in this will all but guarantee you the jealous gaze of your peers. Comes with four horses, a driver, and a young boy to run in front of you screaming at people to get out of the way. Both the driver and the horses, plus the carriage itself, will repair themselves within an hour if damaged. The boy will not repair himself but will be replaced with another, equally poor, child. Of course, you could always try healing the child yourself, but could you imagine the disgrace that would invite? Goodness! What would the neighbours think!?

126. Country House - 600cp - Victorian

London may be the heart of England, but unless you're there on business, no member of the upper classes would be caught dead in the city outside of the social season. Aside from the social implications, breathing in the miasma from the Thames is likely to cause insanity, death, and (of course) consumption. Luckily, you now possess a stately manor located somewhere in the English countryside. Built to dominate over the surrounding landscape, this house is as impressive as it is vast—boasting a veritable army of indoor and outdoor staff to tend the gardens and sweep the halls. Every inch of the property is decorated with all manner of artistic works and lit by gas lamps drawing from a private gas plant somewhere on the grounds.

127. Professionally Drawn – Free – Girl genius sb

You look good, Jumper. Nothing all that extraordinary by itself, but you'd be surprised how often it turns out to be of use. You look like someone drawn and coloured properly by some very skilled cartoonists.

128. Artiste – 100cp – Girl genius sb

From acting to painting, there's a lot of call for people like you around here! Simply put, you have the skills and talent to be one of the greatest, finest artists of all time. Not just in any one field either.

Your talent is boundless and unbelievable at everything remotely art-related you do. With the slightest effort, you could be a scintillating star in all fields from writing, painting, singing, underwater basket weaving... er, you get the idea. Crowds throng to listen to a concerto from you, and books you write may well cause knife fights between people wanting to buy them! Such is your talent that in but a handful of months you could become a celebrity every but the equal of the Queen of the Dawn, or any other celebrity you've heard of. This also makes anything you do look unbelievably good, from your fighting which looks like a dance, to your clanks which all look like Things of Beauty and Grace even when stuffed chock-full of firepower.

129. Catering! – 200cp – Girl genius sb

Food! Excellent, high quality, brilliant food, that is. Sparking is hungry work, and no one can really say no to a party. This is an infinite supply of the absolute finest food and drink in the world. Rare cheeses and wines, exquisitely prepared meats and sauces, Brandies and breads, anything you may care to ask for. You can have it in packed picnics, laid out feasts, stocked larders, in any way you care to have. The point is that you won't be running out of good food. Ever.

130. Ambidextrous/Artistry – 100cp - Rippers

130.1. Ambidextrous (-50 cp) Literally "two right hands" you can use either hand with equal skill and facility.

130.2. Artistry (-50 cp) Pick a form of art, such as painting, sculpture, poetry, prose or music. You are skilled enough to earn national and perhaps international acclaim. This may be taken multiple times.

131. Reservations – 100cp – The count of monte cristo

Having fun requires preparations, y'know. It's not always possible to get the room or the window you want, or the carriages or horses you need to get to them, and all that, even if you can pay the premium. But this changes all that, now. No matter how rare or impossible it might be to get them in normal conditions, but so long as it's any kind of reservations to things like entertainment of any kind, or dining places or eateries, you find you always have them already ready and done. Tickets to executions or to sports events, boxes at plays and the opera, the whole nine yards.

132. A Fitting Residence – 100cp – The count of monte cristo

A huge, imposing Town house in some huge, major city of the world. This can be in Rome or Paris or London, or perhaps some other city altogether. This is a vast home with dozens of rooms, appointed with the very finest in furniture and decorations possible. In future worlds this home adapts to the levels of the setting in all things, though it never degrades unless you need it to, and it can be found in any one major city of your choice.

133. Oriental Retinue – 100cp – The count of monte cristo

Any decent nobleman needs their own household to really be a noble, y'know. This is yours. A fairly eclectic collection of mutes, ex-ruffians and so on, these people are all nonetheless beyond excellent at anything you entrust to them, performing above and beyond anything any other servants could ever come close. If it needs to be said, each every one of them is utterly loyal to you, obeying you in all things and anticipating your moods and needs almost before you yourself can.

134. Hollow Emerald – 200cp – The count of monte cristo

Ehh... this is not a very nice thing to do. But, well, in this time it's well in fashion, so who even cares, right? You have a nice, big emerald, hollowed out into a casket. It's closed with a

golden cap, and inside it are... drugs. Yeah, drugs. And as to which ones... well, whichever you want. So long as an item is recognized as a recreational narcotic, you can find it inside, ready to be taken in the form of nice small pellets. Regardless of however they're supposed to normally be taken, these pills give you the best high that drug can possibly provide, and they do one thing else. By the power of the emerald, any harmful effects to the drugs are removed entirely, so you can pop as much as you want and all you ever suffer are some headaches.

135. Island and Title – 400cp – The count of monte cristo

Not quite Isla de Monte Cristo, but this is something pretty similar. This is an island of your very own, located somewhere in the mediterranean between Italy and France, or somewhere else entirely if that's what you want. Either way you own the title free and clear, and in fact have a noble title that makes you not just owner but ruler of it, recognized without question by not one but all the courts in Europe and beyond. Depending on whether or not you want them you might even have all the papers needed, such as letters patent or whatnot. The island has very little in terms of development, but it's fair sized, easily big enough for a small town or even a city, if you keep it small. It has good farmland and some decent mineral wealth, as well as being located near at least one major trade route, but whether it is a legal one or a smuggling route remains to you to decide. In future worlds too the island evolves to be a corresponding property in the local setting, always big enough and rich enough to justify a title equal to a Count's. Recognition of your title and ownership of this island always remain unquestionable, even by your worst enemies.

136. Nightside Club – 200cp – Omnibus new world of darkness

This strange club of your own design follows you. Not just from jump to jump, but city to city. It can always be found in the swanky part of town and always attracts the most interesting people. You have an unlimited tab, but no documents actually list you as connected to it in any way.

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138. A Mood That Shakes The World – 200cp - Kult

The coming of divinity is often presaged by fey moods and strange thoughts. From the revels of Dionysus or the morbid fascination with entropy that Coatlicue brings, such passions are often too great for frail physical bodies to bear. Whether or not you are a genuine divinity, you have the power to spread a pervasive emotion or passion across a wide area; even a salaryman could blanket most of a suburb's worth of territory in a strange obsession with spheres, euphoria or a sudden calling to don medieval arms and armour. Those who pursue these passions whole heartedly, feeling them more intensely than others or giving up their mundane life to pursue them, obtain supernatural powers comparable to the least of lictors or nepharites

and are similarly compelled to serve you as they do the Archons and Death Angels. Keep such beings around long enough, and they may slowly gain more power to better serve the mood you personify.

139. Coveted, Pretty Thing – 100cp - Kult

Among the survivors of ravaged worlds, the Azadaevae may have suffered long before humanity ever encountered them. You have a similar ethereal beauty as they-whether due to your pale skin, delicate features or long, thin hair you have the kind of strange beauty that drove so many from this world to own such beings and make them servants or courtesans. To see such wicked creatures coming your senses can perceive beyond the physical-always seeing a being's true form and past lives, and being able to intuitively sense danger from a distance. Last but not least whether you too exude the euphoric dust the Azadaevae do which lets them lull those who inhale it into a state of euphoria, you have some means of casting illusions to disguise your comings and goings when you do not wish to be unduly disturbed.

140. Made to Serve – 200cp - Kult

As demeaning as it is, many of the Children were made or trained to serve. When a being you view as your rightful master expresses affection to you, a great rush of joy and loving submission wracks your body harder than any human orgasm. Your worries, mental distresses and anxieties about the future flee you as you luxuriate under the firm hand of your proud owner, no matter how dismal or amnesiac a state you may find them in; even your physical health improves greatly when so pampered. Furthermore you are extremely skilled at playing, satisfying and mating to the point of developing a supernatural power related to your delectable function. Even without doing anything you'll find yourself a perpetual source of joy and entertainment for your eternal lord-your wit, flesh, strength and desperation swiftly endearing you to those you serve. None would admit it, but living in a gilded cage would be better than the slow death by oblivion that the children endure.

And as a side note unlike the lonesome Gynachids, while your abilities may be designed to cater for divine beings with virtually limitless appetites your innate empathy lets you tone down your attentions to leave your master satisfied without risking physical or psychological harm.

141. Bad, Bad Man – 100cp - Kult

You were born in bloodshed, and baptised in the tears of the righteous damned. Like any inhabitant of Inferno you are well acquainted with Astaroth's most sacred sacraments: Torture, and pain. You know just about every means to torture a human being, and have the muscle memory and attitude to pull it off from aplomb. Few horrors from the mundane world can phase you, for your mind is inured to all the perversities and brutal pitilessness of Inferno. The threat of mundane violence is simply laughable to you. In Hell, you practically say good morning with a baseball bat to the face.

142. The Taste of Pain – 100cp - Kult

Ah, but what's the point of not being able to take what you dish out? Like the most depraved and perversely devout of Inferno's religious orders you have something beyond resistance to pain-an affinity for it, somewhere between carnal ecstasy and genuine religious rapture. Each lash excites more than it punishes, each broken bone is a melody you can appreciate and perhaps for this reason you are very, very hard to kill with blood loss or internal injury alone. Furthermore you need no longer fear death by blood loss, for it is good in Astaroth's eyes that blood flow from wounds as long as it may. This comes with a supernatural wisdom of how best to harm, to maim, to tear apart and excruciate any living thing you get your hands on.

143. Toxic Intimacy – 200cp - Kult

One may always advance in Inferno's hierarchy, with displays of utter ruthlessness being particularly rewarded. It's such a shame few seem to understand the beauty of such an absolute meritocracy, which you might just change with the corruption hanging on each word you speak. Your lies, deceptions and even gestures taint those with their baser instincts when you wish, supernaturally tempting them to sin and making the thrill of pulling the trigger or skimming a little off the take all that bit more enriching. It would be unwise to simply praise the beauty of boiling your grandmother in oils to all but the most depraved of souls, but a long conversation with you could make brutal revenge a distinct possibility if carefully spoken around. So subtle is this corruption that even many mortal enlightened to the forces around them would sense no miasma of demonic taint around you-and sooner suspect something they ate or drank for the fell moods you can spread.

144. Malignant Musk – 100cp - Kult

Gaia's ways are the old ways, the ways of barbaric instinct and repressed animality-in which she makes her divinity known. A reek of pheromones pours from you, and you have such a connection to the primitive impulses that define Gaia's realm. Sentient beings of all kinds find it difficult to concentrate on all but their basest instincts when you induce the musk from you, even slowly shedding the principles of the Archons. Most mortals rapidly succumb to an experience that tests their sanity, while even supernatural beings may swoon as if mildly drunk. All your bodily fluids contain these pheromones in much more concentrated doses and take on strange shades or consistencies, are produced in almost inexhaustible, spectacular quantities and have the effect of enforcing your dominance on other lifeforms. Marking your territory on others may be appalling to modern sensibilities, but it's undeniably effective at breaking the wills of those wrestled into submission already.

145. The DVD Disc of Hell – 50cp - Kult

Good god, what black magic made this? What you have here is an unmarked DVD disc and a TV set as well as a remote. When used to record any show, movie or other video on it the DVD can replay the whole thing but derailed by a sadistic scene of mass rape. Men, women, children, anthropomorphic animals, supervillains and weather reporters-nobody's safe from the menacing men and women in demonic costumes' predations (although for a series with sufficiently powerful characters, this can result in some entertaining battles or even the tables being turned; the demons are only as powerful as a few dozen nepharites and razides, and whatever magic lets them come forth seems to make them wholly tangible to the characters).

When you watch it for more than a few minutes, you'll find yourself sucked into the movie as an observer around the edge of the room. Truly quite unspeakable but-there are two concessions.

First of all, while in the TV the remote is never far from you-even appearing in your hand out of thin air if destroyed elsewhere-and you can leave at any time by turning the movie off. Secondly, despite clearly being demonic creatures of the Inferno inclined to perversions that would make the Marquis de Sade blush the demons defer to you as a sort of director. They'll die rather than fight your battles or offer you actually sensible advice, but they'll reluctantly take direction from you on how they actually interact with the story despite their rapacious inclinations. Of course, if you'd rather just join in they'd eagerly welcome you as a fellow participant.

Oh, and whenever you use up a DVD a new one shows up with the same properties somewhere near the TV.

146. A Taste of Metropolis – 600cp - Kult

Atop 7,777 hills rests humanity's primordial home: Dead, empty and quiet. From horizon to horizon, a shadowy sprawl of dark urban wonders winds out in an endless maze of architectural wonders-equal parts decadent villas and grand temples, as well as often built on grander scales than mortal men were made for. The sun never rises to clear it's blue-grey, dusky light and the black stone and metal of this realm carries with it a great weight that lies beyond time itself. It is the archetype of all urban development that humanity has tried to recreate over millennia within the illusion imperfectly, and much of it adheres to no physics seen in the Illusion: Shadows move by themselves while feeling deep and cold to the touch, falling from tall buildings can see gravity and inertia lose their hold on a traveller midway through the fall to land safely and in some parts buildings seem built upside-down towards a sky below them. And whether you are an usurper, interloper or reclaimer it seems that a great section of Metropolis has been apportioned off into its own plane of true reality under your sole sovereignty. A doorway in your Warehouse opens up to a mere slice of Metropolis. A plane of true reality with uncertain exterior boundaries approaching those of several among Earth's largest cities, but one unquestionable yours and yours alone.

Every earthly luxury and many forgotten from human memory can be found somewhere within this segment of the Metropolis-though be warned, many entertainments made for gods may prove too extreme for the mortal mind to bear. Several species of skilled servants have been maintaining everything in top condition and fending off what dangers were not so powerful as to overlook this plane entirely and through some mix of fear and broken, conditioned loyalty heed your wait on your every word-the warriors among them on par with the likes of Azghouls while the entertainers are as beautiful as Azadaevae or the Ephoria before their beauty rotted. Certain specialists may resemble the biomechanical Curatorids who measured human slaves, the slumbering Magistrates and the mechanical Constructors.

The city itself has a profound, deep influence on visitors-though the security of your ownership ensures you will never be changed in ways you would dislike. In time you may learn to exploit its existence outside time and space to use this plane as a shortcut to other

locations and eras in lower order realities such as those resembling the Illusion, but the true prize lies in the infrequent but easily spotted temples scattered throughout your city. Each contains an incarcerated god laid low by mankind and sealed away so thoroughly into the city, that they cannot be freed unless another were to liberate them from their sealed vaults or gift new life to the tombs in which their bodies ache with desire. To bargain with such beings is fraught with risk despite the ravages to their minds and bodies, but they would surely be grateful to any who saved them from such agony-or perhaps, deeply cowed by whoever laid them there. And whether or not this is a sinister hint at why they were bound to begin with, such beings tend to be of a form, nature and endowed with powers you would find desirable.

147. Gaia's Swamp - 600cp - Kult

This particular doorway leads you to a true archipelago, girded by stormy seas which lead straight back to the island after a few dozen miles and an extraordinary sky lit with all manner of dynamic celestial phenomena. The moon shines forever over the onyx temple it leads into, where flowers hang heavy with nectar nearby. Fit for an Enwildened God's needs, the peace near this building is unique-for elsewhere, all the bounty and fury of Gaia rages around you. Howling abominations battle each other for precious flesh. Certain plants threaten to strangle any lifeform that stays still for too long. Dreamlike visions can see you physically floating through the sky, as galaxies whirl, sunder and reform above you. And all around you a pervasive, primal aura makes you in tune with nature: You feel strong, potent and powerful in this land, wounds fading swiftly-while your libido and will to dominate are stoked ever higher, easily making you drunk on the testosterone pounding in your veins.

The supernatural fauna and flora you could harvest here have applications as varied as their dangers; even the sentient tumours or parasitic worms that infest some animals can be harvested for serums that bestow unnatural regeneration for example, and treated correctly the water of some pools can bestow life as easily as it takes it. Perhaps most valuably, when you hunt (or at least, enforce your dominance on the environment) and reproduce with extraordinary success you may draw the attention of Gaia as her greater consciousness lumbers around in the worlds beyond. Though atavistic and unpredictable, the boons that could be solicited from her are the forces of nature elevated into the realm of divine will.

8. Governing lessons

1. Guidance of the Stars – 600cp – A Study In Emerald

Despite Her Majesty's rather obvious inhumanity, control of Britain and Europe has never faltered from the correct and true reverence the Great Old Ones deserve. You have been formally tutored in the duties of the royalty and the governance of an Empire. Through political acts – the passing of bills, the signing of treaties, sending foreign aid or declaring war – you are able to impress upon the public that they should look no further for a finer leader, and maintain the illusion that Everything Is Fine, despite the End of Days (or just the crumbling of society as you tighten your iron grip on it) being upon them.

2. Queen's Council – 100cp – A Study In Emerald

Between Ruler and Ruled, there is no need for words. A form of telepathy, the Queen's Council is shared between yourself and those who accept you as their ruler or leader, and it is utterly private, as well as permitting communication with those you do not share a common language or even the appropriate mouthparts to converse with.

3. A knight's oath – 200cp – Kingsman

You inspire loyalty in those you fight alongside, and any minor quarrels simply melt away under the strength of your camaderie.

4. Animal Husbandry - 200cp – The mummy trilogy

Medjai often go into combat mounted on the backs of horses, travel long distances on camels, and use hawks to send messages. Needless to say, taking care of these creatures in the harsh desert is important. You have the knowledge to take care of and train animals to the same extent, and although it won't necessarily be fast or easy they will be loyal and follow orders well.

5. Medjai Brotherhood – 600cp - The mummy trilogy

The Medjai number in the thousands; now they number in the thousands more, as you are now the chieftain of your own tribe of Medjai warriors. As chieftain, you will have a greater amount of sway in their organization, and your tribe- which numbers in at around 10,000- will follow you on your journey; providing you with a secretive cabal of warriors and assassins under your command who will adapt to the worlds you visit, arming themselves with that world's best equipment, within reason.

6. Might does actually makes Right - 300cp +300cp The mummy trilogy

You're a magician of the thirteenth level, standing shoulder to shoulder to the likes of John Mandrake or Jessica Whitwell. Comes with senior position in the government, as a council member or a Head of Department, along with a nice big city mansion in whichever city you settle in, and the assurance that you can find at least a junior minister level equivalent level post in any governments in later Jumps.

For an additional 300 CP, You become one of the most talented magicians history has ever seen, commanding spirits of horrific and terrifying power with casual ease and magnificence. The only ones who come close to being your equals are the very greatest, like Khaba the Cruel, Disraeli or even Gladstone himself. And you get a guaranteed cabinet membership or the equivalent wherever you go.

7. Good Help is Easy to Find - 300cp – Sherlock Holmes

Other people might be at a loss when it comes to human resources, but you certainly aren't. Whether you need simple thugs to patrol the back alleys, or spies and agents within the factions who so foolishly believe that they are in control, you'll find it incredibly easy to recruit and manage such people. There's always brutes to break legs, scum to get their hands dirty, corrupt officials to pull strings in your favor, and exceptional folk who would be wise to bow to your will.

8. The Notebook - 100cp – Sherlock Holmes

Leaving behind a record is foolish, but at the same time it's necessary to keep track of all the nitty-gritty details. Thankfully this little notebook has all the benefits with none of the downsides. It will automatically fill itself with accurate records and information about your various businesses,

interests, goals, or simply something you want to write down just in case. Nothing you couldn't have written down yourself given the time, but comprehensive and convenient nonetheless. Information in it will appear to be something perfectly mundane and innocent to the eyes of anyone you wouldn't wish to know it. Effectively infinite pages, and can rearrange and modify it's contents in an instant. Always opens to the page you want as well.

9. Eyes and Ears - 200cp – Sherlock Holmes

A rather nice folder, notebook, or satchel, or something else that fits your circumstances and sensibilities. Opening this will find reports covering anything of note that someone under your command or employ has found out or experienced. This information is effectively what you would have learned from a detailed, accurate, and thorough debriefing of the person in question, but skips the middle man.

10. Scotland Yard - 600cp – Sherlock Holmes

Seems you've built a network of dedicated law enforcement officials who respect you and are more then willing to lend an ear or even aid you in your investigations or efforts. While they have their duties and can't be expected to break the law, should your efforts align themselves with the law you'll find yourself with no shortage of allies and resources to help you see justice done. Up to and including heavily armed units to back you up. No matter where you go you'll find it trivially easy to make the proper connections to give you these effects, although beware the corrupt, and it would be wise not to push the bounds of what they are willing to give. Nor would it be wise to prove yourself an enemy of the law. These allies can be lost as quickly as they are gained depending on your actions.

11. An Empire in the Shadows - 600cp – Sherlock Holmes

Oh dear...well, I suppose no one can call you an underachiever. In your hands you hold the strings to a massive criminal empire, easily matching the influence and resources of an international corporation. Your illicit gains are incredible, and if you were to just step back and let it run you would die a very rich man indeed. This is not to mention the value of having connections to plenty of less scrupulous types, who have made a career in this type of work. Whenever you go to a new world you may choose to have a similar empire waiting for you. Maybe not at full size, but still easily large enough to make you a wealthy man, and in the perfect position to expand.

12. Let Them Eat Cake - 600cp – Economic Investment

Rich people don't stay rich by work and good looks. They stay rich by convincing everyone else its best to stay that way. With such charisma, even nations bow to you, buying your bull or bailing out your failures.

13. Ten Thousand Corpses - 600 cp – Castlevania legacy of darkness

Are you perhaps, either a necromancer yourself or an acquaintance of one? It would certainly explain this oddity. Fish, birds, cats and dogs, all manner of beasts, and several graveyards worth of corpses now lay within your possession, all contained within a number of white marble mausoleums. Outside of there being enough bones here to practically drown someone in, each and every skeleton here has been properly worked over by a necromancer, and is prepared to stand up and fight for you with nothing but the snap of a finger. There are even

such things as the White Dragon, the Giant Skeleton, and the Behemoth that roam Castlevania in this era - several copies of them to boot. Even Death's current favorite can be found here, a number of gigantic fish corpses that fly through the air and hunt down your foes. Best of all, should something here be damaged irreparably, you'll find more bones and bodies as more people die - which, in most cases, translates to immediately.

14. Raiding Ships – 200cp – Casltevania Netflix

You've got your choice of two things with this option; the first is a small navy of viking ships, good for raiding along coastlines but perilous to use for long voyages- or you can choose to instead have a single, more modern warship that is both larger, and better equipped, with cannons and everything. Whatever you choose, your boat(s) will have enough space to fit a little over a hundred people in total.

15. Servants – 400cp - Castlevania Netflix

Of course, everyone of royal blood must have their servants- people that, if it comes down to it, you can count on to stand between you and an assassin's blade. Numbering in at around a hundred men (or women, if you don't like men) these battle-hardened creatures of the night are under your command. They can be demons, fledgling vampires, or even something stranger from the corners of the world, but they're all loyal to a fault. Whatever they are they aren't too powerful- definitely not on your level- but against most humans they might as well be unstoppable. They certainly make for better pets. Cannot be purchased by Companions.

16. Underworld – 600cp – Castlevania 3 Dracula's curse

In due time, men will claim you to be a ruler of Hell, who leads many legions of demons. Lower in rank than the Devil himself as that may be, it is still a heady power. There is a liminal space beyond the realm of living that is uniquely yours, beyond God's light and grace, where monsters dwell. These creatures are as eclectic and macabre as Dracula's own army and loyal to you despite all odds, if prone to the kind of 'mischief' and sin you'd expect denizens of hell to enjoy. Of course, getting them out is the real issue here. Dragging a handful from the pit each day isn't particularly hard, but if you wish to properly invade anything, convincing a foolish noble to render his lands into an interstitial living hell may be necessary.

17. Demon Beast Master - 500cp – Darkstalkers Valeria

Inkai is a hidden world lying beneath Makai itself, a secondary hell filled with even more terrible beasts. Inkai is to Makai as it is to Earth, explaining the alien variety and horrific power of the creatures there. Though none within approach the level of Lord Belial, there are a rare few beasts that might threaten an S Rank Darkstalker like Lord Jedah, especially working in concert. You are one of the few with a connection to this hidden plane, able to summon the creatures forth to serve your whims. Though you must open a gate with your spiritual energy, a costly endeavour for most Darkstalkers and only moreso for stronger beasts, the summoned creatures are easy to control once brought over. Their nervous systems are slaved to your whims, making for an instinctual control and an extremely low cost to maintain their subservience. A demon summoner could enslave monsters several times his

own spiritual strength at only minor strain. The creatures are permanently summoned unless sent back but each one must be constantly kept submissive with your soul. Too many and they could begin to rebel or buck your orders entirely. Inkai will remain accessible in future worlds via this power.

18. Ruler of Humanity – 600cp – Darkstalkers Valeria

A mysterious power, only possible through the blood of humanity. Though they are still largely locked away in the depths of your mind, your psychic powers have begun to awaken. Telekinesis, telepathy, the manipulation of energy or healing of spirits and more. The ways that psychic power can manifest are myriad but only one other has the sheer potential that you do. Already, even with the limited telekinesis you begin with, you have the power to threaten a B+ Class Darkstalker. As you experience life, fight against powerful foes and discover more about your powers, your psychic abilities will steadily improve in scale. In times of intense emotion and distress, you might be able to briefly access your true potential for a moment, showing off how a single attack could badly wound an S-Class cosmic being like Pyron. But having full access to that potential is likely years away, even spending that time adventuring as a Darkhunter. Though the exact meaning is mysterious, these psychic abilities also cause you to be recognised by old and powerful beings as a potential or perhaps future ruler of Humanity. What exactly this means is never explained, leaving it a mystery for you to uncover should you encounter such wise creatures.

19. Noble Bearing - 100cp – Darkstalkers Valeria

Though the actual duties of a noble vary between the races and cultures, the bearing rarely changes much. You have the presence of a noble being, refined and controlled in all but the most absurd of situations, regardless of the actual skills involved. You have those too of course, at least the skills that a member of Human or Makai nobility would be expected to have such as etiquette or an understanding of politics, but you are truly a noble of your own kind. Whatever your species may be, you instinctively understand the most effective way to rule over them and be accepted as their ruler. Where Humans might not bow to a pauper prince, Makai dwellers only care for power. Some may only desire that you provide food or entertainment.

20. Aensland Dedication – 100cp – Darkstalkers Valeria

But all that noble stuff just isn't that fun. Not when you know you'll be stuck wrangling arrogant demon lords for the next three centuries. While you can, why not slack off to find some real fun? Though the consequences will hit eventually, you'll see you can get out of your duties quite easily and the cost of doing so is generally lessened. Deadlines adjust a few days back and people don't complain too much on missed meetings. You'll always find the sort of fun you're looking for when you manage an escape like this too, ensuring you're never wasting your time by abandoning your duties. Unless you're one of those people who actually likes working. No help for you there.

21. Loved By All – 400cp – Darkstalkers Valeria

What point is there in ruling while hated by your people? A king rules for the people and a man like you can make all people wish to be ruled. The overwhelming presence of a true king radiates from you, forceful enough that even your enemies falter at your commands, and your people find it difficult to resist being caught up in your charismatic speeches. You experience great ease in the process of ruling a nation, greatly skilled in all the necessary fields to provide for your citizens the mighty and bountiful paradise that they deserve. In time, from the luxuries they enjoy and the love inspired by your majesty, your people will no doubt form an undying loyalty towards you. Even the strangest and strictest commandments become rules the people joyfully obey. For the greatest of Pharaohs, their people willingly became part of their king's tombs to stay by their side forever

22. Warriors from the Stars – 600cp – Darkstalkers Valeria

What kind of rockstar has an army of extraterrestrial war machines at his bidding? Maybe you just fell into some ancient temple as a kid and happened on the control codes for an alien army. Three hundred Phobos-type machines now await your command, each one a copy of Huitzil. Each is an advanced shapeshifting machine capable of producing a wide variety of weapons and devices, all based on advanced alien technology. They unerringly obey your verbal commands, with their primary directive being to protect and serve you until they cease functioning. The temple you found them all in as a child conceals a high security facility the Phobos legion can use to repair and resupply when needed, though unfortunately the mechanisms to create more Phobos have long since eroded over time. Only a few notes are left, something that could help you start to figure out their inner workings in time.

23. Hand at the Wheel – 100cp - Cyberpunk

You don't have time for mistakes when it comes to running a burgeoning empire, least of all your own. You're an expert at managing organizations no matter what the size and all the things that come with it. Paperwork, dealing with people, making sure things get done properly and in a timely manner. It's not as glorious as wealth and luxury, but too many people try to substitute cutting corners for competence. You are not one of them.

24. Trimming the Fat – 200cp - Cyberpunk

Any idiot can make things larger and more complex, the world is full of ones that make it their mission to do so. You are not an idiot, far from it. You can examine any organization and simply streamline it to the most optimal and efficient state possible. Cutting unnecessary expenses, projects, and bureaucratic measures, removing excess protocols and regulations, and ensuring that everything flows as one impossibly smooth machine. You can equally streamline any project or organizational effort, whether that be business strategies, research projects, or special task groups chasing a specific aim for you. Every cent, every second, every iota of effort you spend will be another nail in the coffin of anyone who wants to get in your way.

25. Eyes and Ears – 400cp - Cyberpunk

The sad truth of greatness is the larger an empire grows the more unwieldy it can be. Things fall through the cracks, or just never make it where they need to go due to sheer size. When it comes to information though, it will never be a concern for you. The size of your organizations or other intelligence networks does not hinder it's ability to communicate information and keep you aware of whats going on to you, quite the opposite. The size will instead somehow seem to filter out everything that you have no need to bother with. If any part of your organization becomes aware of something or acquires information you would need or want, it'll find it's way to you almost as quickly as if you yourself were the one to learn of it. Only deliberate and swift action to impede this by outside forces will prevent this, otherwise you can expect to reap all the benefits that having a thousand eyes and ears might give you without pesky logistics or happenstance getting in the way.

26. All power to the Jumpiet – 400cp - Victoria

You don't share very well. And this is for a very good reason- the idea of sharing power, between institutions, classes, or individuals, is merely a scheme by the vested powers to prevent your revolution from reaching its true heights. True liberation for the masses can only come through your direct assumption of total power over society, of course! As such, whenever you are admitted to a position of power-sharing by the established powers or another group attempting to manage society, you may make a play for total control, which is highly likely to work in at least the initial phases. Whenever opposing forces do manage to attempt a strike of retribution, your efforts will have been so quick and devastating that, odds are, they will be scattered and disorganized.

27. Again? – 800cp - Victoria

The vast majority of efforts to overthrow the vested powers during your time here will fail. The Paris commune, the spring of Europe, the Decembrists, and many, many more efforts will simply serve to bloody the streets. Sadly, your beloved people will become quite discouraged from these failed efforts, and some may even come to think of you as the object of their misery. But no more- with this perk, they will never consider past failures to put your ideas into place when thinking of whether to rise up. They will rise up for you in droves, again and again and again. They won't care that ten million of their brothers were put down only a few months ago- they will die for the revolution!

28. Esteemed retirement – 600cp - Victoria

It seems that nearly every famed military figure that retires can manage to get into a nice, cushy, political job. Of course, some fail, but the successes are far more readily apparent- the British duke Wellesley, the American general Grant- and those who do succeed often gain far greater laurels then the ones they managed to get their position for. With this perk, you will be far more likely to succeed in an effort to gain political office if you have had military experience. Furthermore, you will be able to ascend the ranks of political office far more easily, and your skill in the military will lead you to have a small proportional boost to your skill in politics.

29. Bread, circuses, and employed POPs – 400cp - Victoria

Ah, rebellions. You've faced down more than a few of them in your time, and you've seen countless peasants die. Not that you're wistful- there are far too many negative effects of rebellion. The lowered productivity, the military weakness, and the need to rebuild- it is altogether unfortunate that this happens. But it happens far less when you happen to be in charge, for when you are in charge, it seems that all people need is a bare minimum of goods and employment to stay peaceful. Not that they won't be unhappy- but they would never dream of rebellion.

30. That's pretty gross – 600cp - Victoria

Anyone of any administrative position at all could tell you that a larger realm simply means more bureaucracy to manage. Anyone that is fool enough to think that a realm's chief strength is its size needs only to have their attention directed to a comparison between the strength of the Austrian empire and the Prussian nation. A small, well-balanced nation can far outclass a tremendous yet unwieldy one in nearly any contest. With your talents, though, the lines become blurred. The tremendous weight of bureaucracy tends to be light upon you, and you can nearly always find a way to effectively govern even the most overly large realms.

31. Decision trees and events – 800cp - Victoria

It can be hard for even the most talented of statesmen, such as yourself, to find all of the particular causes needed to generate a specific effect, or what path may result in the greatest benefit. This shall help you determine those. For you, it is close to a triviality to determine exactly what is needed to pursue a particular political goal- the prerequisites to undertaking a particular gesture, such as declaring a unified empire of Germany, are easily recalled, no matter how obscure they may seem to observers. When events come to a head and you are forced to make a decision on a momentous matter, you can easily see the short-term impact of any decision you make.

32. Revolutionary Party 800cp - Victoria

You shall gain many titles across your esteemed career. You shall be known as the father of the revolution, the ideologue that set the intellectual world on fire, and many more things. But you will never be known for doing anything if you are alone. Fortunately for you, comrade, you are alone no longer! With this item, you shall gain a functioning party structure in the country of your starting, with capable members drawn from every class and walk of life, all acknowledging you as the leader of their movement and the progenitor of their ideology. With little effort, this can spread to all nations within your world, all of them finding parties that are nearly totally ideologically loyal to you. While sanction may be taken, and you may eventually be banned, the intellectual and political structure that the existence of this party provides will never fade. Similarly loyal and competent parties shall come into existence in every future jump that you come to- at first in the nation of your starting, but quickly spreading- though those that result from the spread will become more dubious the further from you they start.

33. Local assistance – 600cp - Victoria

Did you think that the great empires of your day controlled their vast patrimonies merely by force of their own arms, or that they conquered solely by the weapons they alone carried? Bah, that is nonsense, as anyone who was alive then could tell you. They took, as you too shall take, the pragmatic route- divide et impera. All empires that have managed to maintain their rule over large tracts of land for extended periods of time have done so by dividing the various powerful interests there, and manipulating with glee those that they would be able to bring to their side. You, too, shall walk in this tradition- Wherever you go in nations that your own empire seeks to conquer, you shall be capable of finding a significant cadre of locals that believe your dominance serves their ends, and are thus inclined to serve you.

34. Standard – 800cp - Victoria

The leaders of your country are fools. Like a bunch of squabbling crows, they bicker, bicker, bicker, and never get anything done. This allows for nearly no way to conceivably conquer land for the good of the Empire- and of course, this is compounded upon by those foolish humanist politicians, who dare promote the dangerous idea that we are equal with the savages of Asia and Africa. All this means that far too often, good generals such as yourself are forced to take the expansion in your own hands- much to the frustration of those bureaucrats in the high command. Sadly, the incompetents often punish those generals that dare to get things done and expand the empire by another thousand square miles. Not anymore- with this standard, the banner of your empire, you will be able to perform any action in the name of any entity you swear your allegiance to, and it will be totally accepted by all who would name themselves your superiors within said entity. Naturally, this has limits- those actions which are blatantly treason, such as an attack on the nation, will never be excused.

35. Embassy – 800cp - Victoria

It is highly useful to be able to maintain diplomatic relations with other nations. Sadly, far too many nations wholeheartedly refuse to due to altogether ancient grudges. You are not such a man, for you know that even working against a nation is easier when you have an embassy there. As such, this perk shall allow you to hold an open embassy in every distinctly independent political entity, whose leaders shall have the job of improving your nation's (and your) standing with the locals. In future jumps, these embassies will answer directly to you, and will actively improve your reputation in the nations they are located in. The locals there shall pay them as much heed as they would an embassy representing a nation equivalent to you in power. The embassies will not be closed unless you are at war.

36. Lord of the Hunt – 400cp – Fate/Legends God save the queen

Perhaps because of the legend you have already created, you've earned the right to make a special call into the wilds. While the act is heavily draining on you to maintain, you may summon the Wild Hunt to sail behind you in battle for a time. Manifesting as a ghostly legion of warriors on land or sea, it is made up of many fairies, spirits of knights and warriors who could not reach heaven or hell and led by the faint ghosts of great figures, perhaps a glimpse of Arthur, Odin or Cain might be present, though far from their full glory. The ghostly warriors are not limited by the bonds of the earth, able to fly and rain destruction without regard for ammunition, unleashing a horde of violent fae against the target. The greater your

wealth at the current time of calling on the Wild Hunt, the more numerous and more impressive those who answer will be. A wealthy pirate lord could summon dozens of spectral ships and many warriors of note to crew them but hoarding even greater resources could see those weak ghosts of Arthur or Odin become closer and closer to the originals, more ships joining you or even legions of flying fairy knights charging alongside. The wealth may even allow for an extended presence of the Hunt. It's easy to get caught up in their wake though, as the Wild Hunt will eagerly take you along in their battles against your enemies. No import.

37. Dark Lord – 400cp – Van Helsing Valeria

Atop all the many monsters of this world, stand only a few made to command. The leaders of hell's legions, some say, with the ability to control the wills of all the creatures of darkness. You have that power, enabling you to command any being of evil or darkness. Ghouls, ghosts, werewolves and even vampires. Those of much greater strength than you, who have not fully become a dark beast yet, or with their own powers and defences against control of the mind can resist. But all others fall prey to your dark will, as you can command them to attack their own loved ones or see through their eyes as your own. Though the effect is established on sight at first, once you claim a monster, your will remains with it no matter where it goes.

38. Undead Crypt – 200cp – Van Helsing Valeria

An ancient tomb, one that goes far further into the ground than most would expect. Despite the fairly small above-ground mausoleum, this crypt stores hundreds, if not thousands of whole corpses in it's depths. For those who can raise the dead, it provides enough meat and bones to create a small army. Even for monsters who cannot do that, it provides an excellent place to hide away from the sun or your hunters, too easily overlooked and many of the underground passages can be sealed from below.

39. Beast Domination – 300cp – Van Helsing

Where is a werewolf without their pack of subservient wolves & dogs, or a vampire without their swarm of bats or a flock of crows? With this, you can mentally dominate beasts to follow your will. The effect varies based on the number: A group of beasts are going to instead be roused by your emotion and display of dominance, while a singular beast will instead be completely controlled - capable of no resistance.

40. Cult – 1400cp - Leviathan the tempest

A cult the cornerstone might say of all Leviathans, the thing that they all have in common, mortals who experienced the wake and now follow with fanatical zeal the leviathans.

40.1. Cult 100

This represents a couple of people that lack resources or great skill, about ten people without many or any special skills, quite obviously they all worship you as their God without a doubt.

40.2. Recognized Religion 200

As a start this gives your cult a sense of legitimacy and makes it an officially recognized religion with all that entails, including being tax-free if it is so where you establish it.

40.3. Cult Members 100

All Cults need people in them and each time one buys this you get up to twenty people are added to your cult, these people on their own are rather average and fit right in their local environment for the most part. One can buy this more than once in order to add fifty more people.

40.4. Cult Influence 300

This can represent the influence of the cult around the area its based around, depending on the numbers it will either be just local or reach the surrounding areas as well. At the first level you have some people from the police or the hospital, at the next you get people inside the Mayors office. And at the last level you get potentially the Mayor himself and other major figures in the city to be members of your cult, this includes criminals if you desire so.

40.5. Indoctrination 100

Your cultists are rather loyal to you, not that they were not before, but now instead of blind faith, they also are fanatics beyond most compare, at least if you do not compare them to any of the other Leviathan cults, in which case they are above average.

40.6. Temple 200

Temples are more than a simple place, they can be a Leviathans sanctuary or safe-house, these will carry on with you on multiple jumps and their locations will vary, but generally it will be either close to you or somewhere with a large body of water. Lastly by getting one here, you ensure two things, one that rituals from true believers relating to praying or generally calling for your help are more likely to succeed. The temple also gets proper aquatic themed objects, ones seem to hold some small mystical significance when used in certain rituals. You may buy multiple Temples which can be located into other places or fuse them together for incredibly large and majestic Cathedrals.

The first level grants a small temple no bigger than a shack or a big altar upon which sacrifices or prayers are made. At the second level it becomes a small church, with various religious icons and some basic security on it or perhaps an underwater cave a select few individuals can reach. Reaching the third level the Temple is now a Grand Cathedral easily capable of having some priests living full time and holding big ceremonies for the worshipers, it also quite likely has modern state of the art security on it, though you can trade up the security for an even grander temple or more occult related things that help your cultists when you wish for them to do rituals.

40.7. Equipment and Training 100

What is a cult without weapons, but a defenseless sheep among wolves? And so in your magnanimity made sure that they are well armed in whatever manner is needed. Perhaps they

are hackers who have computers and training in using them for a variety of purposes, perhaps they are recruiters with books and religious symbols, even guards who have . You can buy this more than once, each time upgrading either the equipment or their training.

40.8. Low level Rituals Free

These rituals have minor effects and usually don't carry a heavy price should they fail, most of the time nothing will happen with a simple failure. Examples- Something like a prayer or a ritual to communicate with the Leviathan in a two-way psychic bond that lasts for a litle bit. The capacity to learn where a person they are looking for is, with more detail if its within the Wake of the Leviathan, commanding a specific non-sapient aquatic animal, a blessing of fertility or might for one person.

40.9. Normal Rituals 100

These are the most common rituals and where one starts to play with real power slowly but surely doing stronger things. Examples- Things like inflicting a disease on someone or turning a normal person or cultist into a Hybrid, but not an Atoll.

40.10. High Level Rituals 200

This is the big league, where a mistake might mean that you could do more harm to others or yourself if you fail for whatever reason, said harm would most likely kill the cultists involved. Examples- One could transfer a curse from one person to another or suppressing the very wake that emanates from the Leviathan, perhaps they might seek to travel between two water connected points within the same world and thus even if its halfway across the globe a Leviathan could reach a place within minutes by utilizing the Tempest in the rituals, making your bloodline more likely to produce a Leviathan within ten generations, but more than three would also go here.

41. Strange Coffin - 100cp – Leviathan the tempest

It took you the better part of a crazy year to learn the secrets of this two meters tall stone coffin that you found in the sea. After asking around you learned that one can put an animal in there and by expending a good chunk of your ichor it is possible to create a Hybrid based on the animal and your strain, which is going to be sterile and loyal to you with intelligence no less than that of a dog and easily trainable, the animal needs to be at least the size of a rat for this to work.

42. Twilight familiar's – 300cp – Mage the awakening 1st edition

A familiar is a spirit, a being native to the astral plane which may enter the coterminous realm of twilight. To become a familiar, a ritual occurs in which a mage mystically bonds the familiar to their soul, allowing them to see through the familiar's eyes and have it perform tasks on their behalf. Spirits in turn may use the mage as an anchor to stay in the material world for prolonged periods of time, experiencing all they have to offer. Spirits come in one of two forms:

Twilight familiar's are invisible and largely intangible unless they utilize their spiritual powers to affect the fallen world. These powers are diverse and include (but are not limited to) one of the following abilities; telekinesis, aura reading, minor curses, minor blessings, small electrical discharges and ectoplasmic formation. All of these uses however draw from the familiars innate pool of mystical energy, and when this is depleted, it cannot interact with the physical world until it has recharged.

43. Embodied familiars – 400cp – Mage the awakening 1st edition

A familiar is a spirit, a being native to the astral plane which may enter the coterminous realm of twilight. To become a familiar, a ritual occurs in which a mage mystically bonds the familiar to their soul, allowing them to see through the familiar's eyes and have it perform tasks on their behalf. Spirits in turn may use the mage as an anchor to stay in the material world for prolonged periods of time, experiencing all they have to offer. Spirits come in one of two forms:

Embodied familiars possess all the same benefits as Ephemeral familiars save that they also have a physical form (usually that of a small animal) allowing them to interact with the fallen world as any flesh and blood creature would without the need to spend the mystical energy to do so. Familiars may also help to aid in dealings with other spirits, acting as messengers or gobetweens. If time and effort is invested into a familiar they may become more spiritually powerful. This however is a task best suited for those with a deep and thorough understanding of Spirits and the Spirit Arcana.

44. Fear of Hopelessness – 100cp – Beast the primordial Paradox

Anyone opposing you feels a creeping sense of hopelessness, sapping their morale. This works especially well on people who think you're stronger than them.

45. Undeniable Impact – 600cp – Beast the primordial Paradox

When you desire it, the things you do have a huge impact. Your hits slam into your opponents and objects, doing as much damage as they possibly could. Beyond combat, whether you're trying to make a splash in a social scene or spread your Legend through audacious action, nobody can ignore or dismiss you.

46. Demagogue – 300cp – Beast the primordial Paradox

You're an expert at exploiting the biases of others to your advantage. Generating prejudices and spreading hate isn't all that hard when combined with you ability to shift the blame to others. Strangely enough, you can also use this to help convince people that supernatural creatures are just ordinary people, potentially keeping some of your family safe from hunters or even someday creating a future where monsters can live openly with mortals. People may still get mad if a vampire drains someone dry, but most will only blame the guilty vampire and not hold it against vampires as a whole.

47. Brood Mother – 300cp – Beast the primordial Paradox

All Beasts can create lesser versions of their Horrors to serve as minions, but none are more skilled at it then you. Not only are your Horrorspawn unusually obedient and well- behaved, never getting into fights with your Horror or going feral, but spending a lot of time around your Horrorspawn no longer degrades your social connections or makes you hungrier. Better yet, creating them no longer lowers your maximum Satiety, allowing you to keep an unlimited number of them. Now your only limit is keeping them fed, making sure there's enough room in your Lair for them, and securing enough corpses (animal, human, or other) to temporarily give them flesh. While Beasts basically create an egg in their Lair, Heroes can instead empower animals and turn them into truly worthy companions. Depending on your intent when you do so, they may essentially become Hero animals, or even gain weirder features, like a horse with wings.

48. Well-Stocked Lair – 300cp – Beast the primordial Paradox

This provides you with servants and stuff your human half might need to survive, like material food. Servants can't normally leave unless projected like a Lair Trait. If removed and not consumed, objects will tend to last for a few days before fading out of existence. This can be added to your Warehouse rather than your Lair if you so choose.

49. Heart of Flux – 300cp – Beast the primordial Paradox

The twisted magnum opus of a Centimani, the Heart of Flux is a special Athanor created from the heart and Azoth of another Centimani. Besides from the occasional heartbeat, it is usually inactive unless an electrical current is run through it. The heart will begin beating more rapidly as it produces Pyros and a room sized Wasteland. This Wasteland will build in intensity until after a minute, it produces a Firestorm that warps the flesh of Prometheans and Pandorans, but only causes minor harm to other creatures. More importantly, any dead flesh laying within the area will spontaneously mutate into Pandorans. Curiously though, if Pandorans are within about ten feet of the Heart, all excess Pyros will be fed into them and the Wasteland will not increase in intensity until they are full of the stuff. Even stranger, Pandorans seem to be afraid to touch the thing despite it being full of tasty Pyros. They're surprisingly docile for Pandorans and you might be able to tame them, especially if you have any Centimani or Pandoran Kinship abilities.

50. Monster Pot – 300cp – Beast the primordial Paradox

The hieroglyphs adorning this huge copper pot reveal it to be more than simple cookware. By mixing various animal parts in it while whispering the name of someone, you can form a chimerical abomination known as an Amkhata to hunt them down. Amkhata are naturally physical, but require something called Sekhem to maintain their existence. If they run out of Essence gained from it, they'll violently be reduced to an ephemeral state. Any ghosts nearby when this happens will be temporarily solidified, and on rare occasions, normally physical people will become ephemeral. Amkhata can gain Sekhem from passively absorbing it from Relics like the copper pot, or through the consumption of a human heart. Different animal parts grant different powers and capabilities. The Amkhata created by the pot are particularly strong and will tirelessly hunt down whoever was named during its creation. This comes with a curse however. If one fails to consume the heart of its target before running out of Essence,

it will target its creator instead. Success doesn't undo the curse though, it just averts a worst-case scenario. Even if your Amkhata manages to kill its target, you have no means to control the Amkhata and it will return to the pot to feed from it above all other sources of Sekhem. If there isn't enough to go around and you can't provide an alternative, they will become violent and might blame you. This isn't really a problem as long as only one of them sticks around though. The Amkhata will make all supernatural powers used in the area the pot is kept more likely to fail spectacularly by turning it into unhallowed ground, so keep it some place that won't be a problem. Still, with how well-disposed supernatural creatures are to Beasts, you may be able to tame the Amkhata you create as long as you keep them fed.

51. Cult – 300cp – Beast the primordial

You have gathered a cult of a few dozen mortals who worship you. They count as followers.

52. Cult of Personality - 100cp – Mummy the curse

The Lion-headed are the most likely to create cults devoted to a personal relationship with the mummy. You know how to come off as the kind of person that people would willingly follow and even how to exploit your relationships with others to indoctrinate them into worshiping you.

53. Slave Driver – 100cp – Mummy the curse

The Maa-Kep were in charge of the logistics of Irem, of procuring materials and organizing unskilled laborers for the other guilds. You are an expert on these matters, deftly able to direct workers and keep the flow of goods and equipment running smoothly.

54. Beyond Reproach – 100cp - Mummy the curse

The Sesha-Hebsu are responsible for judging when other mummies have committed heresy. Their actual authority to do anything about it varies, especially as the Maa-Kep contest their claim on that position, but their reputation for loyalty remains. Internally, the scribes may debate positions that they would see any other Arisen branded as a traitor. The Sesha- Hebsu do not think this is hypocritical. Surely one Sesha-Hebsu confiding an idea to another can be trusted when the same talk could see a mummy of a less loyal guild branded as a dangerous rebel. You give off this same air of orthodoxy, making it hard for others to question your loyalty as long as you don’t go to too shocking of extremes in the beliefs you profess.

55. Divine Heritage – 600 - Promethean the created

Osiris was king of the gods once, and like him the Nepri are divinely appointed pharaohs. You have great skill in leadership, able to manage anything from a Throng of Promethians to a small business to a grand empire with aplomb. When you wish it, you can radiate an aura of divine authority which makes others recognize you as a supernaturally appointed king. Though that does not necessarily imply that they will obey you, they will recognize you as an able leader and a person of great importance.

56. Graveyard – 400cp - Promethean the created

Finding proper bodies to work with is a challenging task for all Prometheans, before getting into the extra requirements that Lineages like the Galateids face, as their Lineage requires a corpse that is still beautiful in death. This small graveyard you own never sees any real business. But still, you can dig up any kind of human body you want from it, controlling not only the looks but mystical qualities such as specifying that a corpse died from an encounter with a supernatural creature or belonged to a heretic, and you'll find what you want has been generated inside the specified grave. Can follow as a Warehouse attachment in future jumps or be deployed to future worlds.

57. Alchemical Society – 600cp – Promethean the created

Not all Alchemists are power mad lunatics, slavering at the thought of cutting up Prometheans to harvest the Pyros within. You have made contact with a saner fellowship of occult scholars, one which is willing to work with you for mutual aid. If you wish, perhaps one is even the Demiurge who gave you life to begin with. They count as followers, though you can choose to make them Companions at any time.

58. Pet Pandorans - 600cp – Promethean the created

Pandorans are the deformed and demented monsters created by failed Promethean birthing rituals. This pack of half a dozen of the things is up to you to design, but they are unusually docile and are happy to listen to your commands even if you are not a Centimanus. They count as followers.

59. Judge – 200cp - Werewolf the forsaken

You have the investigative and people reading skills of a professional detective, all the better to determine which side of a dispute is in the right. In addition, you have the experience in politics to be an able politician, manager, or bureaucrat, able to organize your pack well if you're the alpha or at least help it navigate the red tape of the modern world.

60. Guardian of the Border Marches – 600cp - Werewolf the forsaken

The spirits may not like you and the duty you took up from your fallen progenitor, but they at least respect you. Spirits inherently see you as a powerful figure of authority. They won't necessarily obey you, but they won't be able to shake the feeling that it won't be trivial to get rid of you, no matter how strong they are. More normal spirits are more likely to view you as a valid threat to their interests, someone to be bribed or bargained with rather than be casually attacked or ignored. And spirits much weaker than you will cower in fear, gladly snitching on each other to avoid your wrath or staying on their best behavior while in your territory.

61. Unity of the Strong – 200cp - Werewolf the forsaken

The Pure are dominant in their struggle with the Forsaken throughout most of the world. They outnumber them two to one and hold the best hunting grounds. History might lead you to believe that this superior position would mean that the Pure would turn on each other rather than fighting the remnants of the Forsaken for scraps. But no, they almost always manage to stay united, continuing to focus on their external enemies. You too know how to keep your

allies on point and working together, even as your mutual enemies dwindle and there are fewer and fewer worthwhile spoils to be gained from them, even if said allies are members of a species as bloodthirsty and factious as the Uratha.

62. Hail Typhoid Mary – 600cp - Werewolf the forsaken

The Fire Touched view religion as a disease: it makes you see things others won't believe in and it can be spread from person to person. They are its willing carriers, doing everything they can to ensure its spread. You have all the talents required to be a high prophet of Rabid Wolf. Your sermons are able to bind your community together in faith through the greatest of doubts and your arguments are so convincing that even the Forsaken can't help but take pause when you try to convert them. It wouldn't be beyond you to spark a major new religious movement.

63. Noble Blood – 100cp - Werewolf the forsaken

The Ivory Claws place a great deal of stock in good breeding, and you are a product of their efforts. Whenever you have a blood claim to a position of power, people can't help but view your claim extremely positively. Even if there are people with better closer ties, you seem somehow divinely appointed, and others will be more hesitant to oppose or rebel against you.

64. Extended Pack – 200cp - Werewolf the forsaken

Werewolves don't need to hunt alone. Packs often include Wolf-Blooded or even human allies. You gain two dozen Wolf-Blooded followers, people who were born from Uratha bloodlines or were transformed through Lunacy and who have one or two minor powers as a result. Wolf-Blooded might have regeneration like a werewolf, an aura of menace and the ability to shift into a Dalu form when presented with a cross, an evil eye that can curse anyone it glares at, or similar powers.

65. Carthage Rebuilt – 600cp - Vampire the masquerade

Kindred can live through many mortal ages, enough to see new ideas crop up, struggle for acceptance, and eventually become the new orthodoxy that rebels of later nights will rail against. You understand how kine society works, having had time to study the forces that shape it and the patterns it naturally forms. You are a master at shepherding and creating fads, ideologies, religions, and even governments, guiding the mortals from the shadows. Given enough time, you could even restore the halcyon nights of ancient Carthage, where kine and Kindred could walk openly side by side in the night. Considering how the media loves to push the idea of the tragic, romantic, heroic vampire, maybe you've already started...

66. High Priest of Set – 400cp - Vampire the masquerade

Not that you really hold that title, but they don't need to know that, do they? You're skilled at forming and managing cults. Even before accounting for the Blood Bond, you can identify and recruit potential members, slowly corrupting them to your point of view and dangling ever greater occult secrets in front of them until they are fanatics willing to die for your cause.

Spread the word of Set or if it suites you better make yourself their blood stained idol, though that last may make more orthodox Settites angry with you.

67. Wanderer of the Wilds – 200cp - Vampire the masquerade

The Gangrel are more comfortable in the wilds than any other Kindred. You are an expert at traversing the wilderness, experienced with even relatively exotic pursuits like caving and rock climbing. You have trained with animals enough to calm and control them. And your skill at both tracking and avoiding hunters is good enough to even allow you to roam (mostly) safely through Lupine infested woods.

68. Pyramid Power – 200cp – Vampire the masquerade

Clan Tremere is more organized than any other Clan, formed into a Pyramid of both political power and mystical importance. The Inner Council of Seven are each served by seven Pontifices, each controlling seven Lords, who oversee seven Regents, who lead seven Apprentices, each rank divided into seven degrees of mastery. Each one serves their superior in hopes of ever greater power and mystical secrets. You know how to keep your subordinates loyal and motivated, even in a dangerous and secretive society like that of the Kindred.

69. Master of Ghouls – 200cp - Vampire the masquerade

For most Cainites, the blood bond only causes devotion. But certain members of Clan Tzimisce have learned to exercise more delicate control over it, issuing instructions through it or warping the precise nature of the subject's feelings towards their regnant. You too have learned this skill.

70. Prince – 600cp - Vampire the masquerade

Whether you are actually the Prince of your city or not, you are certainly skilled enough for the job. You are a master of the quasi-occult organized crime ring that is Camarilla society. You know how to keep the various Clans at peace, how to sniff out crimes against your laws, how to keep spies everywhere so that you learn about conspiracies against you, how to mix tyranny with magnanimity so that your citizens show you the proper mixture of fear and respect, and how to cover up breaches of the Masquerade. And when external enemies come to call, you know how to wage secret gang wars as well as the greatest of Clan Ventrue's Strategoi. The forthcoming conquest of New York is the sort of battle plan you could come up with on your own, leaving your enemies defeated before they even understand a battle is going on.

71. Cult – 400cp - Vampire the masquerade

A popular practice among the Followers of Set, sometimes other Cainites also gather cults around themselves by revealing their mystical powers. You have a few dozen cultists, all devoted to you. Some are regular people, while others are wealthy or skilled. They all respawn each jump if they die.

72. Gypsy Caravan – 600cp - Vampire the masquerade

Clan Ravnos often travel with their mortal kinsmen, though not always comfortably. If you are not Ravnos yourself, you have won the loyalty of these Rom in some other way, perhaps even by saving them from their own tyrannical or mad shimulo relative. Either way, you have a loyal Kumpania of eight gypsies in your service. The Blood of Daenna runs strong in them and all are of high Blood Purity, giving them several Blood Affinities, the hedge magic of their bloodline, apiece. You may choose to have them be followers, in which case they respawn with each new jump if they die, or Companions. If they are Companions, you may import into them to give an existing Companion Romani blood and its attendant magic. You may also choose their gender ratio.

73. Retainers – 600cp - Vampire the masquerade

Ghouls are powerful allies to the Kindred, thanks to their ability to walk abroad in daylight, even before accounting for their other potential powers. You have a dozen loyal Ghouls blood bound to you. They are all skilled in various fields of your choice and have made great progress in learning what Disciplines they can. They count as followers and will respawn with each new jump in case they die due to use as emergency rations.

74. The Rack – 600cp - Vampire the masquerade

The Rack is the name for the prime feeding grounds in a city, the place where nightlife is booming and blood is easy to find. You have been granted Domain over your city's Rack, allowing you and your allies to feed freely. In future jumps, you will find another such area quickly springing up near to you should you will it, and any predators in the shadows will likewise acknowledge your lordship over it.

75. Necropolitician – 600cp – Wraith the oblivion

It may not be glamorous, but the Dead need pencil pushers just as much as the Quick. You have a talent for politics great enough to rise through the ranks and eventually become not only an Anacreon, a Legion's highest ranked agent in a Necropolis, but even maneuver your position in the council until your "peers" become your pawns. Plus, you have the bureaucratic acumen and strategic talent to be an excellent manager of a city's civilian government and its army.

76. Morte La Revolution! – 400cp - Wraith the oblivion

A step above some two bit criminal, you know how to gather and run a real cell of revolutionaries. What's more, you know how to use them, to lead them in operations to sabotage and undermine authority effectively.

77. Cult – 300cp - Wraith the oblivion

This circle of half a dozen Wraiths considers you a prophet or teacher who can lead them to Transcendence. They range from recently dead to centuries old and experienced ghosts. The count as followers.

78. Gaia's Favorite - 600cp – Demon the fallen

Your ties with Mother Nature are undeniable, and She delights in easing your burdens. She may speak to you in some strange wordless way when your flesh meets natural ground, and it is easy to feel Her love, or if She is hurting. She will subtly give you aid in whatever way She can. This can be through the flora and fauna of the world guiding you and offering you gifts, or even the very weather itself slowly changing to suit your needs over time. Once per jump if you call out to Her and give to Her a portion of Faith, all the natural world will come crashing down on an enemy in a way that can only be described as Apocalyptic.

79. The Bloodline of Osiris - 600cp – World of darkness mummy

You posses the blood of kings, like Horus himself. Your resevoir of Sekhem is improved, as is the potency of your magics. Your ghost powers when seperated from your body are likewise improved. Like Osiris himself you are incredibly strong, agile, and durable. Finally you are inhumanly beautiful and posses the charisma of a true ruler. It is as if you were born to rule.

80. Ally of the Wild -100cp – Vampire the masquerade factions

Animals find most vampires off putting but this is not the case for you. Animals will never be hostile to you and will never be fearful of you. At worst an animal will simply ignore you while at best they may actively try to assist you. Training animals comes naturally to you. This applies to all forms of animal except for insects or arachnids.

81. Conqueror -100cp – Vampire the masquerade factions

Clan Ventrue may be called the clan of kings but the Lasombra also have the desire to rule and are often willing to crush others to make that a reality. You are very skilled at conquering others, whether it be small groups or nations you know how to maneuver to put yourself in places of power that you desire and you find that groups or places you conqueror tend to accept you as their leader much faster than they otherwise would.

82. The Right to Rule – 600cp - Vampire the masquerade factions

Camarilla elders believe they have the right to rule due to their age and power, this is debatable for them but not for you. You are an incredibly skilled leader. You could take a medieval city-state and make it into a global power in a few decades. You know exactly what you need to do to keep your people happy and safe while ensuring whatever group or government you lead is powerful and respected and your orders are followed to the letter without complaint or hesitation.

83. Unshakeable Loyalty – 600cp - Vampire the masquerade factions

Kindred often betray each other, it is a fact of life. You are an exception to this rule. No ally or subordinate of any kind will ever even consider betraying you in any way even if they would otherwise betray you at the first opportunity. Any one who claims to be your ally or is under your authority will be loyal to you until the very end.

84. Leader Of The Pack – 400cp – Vampire the masquerade factions

Members of the Sabbat often form small gangs called packs. These packs are often chaotic bands due to being made up of several violent and often unstable vampires. You would excel at leading such a group. You bring out the absolute best of any team you are a part of, members work together perfectly without getting in each other's way, cover each other's weaknesses and accentuate each other's strengths. You are also skilled at keeping inter group conflict to a minimum and getting clashing personalities to work together for a common goal.

85. Cult – 400cp - Vampire the masquerade factions

A small group of people know about your supernatural nature and have begun worshiping you. These cultists will do whatever you ask of them though they are merely mundane mortals. The cult will recruit and expand on its own and the cult members may have connections and resources you can leverage. If you encourage the cult to recruit and spread you may end up with a worldwide network of willing followers. Cult members are not companions unless you make them into companions, in which case they follow all normal companion rules.

86. Cult Leader – 200cp - Generic lovecraftian film

Being able to join in the chorus is one thing, but you're not here to just be some background cultist, are you? Well now you have the charisma needed to lead, at least a small (if extremely tightly knit) community. You are charismatic, able to draw people in and make them give weight to your words. You also know how to indoctrinate people into an organization, how to prey on feelings of loneliness to lead them deeper and deeper into your organization as they accept it as a sort of surrogate family, and how to slowly increment the monstrosity of acts that they are expected to perform until they are trapped so deep that they remain loyal even in the face of truly inhuman actions.

87. Your Own Legions - 600cp – Generic angels and demons V1.1

The demonic lords of Hell's upper echelons are known for commanding legions of lesser demons variably loyal to them, because, after all, they're demons and thus normally wouldn't serve someone else without possibly selfish reasons, with the greatest army in Hell being the one commanded by Paimon, one of the most powerful Kings of the Ars Goetia, composed by around two hundred legions of demons. Even if you aren't one of the rulers of Hell, you shall have your own army of lesser demons of various different species and other evil spirits, including fallen angels, under your rule, each one of them undoubtedly having complete loyalty to you, which is a pretty rare trait to find in demonic servants. Considering that a legion is formed by around a million lesser demons, your army is considerably greater, composed of thirty legions instead of a single one, and therefore having the numbers and strength to match the armies of a few medium and even high ranked members of the Ars Goetia. If you're a member of the Ars Goetia yourself, you gain an extra thirty legions for each rank to strengthen your army and match better your actual status, with a King of the Ars Goetia receiving ninety extra legions for example. Additionally, you also gain extra legions depending on your ranking in Hell, so for each one of the following perks (Primordial Fragment, The Greater Seven, Apotheosis and Archdemon) you have, you gain an extra ten legions to integrate your demonic forces.

88. Chaotic Beast - 200cp – Generic angels and demons V1.1

Before the creation, the Primordial Sea of Chaos was the home for godlike creatures and monsters with a slight resemblance to marine beasts born from the place's chaotic essence that even angels, demons and mortals would consider as unholy abominations on par with eldritch entities. Most of them were exterminated, either by the Lord and His first angels or even by other Elohin, but it's not impossible to find that some of the smaller ones managed to escape and plague the universe. Even so, you managed to find and tame one of such creatures, with the mutated appearance of a marine creature of your choice, the size of a blue whale and the power to treat the common angels and demons as mere prey. Despite being a chaos monster, it's loyal to you and will never hurt anyone that you consider an ally. In addition to also counting as your follower, the members of the faction you're aligned with will have no problem with you having such a chaotic monster as a "pet".

89. Delusions of Unity – 600cp – Bloodborne covenants

The leader of this covenant, Valtr, has managed to create an entire group of people dedicated to the collection and destruction of vermin only they can see, bringing into question the authenticity of their existence. Regardless of his sanity, though, you share in his superb charisma, drawing people to you and your cause like moths to a flame, making them eternally loyal regardless of their actual thoughts on the matter.

Blood of the Great Ones: Your power to gather allies has manifested in quite the unique and wondrous way. With a wave of your hand and just a bit of concentration, you can summon apparitions of past friends and allies to come to your aid, regardless of how much time has passed and what worlds they inhabit. The only drawback is that while manifested, they will be unable to exceed you in power, but surely your cooperation could bring down any vermin before you.

90. Against Me Who Has Commanded Nations? – 600cp – Hammer horror v1.0.5

You were born to lead and rule, and you shall show the world that. Where the other perks have given you the presence and charisma of a leader this gives you the skills. Everything that a medieval noble was expected to do you can do well. You are a talented military tactician and strategist, a skilled manager and logistician, and an adept diplomat as if you had had a lifetime (or more) as the ruler of a small kingdom which had to fight to defend itself against a larger and often times hostile neighbor and were good at it. More than just this however you are naturally gifted at updating these skills to new times and places. You could after having lived isolated in a mountain castle since the 16th century and killed in the 19th century be revived in the 20th and within a year establish yourself as the CEO of a major company having adapted your 16th century leadership skills to the modern day with phenomenal ease, and what's more your skills whatever they may be are no longer at risk of degrading with time and lack of use but will always be just as sharp and keen as they were at their height no matter how long you leave them idle.

91. Stirring the Rotten Pot - 200cp – Lord of the night vampires

Every group has it's problems, internal issues and divides. At best, they can pretend to be united against outsiders. But such fault lines expose themselves to you and you can bring the problem to the surface to disguise your own work or undermine efforts to oppose you. This perk has three effects. First, you have a natural intuition for picking out serious problem in society, fault lines that are real and can erupt into serious issues. Two, once you've identified a problem, you'll quickly get an idea about how hard it would be to set off. And three, once you've set something off, it stays set off for longer and it spreads. Spark a riot in the underclass and not only will the people you set off stay angry and agitated enough to keep bucking the system for months, but other riots of a similar nature will pop up. This isn't exponential - the chaos you create can cause more chaos, but that second order chaos is not also enhanced by this perk.

92. Blood and Butter - 600cp – Lord of the night vampires

It's beneath a noble to work for his bread and butter. You find it the same for yourself, as a Lord of the Night. People under your influence will unconsciously channel your social perks and powers whenever they pursue your agendas, even if they don't know that they do. For example, those you corrupt with It's Easier to Catch Flies or Last Call might avoid unfair scrutiny as if they had Meat and Greet, might cause chaos and pull apart hostile organizations like as if they had Stirring the Rotten Pot, and might corrupt other organizations in turn as if they had It's easier to Catch Flies.

At which point those new organizations under your influence might start channeling your perks. If every organization in a town becomes corrupt, there's no longer an easy way for it to easily come clean and throw off your influence from It's Easier to Catch Flies, and your authority will simply because an unofficial but very real fact of life for the place unless and until something exceptional and extreme happens to disrupt it, at least until some outside power ousts you. Same for a nation. Or a World.

93. Heavenly Law - 600cp – Lord of the night vampires

What rules did you break? What contract or covenant did you violate? The rules and lore come easily to you. Maybe one day that will provide an answer. Gain the Archivist class.

94. Herald of the Lie – 600cp – Mage the awakening 2nd edition

The Lie is the ultimate tool enforcing the Tyrants' rule over the Fallen World. Quiescence, the Sleeping Curse, causes Sleepers to remain so, and to recoil against Awakening, believing only the Lie. A self-reinforcing state of ignorance, willful and not. This perk marks you as a favored servant of the Exarchs, as you command great influence over the Lie itself and how it effects others, denying Awakening or twisting magic awry through Dissonance. Naturally, its effect on you is far lesser, though still present.

At its base, you may spread this influence over the area of a large country, and correspondingly greater if you actually put power into it. In future worlds, you shall hold similar command over the forces of magic, to suppress or warp it in ways major and minor. Truly, a terrible power is now in your grasp Jumper.

Capstone Boosted

Your nature as a Living Hallow has caused your influence over the Lie to expand dramatically. Where once you might blanket the area of a large country without effort, now it envelops the world. Who knows how far you might spread it with additional power? So too, is your ability to effect others heightened, being able to even influence Paradox or levy similar consequences upon those that wield magic in future worlds.

95. Lex Magica – 200cp – Mage the awakening 2nd edition

As those who would lead and arbitrate the Awakened, the Théarchs are those who hold the greatest knowledge of Magical Law. So too, do you now hold encyclopedic knowledge of the ins and outs of these laws, and thus how to best wield them to your benefit, or work around them. In future worlds you shall have equivalent knowledge, for both supernatural and mundane legal systems.

96. Hieraconis – 600cp – Mage the awakening 2nd edition

The ultimate goal of the Silver Ladder. The great Awakened utopia. Atlantis reborn anew, reforged greater than before from lessons learned by its Fall. You now stand among the greatest rulers and statesmen in history, with an unmatched skill at leadership, politics, administration, planning, diplomacy and more, fit to make you the finest ruler ever seen. If any could be said to forge that hoped for utopia, Jumper, it's you.

Capstone Boosted

The ideal of leadership has merged with your being, amplified by your nature as a Living Hallow, and with it, Hieraconis has never been closer, for the greater your domain, be it size, reach, prosperity, quality of life, any metric that one could attribute to "greatness" or "the ideal" in some way, shall only cause it to rise further and faster, and become ever more stable and long lasting. Soon enough, you will rule over an empire beyond compare!

97. Nationalism - 600cp - Victorian

The 19th century is a time of rising empires and unification. Across Europe and Asia, formerly fractured nations unify under new national identities. The civic nationalism that began in the French Revolution has now spread throughout the world. For many, this is an experiment that will ultimately lead to failure. True unity is a product of shared language, culture, and history—mere conquest is not enough to forge a nation. Such is the traditional wisdom which this perk will allow you to ignore. Rather than struggling to forge a common sense of belonging, any organisation you are a part of will quickly develop a strong sense of united identity. Not only will this allow you to bring disparate movements into the fold, it will also ensure that conventional attempts to break up your organisation are doomed to failure.

98. Corn Laws - 200cp - Victorian

To rule over an empire on which the sun never sets requires more than just a stiff upper lip. While some of your peers may struggle to control their subjects both abroad and at home, you

know exactly how to keep your subjects in line through the efficient application of cruelty. Whether it's starving the Irish into submission, butchering rebels in India to set an example, or building the world's first concentration camps to deal with the Boers, your enemies will quake in fear when you decide to be cruel. Unlike less decisive leaders, you will be able to handle crises extremely quickly by simply ignoring any moral considerations and doing what is most efficient.

99. Tory Democracy - 400cp - Victorian

There is only so much you can accomplish through cruelty. Even as the Russian Tsars continue to starve their people year after year, the British aristocracy know better than to ignore the wants of the lower classes for too long. You now have a special talent for creating reforms designed to preserve existing power structures while preemptively heading off public discontent. With reforms such as these, you could easily preserve a system of hereditary aristocracy even as such systems fell out of favour with the rest of the world. With your leadership, the poor will look to their betters for guidance, and the rich will feel obliged to give generously to the poor. When that day comes, Britain will truly have become a New Jerusalem.

100. Rule Britannia! - 600cp - Victorian

What makes a nation great? Not strength of arms, or industry, or culture alone. For a nation to be truly great, all of these things must happen at once. It would be difficult even in the best of circumstances for one man to accomplish all of these things, and yet that is exactly what you can do. With a genius for politics, leadership, and delegation unmatched in this age, you could easily command a nation through even the worst sorts of crisis. Furthermore, nations you take control of will naturally find themselves entering a golden age: gaining vast reserves of talent and good fortune seemingly overnight. In your hands, a simple colony could grow to rival its mother country in just a few decades. Who knows what would happen if you took command of Britain herself?

101. Urania Cottage - 400cp - Victorian

As you know, any sexual contact that isn't strictly between a husband and his wife in their marriage bed for the sole purpose of procreation immediately causes sin to descend on all the participants. Those who fall afoul of this rule (except for men, since the women who tempted them were probably asking for it) are to be cast out from polite society and never welcomed back. For women who become prostitutes, the result is an immediate and inevitable decline into vice followed by a miserable death on the streets. In the 19th century, this is just common sense. Except what if it wasn't? You now have your very own cottage in London where you can run experiments into reforming Fallen Women. This property has enough space for 14 residents to live comfortably along with plenty of room for gardening. Inside, you will find all the furnishings needed for daily life along with a wardrobe filled with colourful clothing. It even comes with a piano! No matter how unconventional your ideas are, you could easily convince people to give them a try while they are inside this house, and you will never be harassed by outsiders who find your proposals improper. With this, you could reform even the

lowliest of Fallen Women into an upstanding servant-girl ready for a new life! ...not here in Britain, of course. You'll probably have to send her to Australia once you're done.

102. The Jumper Times - 400cp - Victorian

Never before in the history of the world has the written word command so much power. At the start of the Victorian era, 50 to 60 percent of the population was illiterate. By the turn of the century, that number will have shrunk to less than 3. In the age of mass literacy, people increasingly turn to newspapers to inform their worldview: seeking advice in everything from commerce and politics to culture and entertainment. While it is not of icially affiliated with you, you now control your very own newspaper company complete with printing equipment, writers, editors, and reporters. Being already self-sufficient in terms of profits and expenses, this paper will earn you a neat income and serve as a highly trusted source of news from anywhere in the world. You are free to decide the exact focus of this paper: whether it be to provide news for a specific location, to champion a specific cause, or just to give "normal" news for the nation. By default, the paper will report the news in a reasonably unbiased way. You are free to make other suggestions if you want certain stories to be emphasized or dropped. In future worlds, you will receive control of a similarly powerful newspaper company. If you wish, you can always take control of the paper publically or join as one of its staff members.

103. Crown Colony - 600cp - Victorian

How does Britain run its colonies? The honest answer to that question is "it depends". Unlike the French who prefer a system of direct rule, the British are often willing to work with local authorities through corporations granted a royal charter. The end result of this policy is a widely divergent set of colonies, each with their own individual administration. In the case of this island colony, they've agreed to simply hand you control of the land for you to manage as you please. Roughly 3,600 square miles in total area, this island is rich in natural resources but has very little in terms of infrastructure or industry. The exact nature of these resources is up to you to decide and can range from gold, silver, or diamond mines to cotton or sugar plantations. The single settlement on the island is made up of a handful of colonial staff who rule over a population of native subsistence farmers. Having only recently arrived on the island, relations between your workers and the native peoples are distant but not necessarily unfriendly. It is up to you whether you wish to build a thriving, egalitarian society or set up a nightmarish apartheid regime. As long as it's technically not slavery, you're free to do whatever you want. In future worlds you may import this island into an unoccupied stretch of ocean: bringing along any upgrades with it. All of the island's inhabitants—whether indigenous or immigrants—are considered followers, though the island cannot be used to transport "named" characters from this—or any other—world.

104. Seneschal – 400cp – Girl genius sb

To be a great minion it’s not nearly enough to be great at your own job. It would be a rare spark who could run around building their wonders without a robust, solid organization behind them. It doesn’t have to be the Wulfenbach empire, but someone needs to keep the gears oiled, the junior sparks in line, and the people themselves fed. That would be where you

come in, now. You have the skills of a superb logistician, banker, intelligence chief and overall assistant, all rolled in one.

From keeping the Master's vassal sparks cowed and loyal while also preventing them from murdering and reanimating each other, to running a town, managing a criminal network and keeping the kitchens and workshops stocked and running, so incomparably brilliant are your abilities that literally any spark in this world would kill to have you working for them.

105. They Will Fight for the Honor of Dying for a King – 400cp – Girl genius sb

Is not the best when it comes to principles on which an empire can be based, but hey, it works. Not that you'd need to rely on a crude method like that. You now have a degree of administrative, military and rulership talent and skill that has to be seen to be believed. From an extraordinary grasp of strategy and tactics, to a gift for 'brute force' leadership like Klaus to a grasp of pomp, ceremony and style like Martellus to sheer diplomatic and intrigue skill like Tarvek, you're as close as it comes to the perfect ruler. You can command armies, manage scheming courtiers, set fashion trends, run an economy, oversee a fair and equitable justice system... basically anything that it takes to set up and run a prosperous, powerful nation, you're an absolute, incomparable genius at it.

106. Uniquely Connected – 200cp – The count of monte cristo

Usually, it's not the fence-straddlers that rise in administrations. You need to pick a side, throw in your lot with someone or the other, and tie your fate to them to really be trusted by them, to be able to get whatever patrons you might have to pull strings for you. None of that... really applies on you. Whenever you find yourself in any kind of conflict, you always find yourself possessing strong, major-league connections and influence on just about all sides of it. Be it factions in a government or warring nations, you always have powerful people on both sides of the line to look out for you and clear your way to the top. Things might need to be hidden or delayed, but you can be assured that the people around in various factions will pretty much always come through.

107. Career Driven – 400cp – The count of monte cristo

It's not always easy to keep your future and your career on track in the face of the vagaries of life, such as, perhaps, your father being set on bringing it all down. But somehow you manage, no matter what. You have a bloodhound's instincts when it comes to seeking out advantages and opportunities to progress in whatever career track you might have chosen. Promotions might not rain on your head, but you always know what secrets to bury and what to use, who to talk to and who to shun, all so you can advance as far ahead in life as possible. What things you morally allow yourself to do is up to you, but figuring out the actual mechanics of how to go about actually doing even the most strange or questionable things always remain easy to you.

108. In Our Own Image – 600cp - Kult

It is not good for the almighty to be alone. A being of your stature requires companions and worshippers, heralds to tell others of your grandeur. And so you have the power to create

lesser supernatural beings in the image of your values for a minute expenditure of energy. If you were a particularly devout mortal for example, they might resemble tiny hummingbird-sized angels. These beings are not particularly powerful, but they are fanatically loyal to you above all else-and seemingly sustain themselves off worshipping you or celebrating your principles. And of course, it's so easy to keep making more of them even a mortal could raise a vast flock in his backyard. Such sprites will grow in power proportionate to you yourself, but you also have a more substantial power for creating helpmates that benefit from this symbiosis far more greatly. By focusing deeply on up to 10 essential principles you find essential to the very essence of yourself-principles like kingship, or strength, or rebellion-you can incarnate that principle into an abstract being devoted to emanating it's principle into the surrounding environment. Such beings have much more power-perhaps a mortal could create one as physically powerful as a large wolf and as skilled in emanating it's principle as a mortal adept of magic, in addition to having many lesser supernatural powers-but more importantly, can gain power by integrating themselves into reality and other living beings, and making themselves prominent in their operation. As externalised parts of yourself, you grow in power as they do- though as the part cannot be the whole, you may choose to remove yourself mystically from them at any time.

109. Eloquent Wretch – 200cp - Kult

Fat and swollen, the Beryn would be of little consequence if it weren't for their mystical wisdom making them ideal advisors. Like them you have gained a form of innate precognition, being able to see past the horizon of time itself to foretell events yet to come. You also have a perfect memory, and are able to make intuitive leaps that put some computers to shame. More importantly you're a surprisingly skilled politician for one whose constituency likely lives hand to mouth trying to survive another day, struggling to survive. It would be foolishness for so many to turn on the biomechanical Keepers they are dependent on but with your silver tongue that rebellion might just come to pass soon.

110. Incarnate Oubliette - 600cp - Kult

The Citadels of the Archons in Metropolis are the nodes of their power, a kind of broadcast for the system of principles they form the Illusion out of and what can be considered each Archon's true form all at once. You're no Archon but something about you has allowed you to apply a similar principle. When you build (or supervise the construction of closely) a large structure imbued with iconography and symbolic representations of yourself, it becomes a divine symbol of your power and influence-amplifying it like a radio signal to subtly but constantly bend reality in your image. Praise and submission to your person nourish you better than finest meat and trick, bolstering your supernatural powers beyond mortal measure. Within your influence is much more direct, such that you could bend space and time into all manner of non-euclidean structures with your will alone-or weaving complex rituals at will, and creating powerful divine defences only partially comprehensible by mortal minds.

At the most basic level it functions as a kind of subliminal indoctrination, reweaving thoughts and tilting senses towards submission to you. But given time those behavioural compunctions become as immutable as any law of nature, and can even interfere with abilities or forces that

contradict the principles they express. While such structures are far from the Illusion-defining Citadels in power they could still cover many miles in broadly stated telepathic commands, manipulate the weather and create simple structures serving your purposes overnight. Furthermore, within the building's chambers you share the Archons' dirty little secrets: The oubliettes of oblivion through which you can devour souls. Those deeply bound by their loyalty to you may have their souls banished to these rooms, where in diving into their own memories to escape the void they unwittingly feed you a steady trickle of the divine power that strengthens the Archons as their experiences rise to the forefront and are consumed by you. Should you be merciful though, at will you may designate another destination in your pseudo-Citadels for them to arrive at instead, or redirect them to another afterlife you have sway over-or simply cancel the binding altogether.

111. Call of the Wild – 400cp - Kult

What's worse than a great, stalking beast that science can't explain? Several. A connection has been made between you and Gaia, allowing you to summon the beasts from her domain to your side with an effort of will. A mortal man could manage a force akin to a pack of venomous hounds with quilled hides, a sudden outgrowth of carnivorous plants large enough to swallow a man in a gulf or a single great carnivore the size of an elephant-and as you grow in strength, your connection will permit you to call more and more such creatures, as well as even more powerful beings. Furthermore at will your touch spreads plants, moss or some other growth that rapidly takes root in all artificial technology you have damaged to decompose it further. Though you lack fine control over them, the wild magic that binds these creatures inflicts a powerful instinct which makes them see you as a dominant pack leader-and you may banish them at will. Grow great enough, and even the Enwildened Gods might heed your call.

112. The Shard of Heaven – 600cp - Kult

This particular door in your Warehouse leads to somewhere inexplicably beautiful, yet undeniably within true reality. A pleasant, vaguely Mediterranean archipelago-like land with broken marble buildings and crumbling pale statues, a close examination will find that it's verdant greenery does not grow and there seems to be an ominous air hanging about this place. The great mists that veil it's outermost boundaries lead straight back to where you walked into them after a short stroll in their shadowy dampness Was it a kind of diorama the Demiurge built to mock the human conceptions of Heaven? Or a genuine refuge he constructed for humans he took pity on?

Angels of all kinds seem to flock to this place in uncertain, bedraggled droves- enough to make a small army. Their numbers vary, but when they dip below a certain amount sooner or later new ones come stumbling or flapping in from the mists, freshly disorientated and traumatised from their lords' absence or infighting. Curiously, whatever choir they used to be all seem to be of a form appealing to your desires-everything you would want from a loyal guardian, dignified herald or worshipful supplicant. Upon seeing you, all flock to you with the manic desperation of the faithful whose prayers have been answered. The Demiurge's last order, they claim, was to obey the word of the first being to visit here and sit upon their

throne. Desperate for a purpose in life, they will practically beg for you to be that being-offering all aid to fly you onto that giant marble throne and back again if need be, so you can qualify by technicality. So anointed, they will serve you with equal zeal in other realities despite what wounds or burdens they suffer.

Oh right, the throne. The crumbling marble throne at the centre of the archipelago stands several miles high, and is guarded by four comparatively small angels who are each nonetheless the size of skyscrapers each stoically positioned in four cardinal directions. To most, it emanates a sense of profound lost. But oddly, though it has no other special powers once you sit on it those within sight of the throne are filled with a soothing, saintly contentment. Truly it has no other great gifts and isn't even particularly comfortable to sit on, but it can't be denied you look damn good on it despite any possible size difference.

113. The House That Hell Built - 600cp - Kult

Priests of a sort to the Death Angels' divinities, the nepharites are widely feared for their ability to create what is known as a purgatory: An extradimensional personal realm custom made to inflict suffering on a specific individual, and often a nightmarish experience for anyone else caught up in it. Whether or not you are a nepharite, somehow you have become the locus of a particularly elaborate purgatory which you may deploy at will which is tied to you personally-though those already immersed in suffering such as the mentally disturbed are easier to suck into it. Within you have immediate awareness of any intrusion into this realm, and all demonic powers or those otherwise allied to Inferno's principles of suffering are empowered by the sweet, sweet torment that resonates in this personal dimension. You are also greatly empowered in all mystic arts that create similar pocket realms, especially those that similarly have an element of torment and punishment woven into them.

Though all powerful nepharites can create purgatories at will, your particular purgatory is especially elaborate, encompassing truly grand scale and having just about any mundane luxury you could desire-as well as all the mundane torture instruments you could ever want. Even a small army of other nepharites has gathered here, who seem to regard you as their lord and master with the obedience of those who know disobedience means excruciating agony beyond mortal imagination. Each is bound to this purgatory as if to Inferno, and are willing to try and catch your soul to painstakingly, agonisingly save you (or perhaps others, if marked by rituals) from all but the most dire deaths by reforming you here.

9. Family lessons

1. Royal Form – Free – A Study In Emerald

You may freely design a suitably eldritch embodiment, with as many arms, legs, heads, tentacles, pseudopods, tongues, eyes, mouths and other various mortal anatomica** as pleases your feverish imagination. Do not test Her Majesty's patience by being entirely manlike. In overall size you must remain small enough to fit inside a horse-drawn carriage, and shape-shifting or other supernatural powers are not included in the package.

2. Corrupt the Line – 200cp – A Study In Emerald

Your blood is of a most pervasive sort. Your Heirs and Heiresses always bare an extremely uncanny resemblance to your side of the family, your naturally superior lineage overwhelming any inferior traits. At the very least, your descendants shall always have combinations of the superior inheritable qualities of both bloodlines (whatever you decide those might be), and never result in combinations that are detrimental.

3. Ghoul - 400cp – Cultist Simulator

It seems you've imbibed in the Elixir Zeboim, and while no hour has explicitly blessed your actions, you've nevertheless succeeded in awakening the memories of the decaying flesh. With this ability, whenever you partake in a kill or consume a corpse, the memories of the dead will flow into you, giving you an insight on their lives as if you had been there by their side. This process takes only a couple of seconds, at most a minute, during which you will remain in a dreamlike state, and can be toggled on and off at will, so that you are not burdened with unwanted knowledge.

4. Dead Strong - 100cp – Penny Dreadful

You are excessively strong, capable of breaking a locked iron gate open with your bare hands alone. You are also considerably more difficult to kill due to the majority of your organs having become redundant. While in this form however you do not heal as a normal body should and will require stitching up and makeshift repair when damaged.

5. Vampire – 300cp – Penny Dreadful

You are one of Dracula's night children and you are considerably strengthened by the blood of the living. While you may have a preference for the shadows you are not harmed by the sun and are substantially stronger and quicker than any human. You may turn mortals into vampires, the weak willed into psychotic fanatical familiars and you do not age.

6. sorcery/immortal - 100/200/400/600/800cp – The free universe (will be purchased multiple times)

A crash course into the arts of magic, the level of expertise and spells taught by this option vary at each point, but even the lowest level spells are great tools and provide a wide spectrum of solutions to anything the Free Universe may throw at you. While you may be able to call any spell at any time, turning your very being into the catalyst for the forces of the cosmos is taxing on the soul. As an early caster, you may find that even calling upon some of the lower echelons of magic effects will be hard to do consistently - able to safely cast up to a certain point(more than you think, less than you'd hope) before you hit the metaphorical "wall" of your spiritual and mental conditioning - requiring more mediation on the nature of the cosmos and a deeper understanding of existence to push yourself further and allow you to expend more of your spiritual power to affect existence.

A Prestidigitator would be able to expend effort enough to change the course of existence in a large building - a fortress or towering skyscraper - before reaching their limit. An initiate could work wonders that could affect a large town - and a Journeyman the course of a small country. A Supreme sorcerer could use their full extent to shift the course of a large superpower if they so willed it, though obviously using this all at once is going to be

exhausting beyond words. Once you start casting spells beyond this “wall”, you risk backlash – pushing yourself past your limit to channel the cosmos, risking your soul to burn for power - the damage is harsh and taking it continuously could weaken your spirit and even weaken your magic until you rest, but those of strong spirits and minds can easily push themselves. As you increase your expertise up the ranks of your magical prowess, earlier level spells become simpler to cast and what’s more, you’ll unlock much greater spells to use.

At the final level, you are one of the great pillars of the magical realms, an entity of great power and renown. If you’re an Outsider, this is your natural form and what you were born as - otherwise you have ascended into one of many forms of the highest powered magical creatures that are collectively known as the “Immortals” due to their great might and long, storied lives. Each form has its own benefits and drawbacks, so pick wisely.

dragon: Dragon immortals are 40 foot long, massive winged reptilian beasts with a potent and powerful store of natural elemental magics, capable of rending the stone walls of castles with their might and even if they were to be wounded heal at an astonishing rate. They’re as hard to overcome with weapons and attacks as those stone walls, in turn.

infernal: A duke of some hellish dimension, an infernal immortal form is clearly demonic - though sometimes alluring by human standards - with natural destructive magics (capable of sieging a city with their own strength!) at their fingertips, and what’s more their aura of hellish strength turns away all mortal weaponry, making them much less effective - turning even large bullets and bombs into bee stings and bruises. True Infernals require blessed weapons or magic to be defeated, but are weak to the former and holy magic.

ascended: Through enlightenment or magical experimentation, you became a human- born immortal through your own efforts and study. As you would expect, you’re age- less, you have much experience in the world and it’s ways - and the mentality needed to be an active, interested and sane immortal being on earth. As a necessity, you are able to disguise your human form to resemble another member of the species. One of your greatest advantages is that you truly have ascended to a tier of mystic that is rarely if ever seen in this world. You may cast spells of the Initiate tier with the ease of a flick of the wrist.

homunculi: The efforts of a single journeyman’s lifetime, or a masterwork from a supreme sorcerer, Homunculi are humanoid immortals who were either formerly human- taking the life energy of a living person and placing it in the shell, or a completely artificial personalities utilizing a shard of the creator’s soul to create. In either case: Homunculi are often taught in the arts of their creator, but their biggest source of fascination and why they are chosen as shells is that they are undying in many ways - they can regenerate from ambient cosmic energies and no amount of destruction is inherently lethal to them. A single gemstone acts as their sole “core” for maintaining life, and even if all other matter were stripped away from the “core” it would be able to form a new body at full strength within a day’s worth of regeneration. The only way to truly disperse their life energies - and thus kill them for good - is to destroy the core.

Most of the spells are self explanatory in nature, and the spells available will be outlined in the Notes section. Do note that the list is not exhaustive, simply demonstrating the level of proficiency certain kinds of effects require of a magi.

7. Strength of Ages - Free – The mummy trilogy

There are a few different types of mummies that can be found in this world, though there are some similarities between them. They are all undead creatures, and are invulnerable to poison and disease as a result. They do not need food, water, or air, and their undead bodies are stronger and tougher than the average man's, letting them easily toss around mere mortals, smash through brick walls, and endure wounds that might cripple a man. Their hearts and brains are the only truly vulnerable part of their body (andEgyptian mummies may lack even those, their intelligence bound to their body instead) necessitating the destruction of the heart, brain, or most of their body to take them down. Mummies can survive decapitation and dismemberment, and their limbs and head will retain the ability to move when separated from their body. They are also surprisingly agile, and can crawl on walls and ceilings at high speeds or keep up with a bus. Some mummies may also have claws that can be extended from their fingertips, and may also possess the ability to open their mouths to extreme lengths. You may also choose to be one of the pygmy mummies found in Ahm Shere, and can choose whether you look like a human, a weathered corpse, or something in between; a sickly, pale pallor on an otherwise human body is one possibility, if you'd prefer the look of someone who ought to go on a cruise.

8. "I Hate it When These Things do That." - 100cp -The mummy trilogy

Mummy's can be quite terrifying, it turns out- not that much of a surprise, as the supernatural has always been subject to fear and suspicion. Although modern fools may not fear the curses of the past, you give them good reason to. You have an intimidating presence, able to alarm and terrify the brave and foolhardy. What's more, the more your appearance and capabilities differs from the norm, the more you will horrify others. You can toggle this on and off.

9. "Death is only the Beginning" - 400cp – The mummy trilogy

You rose from the dead once- why not return again? When you are stricken down, death is not the end of your story- through some magical ritual, be it the work of a cult or your faithful companions, or even a stranger reading a book, you will eventually rise again, fully restored. You can only be returned from death once every ten years by this method.

10. Hum-Dai - 1200cp - The mummy trilogy

The Hum-Dai; the most terrible curse in all the world. A curse so terrible, that those inflicted with it would bring with them the Ten Plagues when they arose, along with power over the sands, and the glory of invincibility. You were mummified while still alive- your tongue and organs ripped out- before being buried with a swarm of flesh-eating scarabs. You became an undead, undying creature, but were locked away for thousands of years, mostly unaware of the passing of time- until a group of explorers discovered your resting place, and read the passages that would restore you to life. The aftermath was... messy, to say the least. Your

magical powers are many. As mentioned before, you bring the Ten Plagues of Egypt with you; this includes the ability to turn water (and other liquids, like alcohol) into blood over a wide enough area to cover the Nile, the ability to control swarms of insects and other animals, the ability to inflict disease and death on livestock, the ability to inflict festering boils and sores on others (and control them this way, somehow), the ability to bring down storms of burning hail and thunder, the ability to cause an eclipse, and the final plague strikes down the first born sons of both man and beast. Your other powers include the ability to use telekinesis strong enough to lift multiple men, and hydrokinesis strong enough to control a river's worth of water to make a massive wall of water; you have similar control over sand, and can even manifest your face in sand or water if you want to. You can also take on the form of sand to slip through cracks or fly as a cloud of sand, or even as a sandstorm. Finally, you're nigh-invulnerable- only supernatural means can kill you, such as by using a spell from the Book of Amon-Ra to make you mortal and killing you like that, being dragged to hell, or potentially using mystical artifacts such as the Spear of Osiris to kill you. You regenerate quickly from any damage you take, which is harder to inflict because you are many times tougher than even other mummies, and you can even reattach severed limbs with ease.

11. A Spirit's Power- 600cp The mummy trilogy

I don't know how it happened, but somehow you, or someone else, managed to summon a midlevel Djinni straight into your body. Normally this would mean your death and the spirit piloting your meatsuit, but something destroyed the spirit's abilities to do this. It's mostly dead, leaving all its power for you to use. You have great strength, speed and flexibility. You gain the power of flight, and the power to levitate items. You can also use the multitude of attacks that spirits can, such as detonations, fluxes, voids and infernos.

12. "Rally" – Free - Bloodborne V1.1.

After being hurt or damaged in some way, you have a short window of time where bathing yourself in the blood of your enemies will trigger a small bit of rapid recovery. It's never very much healing, meaning you're very unlikely to make a full recovery from anything too serious, but every little bit helps. You don't necessarily have to be drenched in blood, but the amount required to trigger

Rally will be quite noticeable.

13. "Blood Bullets" – Free – Bloodborne V1.1.

At any time, you may sacrifice a significant percentage of your blood to create a small supply of five blood bullets. When loaded into a weapon, they will change shape to match the necessary ammo type. A blood bullet loaded into a pistol will match the caliber, while a blood bullet loaded into a shotgun will become a shell filled with blood buck shot. You may not make any more than five at one time, additional attempts will just pointlessly drain you of blood as the bullets fail to keep shape. A single blood bullet is unable to take the shape of significantly larger projectiles, such as cannon balls, but if multiple bullets with a combined mass equal or at least close to the desired projectile are placed together, they will fuse and assume the proper shape. Blood Bullets are able to become liquid fuel for certain weapons,

such as flamethrowers. Blood Bullets are unable to assume the shape of projectiles that are too complex.

14. "Hunter" – Free – Bloodborne V1.1.

Apparently, from what you can gather, you are now a Hunter. This means a number of things, including access to the Hunter's Dream. What that means is that instead of dying, you will wake up in the Hunter's Dream and be able to travel to and from it using Lanterns found around the world.

That sounds nice at first, until you realize one of your fellow hunters is a bit too good at this, the mysterious foreign one that is. This Hunter will end the nightmare soon, within a day or two, severing your connection to the dream. There isn't much you can do about it, so enjoy it while it lasts. Another boon of being a Hunter besides being able to visit the dream is the admiration of Messengers, small infantile creatures that can prove useful in some scenarios. I'll explain about them later. Lastly, it seems your new body has some. . .hidden assets. You have an affliction, though one you can control on some level. There's a beast inside you, trying to get out, trying to take you over. Though it takes a bit of concentration, you may temporarily unleash some of this beast's strength in the form of a "Visceral Attack". This attack temporarily transforms your hand into a beastly claw which will slide through the flesh of a prone enemy like a hot knife through butter. Careful not to draw on this power too often though. . . This perk also comes with the Mandatory "Inner Beast" drawback, detailed in the drawback section.

15. "Hematophagy" – 300cp – Bloodborne V1.1.

Normally the act of consuming too much blood or getting soaked with it, even trying to refuse it entirely could aid in feeding your inner beast. By purchasing this, this is not the case. Not only will blood (or the lack there of) stop aiding your inner beast, your body has adapted around it. Drinking the blood from blood vials is now just as potent as injecting it, Rally becomes a bit more effective if your enemy's blood impacts bare skin and you could even survive entirely on blood if the person "donating" was fairly healthy.

16. "Vile Blood" – 600cp - Bloodborne V1.1.

By purchasing this, your blood bestows incredible stamina rejuvenation, allowing you recover from fatigue extremely fast. You may also grant this trait to anyone who drinks a good dose of your blood, though it wears off shortly after. . . You didn't think that was all, right? Recovering stamina is the most mundane special quality of your strange blood. Whatever is in it has caused Great Ones to become highly interested in you. "The Great Ones that inhabit the nightmare are sympathetic in spirit, and often answer when called upon." This holds doubly true for you, as the holder of this forbidden blood. Great Ones and their kin are more responsive to your call for aid, some even being outright protective. Not all act so parental and kind though, and becoming a more noticeable existence for things you can't fully understand the motivations of. . .has the potential to backfire in spectacular ways.

(Note: Post-Jump, Forbidden Blood allows similarly alien and eldritch beings to become more amiable, though don't expect them to be nearly as "sympathetic" as Great Ones. Be wary of asking the aid of things like this as well, for who can say what form this helping hand will take.)

17. Blood Drinker - Free – Castlevania Bloodlines

Vampires, of which you are now one, occupy one of the highest echelons of monster society, if monsters can be said to have a society. There are two reasons for this - the first is that any vampire of note will quickly acquire a measure of magical power, and then talent, making them one of the few creatures with an inherent affinity for magic and sorcery itself rather than having a unique ability born of their species. The second is that in the process of draining the life out of humanity, they actively empower themselves. A newborn vampire is strong enough to overpower a man twice their size or chase down a fleeing meal with ease. A vampire hundreds of years old, such as yourself, is strong enough to rend a man limb from limb or jump over a castle wall without breaking a sweat. They may even possess hypnotic powers, the ability to shapeshift, or control over one of the elements, not through any magical talent but because they wanted it and drank enough blood to simply manifest it.

This ability to simply become a better version of themselves through nothing more than drinking blood means that an old vampire is a dangerous one. Given time and blood, effectively any aspect of yourself can be improved. This is also why vampires are known to have entire libraries of powers, often with little to no overlap. As a European one, and one aligned with Dracula, there are a few things that can be said about you - You possess a "true form" of some kind, an externalization of your inner monster that normally hides under the trappings of a human body and a noble title, likely one that looks like a bat in some manner.

On the flip side to that, however, is a weakness of some kind. Sunlight, silver, stakes to the heart, running water - Chinese vampires can even be weak to rice, in that it serves as the trigger for a rather odd mental compulsion, though you are thankfully not one of those. Any one of these things can be leveraged against you to moderate effect, though what one vampire will burn just from looking at will barely singe another while outright holding it and as such only one of them serves as anything akin to a fatal flaw of yours.

18. The Devil's Forge – Free – Castlevania curse of the moon

To become a creature of the night is to abandon your humanity for the sake of power, and that is admirable and abhorrent in equal measure, depending on who you ask. But to become a Devil Forgemaster is to align yourself wholly with the forces of chaos while retaining your humanity - and that is not something anyone sane would find praiseworthy. Nonetheless, the power this affords you is formidable in its own right.

You may quite literally ‘forge’ new demons and monsters into existence through various means. The simplest would involve the corpses of the deceased and using your magic to modify them into a more useful shape, and then summoning a damned soul from hell to pilot this body. More complicated versions would involve effigies of various kinds, such as statues, carvings, or even fossils, and simply commanding them to come to life as you use raw

magical energy to create a new soul for your pet monster. Regardless of the exact methods, these monsters will be unfailingly loyal to you, as your magic is woven into the core of their being.

19. Creature of the Night - Free – Castlevania lament of innocence

Congratulations, you are a vampire. An immortal monster that drains the blood from ordinary humans, and has access to quite the variety of magical power. You are a young vampire, probably not even a hundred years old yet, and as a result you currently only have access to two or three 'special' powers.

But first, the basics.

Vampires as a rule are stronger, faster, and more durable than your average human. Not by much, not at first, but noticeably so. They have an affinity for an animal, usually bats, and can purposefully shed their human form in order to take on a more powerful, more monstrous, and probably bat themed form. But most importantly, they drink blood. This is the basis of all they are. A well fed vampire is more powerful, and a starving one is weaker. Abstaining will never kill you, but it both weakens you and is extremely unpleasant, akin to starvation that never ends. As you age and as you consume vast quantities of liquid life, your powers will rise. You will become stronger, your 'special' power will become more useful or easier to use, you will develop more such powers, and so forth. By default, you have two such powers. These powers can be just about anything a vampire has ever been able to do, from teleporting and fireballs, to telekinesis and hypnosis, or transforming into mist, bats, wolves, and other animals.

As a drawback however, Vampires also have weaknesses, of which you must have at least one. Sunlight, silver, stakes to the heart, running water, even rice in one version of the story. All of these are likely irritating, bordering on torturously painful, but only one of them has the potential to be outright and immediately fatal to you if exploited. You may optionally pick up a second such weakness in exchange for also gaining a third power if you wish to. These weaknesses will blunt with age - say, a thousand years - but never truly fade.

20. Born Bad And Grew Up Worse - 600cp – Castlevania lament of innocence

Before you were even born your mother was assaulted by a number of heathen bastards, and a great devil appeared before her with the promise of safety. Intending to trade your soul for her life, she then dropped dead because you had struck the deal first. Don't ask me how you did that, but you managed it. The deal you stuck, and how you struck it, gives you two primary advantages. The first is an immense amount of control over your children and a level of resistance bordering on immunity to similar attempts from your own parents. The second is the act of making such deals, giving you an almost precognizant level of insight on how to strike a similar deal with beings of power, how to take miles for the inch that they intended to give you, and how to cheat your way out of whatever payment you are supposed to give, maybe even do a bit of backstabbing and lock up your supposed benefactor underneath your castle. On the flip side, striking similar deals with those weaker than you is pathetically easy by comparison.

21. Vampire Lord – 1000cp - Dracula Netflix

You are no mere vampire. Although the source of Dracula's great power are unknown, the swirling nimbus of damned souls within him suggests that they are infernal in nature- and even if being staked or decapitated can end his life, the power he wields is enough that even the strongest of champions will be unable to face him down at the peak of his might; at least not without a little help. You now possess the same powers that Dracula does, namely superhuman strength and a large stature that allows you to smash through stone and brick with ease, inhuman vitality that allows you to resist damage from most everything short of holy weapons due to your durability and swift recovery, as well as superhuman speed, reflexes and flight that will allow you to eviscerate most mere humans with ease by evading their attacks and closing the distance between you and them. You also possess his most raw, powerful magics, including the ability to control massive swarm of bats, summon storm clouds, and command the very fires of hell itself to set cities alight, teleport in pillars of flame, rain fire from the skies, and create images in your likeness. Although you won't necessarily have his subtler knowledge of magic, or the sciences, if you find a proper library you will be able to learn quickly as your mind is keen and suited towards such pursuits. Like any other vampire, you require blood to fuel your strength, and not feeding will gradually weaken you. However, you are incredibly resistant to the usual weaknesses of your species, such that even a weapon like a Morning Star whip would be unable to kill you with one blow. You could even withstand the light of the sun, though it may still irritate.

22. Ultimate Evil – 600cp – Castlevania 3 Dracula's Curse

From a large two-headed fire-breathing sea dragon, to an artificial human capable of knocking a tower down floor by floor, or even a slimy Doppelganger that can copy an enemy's shape and weapons, you're to lesser monsters what Death is to skeletons. Strong enough to charge through stone and tough enough to survive fifteen equally hard hits, you really could take on an army by yourself and win. Separately or tied to the rest of your monstrous abilities, you've got a trick for living even when you're killed. Like the evil flames who only take partial damage from a host's demise, Death with his hidden second form, or a bat that breaks apart into smaller bats, carving through your damned muscles or powdering your evil bones is only step one.

23. Jashin – 600cp – Castlevania 3 Dracula's curse

The Devil, Pazuzu, Sarnath. The Evil God of Darkness has many names, but now, he has a peer. You are a dark and tenebrous entity of divine nature, capable of shrouding a nation in shadows and summoning legions of monsters if given the opportunity, whose powers are manifested through contracts and worship. Some would abjure you for stealing men's souls, and making them your slaves, but one must then ask how you differ from any other god. In any case, the effects you unleash do depend on your contractee. Transforming a crossdresser into a beautiful spirit with icy powers in return for her eternal servitude is simplicity itself, but while you could turn a greedy noble into a vampire and blight their lands, it would take a follower of incredible merit and potential to forge a new dark lord. If you're not aligned with

evil... perhaps folk tales of a Poltergeist King who empowers heroes are more factual than commonly believed?

24. Dark Saviour - 400cp – Darkstalkers Valeria

A rare Makai lifeform, sharing the same ancestry as Lord Jedah Doma. You are a blood demon, an elemental being composed entirely of your own blood. The liquid composition of your body can harden instantaneously, letting you not just retain a normal body but make your blood a dangerous weapon. Your normal body can change shape and transform in a variety of deadly ways, creating spikes and blades and other weapons on a whim. The liquid body makes you extremely hard to injure, as your blood rejoins after any physical attack. In combination with spiritual power, you can rapidly produce even more blood and control it at a distance, crushing the enemy with crimson waves or drowning them in a portal of blood.

25. Power Class – Free – Darkstalkers Valeria

Darkstalkers, and the humans that fight them, are all rated on a lettered scale of power. A commonly used system in Makai. This power can take many forms. Raw magical and physical power, sheer skill in combat, advanced technology or high-end weaponry. Whatever form it takes, the Darkstalkers soul is what is ultimately the source of this power. The mightier the soul, the higher they are classed, and their souls bleed power into whatever methods they use to fight. The classes are roughly as follows. D, C, B, B+, A, A+, S and S+. D Class covers the beasts of Makai, things of the lowest level. Anything in this most minor class is weaker than a human adult. Most animals are this, those most insects not even given a Rank at all. C Class is the majority of entities across the human world and Makai. Humans themselves, along with most of their military technology, falls into C Rank. In Makai, this is where most slaves, servants and lesser sapient beings are considered to reside. Humans are on the lower scale, while the military weapons like tanks and battleships exist on the higher scale. B Class is where most citizens of Makai reside. At this level, it is believed that one could defeat an elite human army in the modern age without much difficulty. Power is likely to be compared to higher end artillery here, with speed surpassing that of sound. B+ represents the upper levels of this Rank, where many of the Darkstalkers of fame are seen. Best compared to natural disasters, Mermen with the ability to create tidal waves or demons who threaten whole cities. A Class mostly consists of the strongest of Makai's nobles and the greatest supernatural beings of Earth. The leaders of the Makai families, such as Demitri Maximoff, or mighty magicians like Anakaris. A Rank power is where maps start to need redrawing and one can easily handle numerous B Class opponents at once. A B+ opponent remains a threat, if a small one. A+, including the likes of Demitri and Emperor Ozom, reflects those whose power can endanger a world like the human world. S Class is exceptionally rare, even in Makai. The three high nobles of Makai have traditionally been of S Class. Jedah Domah and Galnan Voshtal, along with Morrigan Aensland and the alien Pyron are all such examples. This power reflects cosmic levels of might, where strength is measured by the destruction of stars. With cleverness and skill, an A+ Darkstalker might be able to defeat an S Rank but such would be a herculean feat. An S+ class does exist, representing a being that dwarfs even S Class Darkstalkers, but only the dreaded Belial Aensland has ever reached such a level of power. By default, you begin as a B Class Darkstalker or Human.

You're a powerful being but without further purchases, you'll be below average for the main cast of the Darkstalkers series. Purchasing an inhuman race, skill in combat, powerful magics and other options below are all able to help push you into B+ Class alongside most of the Class or, potentially, even A Class. Any further will require specifically noted purchases or your own efforts to grow over time. How exactly your Power Class manifests is determined by what you purchase below, though it defaults to raw physical power if nothing suitable is purchased.

26. Star Scout – 300cp – Darkstalkers Valeria

A machine from the stars. You are one of the star robots created by Pyron, the same design as Huitzil. Your body is large and exceptionally tough, with a power born from advanced technology. You possess high speed flight, even through the vacuum of space, along with a variety of technological devices. Self repair programs, advanced scanning devices, an arsenal of weapons that ranges from machine guns to plasma beams to missiles, even forcefields and electrical counter-measures for defence. As an artificial intelligence, you'll also be able to move yourself into a backup body if needed, though few machines can match a Huitzil-style robot in power.

27. Zombie - 300cp – Darkstalkers Valeria

A shambling member of the living dead. Brought back by a dark force, your body is animated not by oxygen and vital energy but the necromantic power of death. That and your sheer will to keep rocking on. Being dead, your body is directed more by your intentions than nerve signals, letting you crudely change the shape of your meat and bones as desired. Pump up those muscles for a knock out blow or turn your arm into a fleshy chainsaw. Us your intestines as a whip or stretch yourself out on your own spine. You can even manipulate the natural electricity of a human body to cause a massive shock!

With a dead body like this, even when cut into pieces, you'll still be able to control each one like normal. Even a single hand is a deadly foe! Short of smashing you to paste, burning you to ash or some sort of holy exorcism, you're damn hard to kill. Any damage you do suffer is soon restored by your unholy energies, the same energies that allow you to disguise yourself as a normal human. Hard to walk with the warm bodies when you stink like death, after all.

28. Pyronic Power – 600cp – Darkstalker Valeria

Evolution expressed within a single being. A glorious life of endless growth awaits you, found in the heart of battle. Your body, your very being, gains the ability to endlessly grow and advance and evolve into a mightier form. So long as you continue to fight, your body will very slowly but constantly reinforce itself. You'll become stronger, faster and more enduring. Your soul will slowly awaken new abilities and enhance it's spiritual strength. In time, you may find yourself transforming into entirely new forms and species, things not yet seen in this universe but a sign that your body is undergoing the evolution that might normally take a species tens of millions of years. Even with constant battle, this evolving power of yours is slow. Fighting every day of the year would not even increase your power by a tenth it's current level. But against worthy opponents, where you risk the end of your glorious life, your

being will make leaps and bounds of progress after you prove victorious. Though you may be just a normal human now, you could one day match Pyron himself if you subjected yourself to thousands of years of deadly conflict. As a partial side benefit to this trait of yours, it also allows other methods of improving your power to work without encountering limits. Your evolution has removed such things, aiding you in endlessly improving your fighting skill or muscular power, albeit with continually greater training methods required.

29. Monster Family – 600cp – Darkstalkers Valeria

A clan that doesn't quite fit in anywhere. Not the vast noble clans of Makai or the kingdoms of Humanity. What you lead is a true family, a band of mighty warriors united by more than just blood. Brothers in arms, who see you as both a hero and a worthy leader to their cause. Whether this group is an isolated village of Bigfoots or a small clan of elite warriors like the Kreuz clan, you have a few hundred B to B+ Class Darkstalkers who see you as their family. The composition of these forces is up to you, from all humans to dozens of different strange races drawn from Makai. They are all experienced warriors and when working together, can even threaten Darkstalkers of higher ranks without much difficulty. Lastly, the family as a whole has a specialty that they particularly excel at, no matter their other skillsets. This could be the talent for one hit kill techniques like the Kreuz, a long history with sealing spells or something as simple as being great at surviving in inhospitable locations followers as desired.

30. Vampire – 400cp – Dungeons & Dragons Ravenloft

You are A vampire. A powerful creature of the night, and undead creature boasting a myriad of powers, From incredible strength, resistance to damage, the ability to drain blood and life force from their opponents even to the ability to dominate people at will by looking them in the eyes. A vampire has all of these and many more abilities however they also have terrible weaknesses. They are fatally vulnerable to sunlight, they can be repelled by garlic or someone wielding a holy symbol or mirror. They can't cross running water and if submerged are quickly killed (though they may cross water on a boat if they are in their coffin). They can not enter a home without permission. If they are stabbed through the heart with a wooden stake they are immediately slain. However they return to life if the stake is removed.

31. Protector - 400cp – Dungeons & Dragons Ravenloft

In the best of worlds protecting others is hard. Be it enemies or plain misfortune bad things often will find those would seek to keep safe. Not any more however. Those you wish to keep safe seemed blessed with incredible luck. On top of that they seem to make poor decisions that would endanger them much less often than they would otherwise.

32. The Beginning Of A Bloodline - 600cp – MTG innistrad

You are the vilest foulest being I have ever had the displeasure to encounter. And unlike your predecessor, you cannot claim famine as an excuse. Flimsy as even that is, against the atrocity you have committed upon the world in doing this. By exsanguinating an angel, or another being of similar holiness and purity, with the vilest of demon gotten blood magics, you are able to transform humans into vampires. Creating a new first generation of vampires, able to

start a whole new bloodline and a whole new blight upon our land. (You may use any vampire alt form you possess, or standard Innistardi vampires). You may summon magical copy of vampires created by this perk using red and black mana.

33. Blood of an Englishman – Free – Fate/Legends God save the queen

Of physique, you are relatively ordinary for your time. Fit but only the fitness of a career soldier or manual labourer who cares for themselves as best they can. You'll at least be unlikely to catch any of London's many, many diseases. Magically, you do have some potential. While not an exceptional prodigy, you have an above average number and quality of circuits within you. 30 in total, each of enough quality that even established Magi families would be proud to have them. Perhaps you're an orphan of some now dead branch family, if not a freak of nature?

34. Stoker's Demon – 600cp – Fate/Legends God save the queen

A legend that won't ever give up it's terrible hold on life. Bram Stoker wrote but a mere story on an ancient count who fed on the blood of living beings but it grew so far beyond that, bringing fame to the legend of the vampire and defiling the legacy of one Vlad Tepes. Despite the true form of vampires being that of Dead Apostles and not this fictional breed, you still find yourself waking this evening with the powers of that dread count. The many traits of this classic fiction are present in you now. Unaging immortality and pale beauty when not enraged enough to use your bestial abilities. Your body takes on a composition less of flesh and blood, more shadows with mass, the change allowing you to survive even the most terrible wounds with little penalty. A destroyed heart or damaged spirit core hardly slows you and your potent regeneration can heal most wounds before the attack that caused them has even finished. This can be focused on certain areas to make it almost instantaneous but one should be aware that sustained levels of severe damage over time will cause your regeneration to slow and eventually falter. Despite the fictitous nature compared to them, your regeneration abides by the same mechanics of the Curse of Restoration that Dead Apostles have. It works via regressing time, rather than simple healing, and grows stronger as the moon waxes. The same shadowy powers that grant this healing also improve your power, giving you the strength to effortlessly bat around powerful Heroic Spirits or cause the ground to tremble for miles. Your speed matches this physical strength, bursts of movement that can cross miles in moments or let you throw out attacks well beyond the speed of sound. All of the many incidental abilities shown by Count Dracula are yours to possess as well. Control over the weather or shadows, hypnotism and manipulating the memories of humans, crawling on walls or commanding the animals of the night and more. Your shapeshifter abilities let you turn into such animals, as well as mist or a swarm of bats, an instant transformation that can make melee combat against you near impossible. As is natural for any vampire, you have the claws and fangs to suck blood from others. Not only does this sate your own deep hunger for blood, it also turns those whose blood has been sucked into undead slaves, barring great mental or magical resistance. Acting as ghouls loyal to you, you can embrace and expand your undead army quite rapidly, and your bite has an unnatural ability to bypass all defences against 'attacks'. It is, after all, a show of affection to take them into your undead family in such a way. But the legends of Dracula are not all positive and the presence of sunlight will significantly weaken your

powers, while holy powers can deal catastrophic damage to you. A devoted priest of great power could very well kill you when a whole team of history's great heroes failed. As your power comes from the legend of Dracula, it is possible that new or altered abilities will reveal themselves in time. Sometimes temporarily, sometimes not, as the legend and story may alter or have certain aspects become more popular in time. While the above abilities will always remain with you, you may find that different worlds offer new variations to enjoy for a time.

35. Banshee – 300cp – Van Helsing Valeria

An incorporeal spirit, long since having lost their body. You are fairly powerful for a ghost, able to interact with the physical world as you wish and float around at some speed. What gives you your name is your terrible scream, which can crack stone and tear flesh asunder for those too close to you. You're exceptionally difficult to harm, though new technology powered by electricity seems able to interact with you as if physical.

36. New Life – 300cp – Van Helsing Valeria

A creation of Frankenstein or Moreau, you're at once both unique and not all that special. The works of both men cover a variety of twisted biological creations, all new life brought about by their science. As one such being, you'll be up to three meters tall and have the strength to smash through stone walls or crush men like toothpicks in your hands. You might still look somewhat like a man or abandon that humanity for a set of deadly natural weapons, fingers replaced with slicing blades and skin taking on a chitinous armor.

37. Werewolf – 600cp – Van Helsing Valeria

A famous monster, for good reason. Somehow, you retained your sanity after suffering the bite of a werewolf, to whom you can now change into at will. They have incredible physical abilities, leaping tens of meters with ease and finding laughable ease in fighting most other creatures of the night. Their claws and teeth surpass all but the most finely forged blades. Their flesh heals rapidly from most wounds, only silver able to deal fatal damage to their hulking frames. They have the sharp senses of a wolf as well. As one in control of your infection, you can use a lesser version of your powers without leaving your human state, as well as take on the full lupine transformation at will. Your own bite will transfer the venom of your curse, turning others into werewolves like yourself.

38. Vampire – 600cp – Van Helsing Valeria

The most cursed of all Satan's creations on Earth. You have joined the ranks of the unholy vampires, a new addition to these demonic bat creatures. Though far from what a werewolf can claim, vampires have unnatural strength and speed, in both human form and their more powerful demonic state, in which they fly on the wings of a bat. Immortal and able to heal from almost any wound at speed, a vampire is near impossible to kill without access to one of their weaknesses. Silver and holy objects can quickly kill vampires or at least leave wounds difficult to heal. Direct sunlight slowly burns their bodies and can kill outright if focused. In exchange for these weaknesses, vampires have numerous useful abilities. They can exert their wills over animals like wolves or rats and hypnotise humans to alter their minds. They have a

natural affinity for dark magic and often display many strange abilities, ignoring gravity to walk upside down or teleporting when unseen, often such powers are discovered as they live out immortal lives. Vampires must feed on the blood of the living, the same act they use to transform others into their kind when desired.

39. Against the Dark – 600cp – Van Helsing

To face the children of darkness is to condemn yourself to an eternal hunt, never retiring until Death comes to take you. And thus you will stand against them for all time. When surrounded by monsters, you are empowered, whether it is a swarm or a single, powerful champion. And until that foe - or swarm of foes - is dead, you will not falter, and in fact become a strong beacon of hope for all who fight alongside you. Should you fall in battle against the night, your final stand will be immortalized as a legend of defiance - and countless others will follow the path you took, for glory or to continue the mission you undertook.

40. Ancestral Guardian – 600cp – Van Helsing

An ancestor from your long, colorful, and most-likely tangled past lingers on as a ghostly protector of you and yours. Normally, they manifest as a simple ghost: A mentor-figure with the ability to manifest in the real world as a revenant capable of demolishing their way through a city. There's a... uh... Minor detail as well, considering your no-doubt tangled lineage: For each ancestral bloodline you can claim descendent of, the Guardian will change in minute ways, becoming stronger and wiser to better serve as guardian and mentor. Remember: Though they will intervene when necessary, the ancestor's purpose is as a guide and mentor.

41. Infectious Bite – 100cp – Van Helsing

The classic method of conversion for many a poor sod who is turned into a vampire, ghoul, or werewolf. With a bite, you can spread your horrific to condition to your poor victim. If not a monster, I... Look. I have no idea how this works for you if you don't have a monstrous condition like Vampirism or Lycanthropy. Whatever monstrous shape is cursed upon the bitten individual, they cannot control their transformations. (Note: excusing the flavor text, basically this lets you pick an alt-form to be inflicted on another via biting).

42. Strains – Free – Leviathan the tempest

Seven are the major lineages that each Leviathan is acknowledged as belonging to, or at least seven are the ones recognized and known to exist.

42.1. Bahamutans, descending from Bahamut, they are known to have a talent for emulating both their Progenitor's nurturing fecundity and incredible power as well size.

42.2. Dagonites, descending from Dagon, they are known to easily maintain the deified stance of their Progenitor, their talent lies in both creating life and directing their cults. Of course their fertility seems to be never-ending and many hybrids have come into existence thanks to them, even the Leviathans who rise from their bloodline seem to arise in an slightly less mystical manner.

42.3. Lahamin, descending from Lahamut, this strain has the same gift as their progenitor, which translates to a talent for Visions and prophecies, their cults are ever watchfull and the influence they got seems to reach everywhere.

42.4. Nu's descendants keep the name of their Progenitor who is said to be the firstborn of Tiamat, few things are known about Nu today, but the deep connection and mastery of the elements, as well the strength of the bloodline is known to remain.

42.5. Oceanid, descending from Oceanus, said to be the one to control most of the Ocean, the Leviathans belonging to this strain display the same unearthly beauty and might that their progenitor had, their cults are known for their adoration of the Leviathan.

42.6. Tanninim the descendants of Tannin, often called the sin eaters as well the protectors of the tribe, even today they continue the work of their Progenitor in a sense, wielding the natural weapons of the Tribe, they are known for a militaristic bent which is often shared by their cults.

42.7. Thalassans, a Strain who use their power and influence to dominate humans and thrive in centers of wealth and power, some call them a bit of socialites.

43. Vestiges – Free – Leviathan the tempest

The lingering traces of the power once held by the Seven progenitors, today modern Leviathans study and emulate the facets of their progenitors power, things like 'Indestructible' or 'Poison' which are expressed in unique yet alike ways for each Leviathan. But first lets talk about Sheol, Sheol at its most basic is a measure of divinity and power, its what separates them from the hybrids and other overgrown aquatic beasts, it grants the potent ichor which fuels the powers of the Leviathan. Of course Sheol also represents how refined the mystical power and inherent divinity in the Leviathans blood is, the more a Leviathan learns of the tribe and self, the more they manage to tap into their divine nature, the stronger the Sheol becomes. Even though its a source of power, the Wake that exists as an effect of the Sheol will also become incredibly strong and Leviathans find themselves unable to live a normal life even more than before, especially as the psychic impression of the wake makes it easier for the enemies of the Tribe or other undesirables to find them or at least know their general location, mostly if they are in a part of a city or not. Moving on, the Tribe has access to seven Vestiges, corresponding to the seven most major Strains.

The Bahamutans master the Vestige of Vitality.

The Dagonites master the Vestige of Fecundity.

The Lahamin master the Vestige of Awareness.

The Nu master the Vestige of Elements.

The Oceanids master the Vestige of Sanctity.

The Tanninim master the Vestige of Predation.

The Thalassans master the Vestige of Might.

All of the Tribe's abilities fall under the blanket of one of these seven categories, and can be further subdivided into Channels. A Channel is a part of the Vestige, which can be said to be an imperfect emanation of a perfect concept, it also is a more manageable portion of the otherwise massive Vestige. For example the concept of Fecundity is not just fertility, it also relates to life and a Leviathan here would also be able to heal themselves using ichor or perhaps lay eggs via parthenogenesis or which will act as parasites on someone and grow into Hybrids, ones whose appearance is a lesser mirror of the majesty that the Leviathan holds in their true form. Leviathans explore a Vestige by understanding and learning its individual Channels, of which they are divided between the more direct Ancestral Channels which are certain physical concepts that must be grasped before the more esoteric Descendant Channels can be understood. Following the example of Fecundity above, the Ancestral part would be giving birth to eggs or commanding and detecting any sea life, for it was born of the sea. But a descendant would be to use ichor and heal yourself. Channels grow in power and scope depending on the Depth in which a Leviathan has transformed. All Leviathans get Two channels as well two adaptations from the Vestige granted by their Strain for free and Two more ancestral channels from any one Vestige apart from the main one.

44. Muted Wake/Strong Wake – 100cp – Leviathan the tempest

44.1. Muted Wake(50cp)-Your Wake is unnaturally weak, its more subtle and covers less area, its still as strong as normal when focusing it on someone else, but otherwise it radiates less power.
44.2. Strong Wake(50cp): Your wake is rather strong, it covers a greater area and affects more people. If taken with Muted wake your wake remains as normal, but you become harder to be found as the source of the wake, not as much as having Muted Wake though, post jump you can switch between the two.

45. Family: Anakim – Free - Beast the primordial Paradox

The monster that has become the Beast’s soul is known as a Horror. There are seven different Families of Horrors, each representing a broad aspect of human fear.

Anakim: Anakim represent hopelessness in the face of an overwhelming threat. They most often take the form of giants, and are known for their size and power. Just because they’re big doesn’t mean Anakim are dumb brutes though. After all, the giant Mimir was known for his knowledge and wisdom

46. Family: Eshmaki – Free – Beast the primordial Paradox

The monster that has become the Beast’s soul is known as a Horror. There are seven different Families of Horrors, each representing a broad aspect of human fear.

Eshmaki: Eshmaki are born from fear of darkness. Humans still fear the dark, and for good reason, as creatures such as vampires and werewolves prowl the night. Don't mistake their skill at skulking in the shadows as a sign of weakness, as the Eshmaki are relentless hunters

and dangerous combatants. When you feel afraid of the dark, try and imagine what dwells there. That is what Eshmaki look like.

47. Family:Makara – Free – Beast the primordial Paradox

The monster that has become the Beast's soul is known as a Horror. There are seven different Families of Horrors, each representing a broad aspect of human fear.

Makara: The Makara represent both the fear of drowning and what may dwell in the depths. Just like the sirens of old, some Makara can lure people in with just their voice. They take the form of sea monsters.

48. Family:Namtaru – Free – Beast the primordial Paradox

The monster that has become the Beast's soul is known as a Horror. There are seven different Families of Horrors, each representing a broad aspect of human fear.

Namtaru: Humanity instinctively fears that which is repulsive. It makes sense. After all, deformation is often a sign of ill health, and ill health can spell death for the community. Whatever the form, Namtaru Horrors always look grotesque in some way and often have insectoid features.

49. Family:Ugallu – Free – Beast the primordial Paradox

The monster that has become the Beast's soul is known as a Horror. There are seven different Families of Horrors, each representing a broad aspect of human fear.

Ugallu: The Ugallu are the fear of exposure, both in the sense of being trapped in inclement weather and being seen by something you don't want seeing you. Ugallu take the form of flying creatures, such as birds, bats, and dragons.

50. Family:Inugma – Free – Beast the primordial Paradox

The monster that has become the Beast's soul is known as a Horror. There are seven different Families of Horrors, each representing a broad aspect of human fear.

Inugma: Despite being the youngest Family, the Inugma are still ancient. They are the fear of the other, such as foreigners or strangers. Because of this, they are the most likely Horrors to take on humanoid form.

51. Family:Talassii – Free – Beast the primordial Paradox

The monster that has become the Beast's soul is known as a Horror. There are seven different Families of Horrors, each representing a broad aspect of human fear.

Talassii: Talassii are the fear of abduction and confinement. Their name calls back to the practice of bridal abductions in Roman legends, because at one point, a brood of their lineage captured and raped a band of Heroes. This event has been a stain on the reputation of the Family ever since. Talassii Horrors tend to have a form that is good at grabbing and restraining others.

52. Family:Hero – Free – Beast the primordial Paradox

The monster that has become the Beast's soul is known as a Horror. There are seven different Families of Horrors, each representing a broad aspect of human fear.

Hero: Rather than be the monster, you'd rather hunt the monster? Understandable, Beasts can be such horrible creatures. Do be warned though, you are laughably weaker than your destined "prey," and many of your fellow Heroes can be just as bad as the monsters they hunt. Your kind is only born from trauma in modern days and are highly prone to madness. Most Heroes are on some level narcissistic and psychopathic, but in rare cases some Heroes have managed to claw back their sanity. Heroes like you and any Heroic companions you may have. At their most basic, Heroes can track Beasts and sense when they feed, and have the ability to "discover" the weaknesses of Beasts who are too hungry or too full. These weaknesses can be something like a weapons or weak spot that causes them to take grievous wounds that take much longer to heal, or force them to behave in a certain way, like making them angry, afraid, or obsessed with the Anathema. Much like Beasts, Heroes are strangely compelling to mortals, which makes it easy for them to recruit followers to help them in their hunt. It doesn't make them particularly loyal or any braver however.

If you purchase Beast perks, they take a form more suitable for a Hero, such as strange and powerful gifts, or Heroic abilities lost to time. After all, Heroes used to take on companions much like Beasts create Heralds for their cults, so who's to say they didn't once possess mystical rites of their own? The same as above also holds true if Hero perks are purchased by a Beast.

53. Ugly Like Me – 300cp – Beast the primordial Paradox

Beasts understand that all monsters are family, and family should stick together. You seem to embody that belief. When it comes to your family, both supernatural and mundane, you never have to worry about your relationships deteriorating. It could be a billion years since you've last seen your sibling, but you'll still remember and care for each other as if it had just been a day. Thanks to your strong bonds, simple misunderstandings and accidental offenses are quickly brushed aside, and even brainwashing will eventually break down. The only way your relationships can be hurt is if either you or the other person makes an active effort to sever the emotional bond between the two of you. This also holds true for your Kinship bonds. While after this jump you can continue to form Family Ties with any supernatural creature you run into, you are not be able to draw on the power of these connections between jumps. Taking this perk makes it so now you'll always be connected.

54. Ugly Like You – 600cp - Beast the primordial Paradox

Other supernatural creatures might scoff when they hear one of the Begotten prattle on about how every monster is descended from the Dark Mother. While some may be in the dark about their origins, others are quite aware of what the ultimate source of their powers are. What they don't understand is that the Dark Mother is a conceptual being. To a creature such as her, being the idea of the mother of monsters and actually giving birth to a monster are one in the

same. In much the same way, a Beast is related to all monsters no matter their origin. It is by this affinity

Beasts develop the ability to copy the powers of their cousins through Kinship Nightmares and abilities. Since a Beast is always a Beast, the ways they can express this relationship is limited. While you have not completely broken free of this limit, you can push it further than most. Normally, the powers you gain aren't able to exceed the power of a standard Nightmare, and the abilities are always relatively minor, like being able to see spirits in Twilight. But now, you are only limited by how strong the ability you're copying is and your own personal power.

Even though you've exceeded your limits, the powers you copy through Kinship are still tied into your nature as a Beast and will be expressed as such. For example, having Family Ties with a Uratha wouldn't let you assume the half-man, half-wolf War Form, but it would allow you to adopt a form with similar powers and capabilities that looks like a hybrid between a monstrous wolf-man and your Horror. Copying a Sin-Eater's bond with their Geist wouldn't suddenly chain a ghost to your soul, but it would allow you to unleash your Horror in a similar manner as Sin-Eater's do their Geist. Heroes instead gain the ability to take something from the monsters they slay, granting them access to some of their supernatural capabilities. Wearing the skin of a werewolf might grant you its regeneration or the ability to turn into a monstrous wolf. You may allow others to use it as well.

55. Legend – Free – Beast the primordial Paradox

Every Beast and Hero has a Legend, which represents the monstrous urges that drive them. While Beasts can increase the strength of their Lair by fulfilling their Legend in a way that spreads knowledge of their existence, both them and Heroes have the more immediate benefit of it reaffirming their sense of self. Indulging your Legend will refresh your willpower and focus. Doing so has to endanger you or risk driving people you care about away, but nothing too unmanageable. Doing so when it would be a huge risk though will completely restore any loss of drive you may currently be suffering from. Legends can be summed up in one word, like Relentless, Judgmental, or Watchful.

56. Life – Free – Beast the primordial Paradox

Life represents a Beast or Hero's ties to their humanity. Much like Legends, indulging in your Life is reaffirming and restores your willpower. The more dangerous it is to indulge in your life, the more of a benefit you gain. Unfortunately, you can only benefit from your Life in situations involving the supernatural where your humanity might be a liability. A Life can be summed up by a single word, such as Shy, Loyal, or Selfless.

57. Alternate Identity/Self-Control – 100cp – Beast the primordial Paradox

57.1. Alternate Identity: While you may not be an amazing actor, you are very good at keeping your monster life and human lives separate from each other, possibly even down to the way you stand and speak when playing the appropriate role. Presuming things don't get

too crazy, you'll be able to keep your human family from realizing you're a monster and make it slightly harder for your supernatural enemies to track them down. [50cp]

57.2. Self-Control: While Beasts don't suffer from anything like Frenzy or Torment like some of their more volatile cousins, they do tend to become more feral when they're particularly hungry and sluggish when they're too full. You've mastered your more Bestial tendencies, making it so your Horror's instincts will never effect your behavior or decision making skills. This applies to any other instinct-driven behavior you may suffer from in the future. While this won't prevent them from overwhelming you if they're too strong, it will still help you maintain a little more control over yourself than is normal. [50cp]

58. Adoption – 200cp – Beast the primordial Paradox

You've found a means to send a mortal on a traumatic dream-quest, allowing them to awaken to supernatural power. This not only makes them eligible for Family Ties or undergoing the Devouring if they weren't already, it also grants them minor psychic powers, such as psychometry, biokinesis, or telepathy.

59. Broodchamber – 300cp – Beast the primordial

Somehow, your Lair produced a new kind of Chamber connected directly to your Heartchamber. In this Chamber, your Horror can produce eggs that will hatch into larval Horrors that share your Family. These eggs aren't necessarily produced like an animal's would be, or even look like eggs. For example, a covetous king Horror may have a vault as his Broodchamber where he produces treasures that contain larval Horrors by searching through his collection until he finds one, even if that particular treasure wasn't there moments before. The Broodchamber naturally produces one a week unless you will it not to, but you can spend Satiety to produce more eggs if need be. If you're a Hero and lack the Hunting Grounds perk, you get a Chamber connected to your Warehouse containing an egg-laying Horror of a Family of your choice. It will still produce one egg a week, but will not be able to produce more unless you find some way to feed it. Further purchases are possible for both Beasts and Heroes, with further purchases granting new Broodchambers dedicated to other Families connected to either your Lair or Warehouse.

60. Dark Mother's Guidance – 200cp – Beast the primordial

For most of Her Children, contact from the Dark Mother is very rare and even dangerous, coming only at their darkest moments. You are far more blessed, feeling the love of the Dark Mother often whenever you face a problem. This will restore your willpower and grant you some hint or advice for how to proceed.

61. Everybody's New Best Friend – 200cp – Beast the primordial

Other supernatural creatures can feel the kinship they share with Beasts through the Dark Mother. (Except demons, fuck them.) Now, this feeling extends to even creatures from other worlds, ones who have no connection to the Mother. Other supernatural creatures and groups of humans with supernatural powers will now be eager to draw you into their circles, even ones who would otherwise be willing to kill to keep their secrets. Furthermore, the Beast

abilities that normally only work on other descendants of the Dark Mother now also work on foreign supernaturals. You will be able to sense whether someone is supernatural when you meet them. You can grant an improvement to others' supernatural powers (scaling up with your stamina and scaling down with their own supernatural power). You can make yourself be detected as another kind of supernatural creature you have an alliance with, and if well fed even cover yourself with an illusion to look like one. You may also feed your Horror by witnessing other supernatural creatures hunting and feeding.

62. Kin to the Other – 400cp – Beast the primordial

Inside your ugly nerd body lies the soul of a dragon, and you can draw on your true form's power with Atavisms, powers that express some feature of your Horror's body, to effect the real world. You can go even farther. You may choose to assume the body of one of your alternate forms and the soul of another. You will appear to be the first, but will be able to learn Atavisms that draw on the power of the other. Since you have no Horror to feed from that second form, these Atavisms are free to use once you have mastered them.

63. Endless Nightmares – 600cp – Beast the primordial

Beasts can learn their own Nightmares, supernatural powers, but can also develop Kinship Nightmares in cooperation with other descendants of the Dark Mother. You can develop Kinship Nightmares with supernatural creatures from other worlds, themed after their own powers and scaling in strength with that of the monster you have befriended.

64. Insatiable – 600cp – Beast the primordial

The Insatiable are the misbegotten elder cousins of Beasts. They are vile creatures, because they don't just abuse humans to feed their hungers, but Beasts! How outrageous! It's terrible to think that the Children of the Dark Mother would have to face the same kind of behavior that they rightfully inflict on humans. You can join the dark side and become one of these creatures. They have extra powers called Esurients on top of what Beasts have, and cause people in the community around them to go mad when they feed their hungers. Instead of the Families in the background section, they belong to a Moment, a past era from which the nightmare they represent was spawned. Pick one of the Primordial Seas (strong and quick witted but with weak willpower and not good at social interaction), Freezing Hell (tough but slow), Molten Earth (can cover their hands with burning heat which also slightly damages themselves), Clashing Fault (protected from damage but poor at dodging or parrying attacks) or Void (able to trap someone in a damaging illusion of a hostile landscape). After this jump, your Insatiable form will become a separate alternate form from your Beast one. You may grow your Insatiable Lair like a normal Beast, rather than having to steal Chambers from Beasts' Lairs.

65. Fursuit – 100cp – Beast the primordial

This elaborate costume is based on the true form of your soul. Might be useful for hiding your identity while you feed or for helping you cope with the fact that you still aren't really a wolf on the physical level yet.

66. Temahk's Expression – 400cp - Mummy the curse

Each of the Deceived have inherited a power from the Shan'iatu whose fragment possesses them. The servants of Am-Henuset can control emotion and steal willpower through music, while those of Hakkar-Zozer can drive men mad through fables. Neshebsut's mummies can make others unable to act without the Arisen's guidance after listening to their philosophies, and Siranuthis's can use song to draw out the darkest parts of listeners' personalities in immediate and powerful ways. The mummies of Kehetkhat and Nephir Un-Akh can both control minds, using bodily movements or oration respectively to hypnotize their victims. And finally, Tutkepertanu grants his slaves the ability to make paintings which can update to show the target's current actions, which can be used as a sympathetic connection that can transfer the effects of Arisen magic or harm the target if the painting is destroyed. You are unique in possessing all of these powers.

67. Tomb – 300cp - Mummy the curse

Though probably not the place you were originally buried, a tomb is a geomantically designed area where you can meditate to restore the Pillars of your soul and where your corpse can rest. By default your tomb will be fairly small and only slightly aid your regeneration of Pillars. You can choose to have it be highly geomantically blessed, giving a huge bonus to Pillar regeneration or have it full of traps and curses or fill it with wealth and tools. For each 100CP extra you spend, you can add one of the other benefits to your tomb. With each new jump, your Tomb will reset to being a Warehouse attachment. You can choose to deploy it somewhere in the world, including adding it as a secret room or basement to another structure.

68. Lightning Rod - 600cp - Promethean the created

All Prometheans have a connection to electricity, but none so close as the Wretched. You are healed and recharged by electricity even faster than a normal Promethean, and such is your natural conductivity that you never cause a source of electricity to short out or destroy itself by drawing on too much of it as a normal Promethean would do.

69. Totem – 600cp - Promethean the created

A powerful spirit has entered into a compact with you. You have gained Numina, the native powers of spirits, from this being, allowing you access to uncanny powers unavailable to normal Promethians. Your Numina can be paid for with Pyros, as you lack the Essence with which spirits would normally pay for them. While in this world, the spirit and its minions will aid you where they can.

70. Radioactive – 100cp - Promethean the created

It would be tragic if you achieved the New Dawn only to immediately die of radiation poisoning. The Zeka have no guarantee that won't happen, but you do. You absorb radiation like a Zeky, healing and regaining Pyros from it like other Prometheans do with electricity.

71. Fine Literature – 100cp – Promethean the created

Frankenstein's monster had to teach himself to read with a collection of books of sophisticated stories just like this one. It certainly helps you pass the time while huddled alone from the mass of humanity, even if you don't want to teach yourself anatomy or history. The amount of stories of humanity's inhuman creations, like Frankenstein: Or the Modern Prometheus itself, included might be a bit too on the nose.

72. Promethean: the Created Books – 100cp – Promethean the created

You've got the full line of all official Promethean: the Created products, as well as generic and crossover New World of Darkness/Chronicles of Darkness books. You could play games with them, or make use of the deadly secrets inside to help navigate the occult world you now find yourself in.

73. The Club – 200cp - Promethean the created

Prometheans are rare, and it can be difficult to find enough to form a Throng of them, to say nothing of those pursuing the Refinement of Argentum who need an in with the hidden societies of the other night creatures to properly study them. Luckily, you're the owner of this goth dance club that seems like a throwback to an earlier age. The club has a charm about it that draws the local supernatural population towards visiting, and can be inserted into future settings wherever you want, with no one questioning where it came from or that you are the legitimate owner. Can be some kind of occult bookstore, shady blood bank, or similar macabre location instead if you prefer.

74. Generator – 400cp - Promethean the created

This large but otherwise mundane looking generator is, in truth, a perpetual motion machine. It creates electricity without end, in large enough quantities that a Promethean can easily heal and recharge themselves by grabbing onto it. This usage will never cause the generator to be destroyed, no matter how much electricity is drawn from it.

75. Uratha – Free - Werewolf the forsaken

You are one of the half-human half-spirit werewolves descended from Father Wolf. You regenerate bashing wounds in a matter of seconds, wounds from deadly weapons like claws or bullets in many minutes (perhaps over an hour), and truly devastating wounds like having an arm cut off or a silver bullet over the course of days. You have superb instincts when it comes to tracking and access to the senses of a wolf. You can also shift your senses into the spirit world (or into the mundane world while in the spirit world) and can always see dematerialized spirits. You can force yourself to step between the worlds of flesh and spirit.

You can store and use Essence, the raw stuff of spirits. You can absorb it from spiritually potent places or object or the first time each night you see their Auspice's moon phase in the sky. Performing the sacred hunt, the Siskur-Dah, on a spirit allows it to be eaten for Essence. Eating human or wolf flesh also restores Essence. You spend Essence to quickly regenerate wounds or to activate Gifts.

Touching silver is painful and can leave scars, but is not damaging by itself. But even mundane silver items can be used as deadly weapons against you. Seeing an Uratha in one of its unnatural forms can fill an onlooker with overwhelming dread, and they will likely rationalize away what they see as a mundane occurrence, such as a freak animal attack or a mugging by a gang in fur coats. Very rarely, someone afflicted by this Lunacy may transform into a Wolf-blooded.

Werewolves are also given to Kuruth, the Death Rage. Kuruth is brought about by taking damage from silver, sensing a nearby packmate enter Kuruth, or from a specific trigger that can only affect you once per day. This trigger might be blood, your Auspice's moon, other supernatural creatures, seeing a pack member attacked, having your territory challenged by another werewolf, or spiritual Wounds that taint the Hisil. Once you enter Kuruth, you will be forced into your Dalu or Urshul form for a few moments, and must attack an enemy or else destroy the environment if there are no enemies present, though with great willpower you can resist. Then you will be forced into Gauru form for at least 10 minutes, and you will attack anyone, friend or foe, who is also not in Kuruth no matter how strong your willpower is.

Uratha must maintain Harmony between their human and spirit natures. While you are balanced, you have more time in Kuruth before being forced into the unstoppable rage of the Gauru form. As you become imbalanced, your individual Kuruth trigger will become more severe. Ideally, it will not affect you at all. But as you slide more towards your human or spirit side, it will get more severe. You may only be forced into Kuruth by hearing a wolf howl at your Auspice moon, then by seeing it, and then finally by merely having it in the sky. Or your trigger of swallowing human blood may become tasting human blood, then smelling it.

Defiling spiritual places, refusing to partake in the sacred hunt of Siskur-Duh once every three months, staying out of the spirit world of the Hisil for too long, or using a silver weapon against a werewolf can drag you towards your human nature. In this state, it is harder to enter the Hisil, changing shape no longer melds clothing and equipment into the new form, and transforming is slower and more painful, ultimately requiring Essence merely to shift.

Killing or eating humans or wolves, staying too long in the Hisil, or killing a packmate can drag you towards your spirit side. In this state, it is harder to escape the Hisil and transforming becomes more natural to the point that you need to spend Essence just to avoid automatically shifting into useful shapes. You also begin to experience unique Bans as if you were a spirit, gaining unique weaknesses such as being forced to turn on every electronic device you come across or lose Essence or being unable to enter a room lit by a light turned on by a human who was scared. Uratha have a Primal Urge, a measurement of their attunement to their predator instincts. As it rises, you can store more Essence, regenerate damage faster, project a stronger field of Lunacy, and become better at tracking prey. As it rises high enough, you will be able to train your body, mind, and skills to superhuman levels. A high Primal Urge also comes with downsides. The higher your Primal Urge, the longer your Kuruth will last, up to 12 hours. You will be required to partake in the sacred hunt of Siskur-Dah more and more frequently in order to maintain your Harmony, down to once every three days. You will also face dietary restrictions. You will quickly lose your ability to eat anything but meat.

Then you will only be able to eat raw meat, then the raw meat of carnivores. Finally you will be able to subsist on nothing but spirits or the raw meat of humans or wolves. Werewolves obtain Renown, a spiritual record of their deeds, in the form of brands from spirits (for the Pure) or silver tattoos from moon spirits (for the Forsaken) that are normally only visible in the Hisil.

With the right Renown, Uratha can learn Gifts, their supernatural powers, from spirits. Uratha have five forms they can assume: Hishu, the human form which is supernaturally difficult to track through crowds. Dalu, a mostly human form that is large and muscular and possess fangs and claws but which can still pass for human.

Gauru, the half man/half wolf form. It fully regenerates all health every few seconds, possess deadly teeth and claws, and inflicts supernatural fear on those it attacks. Gauru can only be held for a few seconds (which increases as your stamina and Primal Urge do) and you must have great willpower to accomplish anything but attacking enemies in Gauru without falling into Kuruth. Urshal, the giant horse-sized wolf form that is optimized for maiming and weakening prey. Urhan, the wolf form which is very fast.

76. Shapechanger – Free – Werewolf the forsaken

There are other shapeshifters in the World of Darkness. Not as common or widespread as the Uratha, they maintain their own communities in the shadows of human civilization. Each shapechanger has a hybrid form like Gauru and an animal form, though for very small animals it may be a swarm instead of a single animal. They have Primal Urge and Essence like Uratha and have a Fear Effect similar to Lunacy. They regain Essence the first time they see a natural example of their animal species each day or by eating human, their animal species, or Uratha flesh. Instead of Gifts and

Rites, they have Aspects, individual supernatural powers they learn without the aid of spirits. They are all weak to silver and must maintain Harmony just as Uratha do, though breeds that don't have a tie to the Hisil don't face degeneration of their Harmony for staying in the mundane or spirit worlds too long.

Choose one of the other shapechanger breeds below:

76.1. -Baal-Hadad(Free)- Baal-Hadad are bull-shifters. They rule over remote towns of humans as harsh priests of the sun spirit Helios. They cannot reproduce themselves and instead must steal Wolf-blooded to transform into new Baal-Hadad. They have regeneration and death rage like Uratha, and can bind spirits as totems.

76.2. -Brineborn(Free)- The Brineborn holy books claim that they descend from a fish creature called Oe. Oe was made by Mother Ocean to teach the humans civilization, but he failed and was driven back to the sea. But Mother Ocean called him a failure and spat him back on the beach. The Brineborn, as his descendants, are cursed to stay on the border between land and sea, and they worship Mother Ocean in a vain hope of being forgiven. Their animal forms are creatures of the sea: often fish but sometimes eels or even sharks. They have regeneration and death rage like Uratha, and can bind spirits as totems. They also suffer a

curse that dulls their minds if they travel more than 10 miles from a body of water, but also suffer panic attacks if they spend too long in the water, sure that a many mouthed monster with human legs will devour them.

76. -The Colony(Free)- The werecats of the Colony are forced to regularly kill evil humans or else they are driven insane. On each one's 10th, 20th, 30th, and so forth birthday, they gain the ability to scratch another person and transform them into a new werecat. Their Auspices are based on their cat form's eye color, Bloodeyed assassins, Goldeyed academics, and Leafeyed manipulators. They regenerate like Uratha and can resurrect themselves at the cost of lowering their Primal Urge. During Kurruth, they are in control of their hybrid form, only to develop megalomania for a day afterwords. Uniquely, they can speak human languages in their cat forms.

76.4. -Distant One(Free)- The Distant Ones consider themselves gods and spend their time in the air, taking part in melodramatic rivalries to prove their superiority against the other "gods" of their "pantheon." The werefalcons are obsessed with the heights, killing those who dare to trespass on their domains. Sometimes, they feel a kinship with a human who climbs into their territory. They kidnap him and perform a ritual wherein they throw him to the ground. He either transform into a new Distant One or he falls and dies. They have regeneration and death rage like Uratha and can fly in hybrid form.

76.5. -Sobeki(Free)- Crocodile was one of the spirits who tried to cross over into the physical world only to be hunted and slain by Urfarah. His corpse came to rest by the Nile, where the ancient Egyptian priesthood of Sobek eventually found it. They discovered a ritual of cannibalism that included glutting on Crocodile's flesh to make themselves into werecrocodiles. They can regenerate and step between the physical and spiritual worlds like Uratha. They have neither any kind of rage nor Harmony, but become addicted to Crocodile's flesh as they grow in power and must spend Essence when they change shape.

76.6. -The Unclean(Free)- The Unclean are unique among shapechangers in that they have no purpose. When a werecockroach increases their Primal Urge the emit a spiritual pulse that infects all nearby food with a disease. Those who succumb to it become more Unclean. The Unclean turn to one another for help in living with their new condition, but have no racial duties or enemies or pre-existing organization. It is enough for them to survive. hey have regeneration and death rage like Uratha and can fly in their hybrid form. Their animal form is a human sized swarm of cockroaches.

77. Custom Breed -100cp – Werewolf the forsaken

Or perhaps you'd like to be something more exotic? You can choose to be one of the less fleshed out canon shapeshifter types, such as the werebaboons of Cape Town or the werebats of the Pocono Mountains. Or perhaps you'd like to create an entirely new species of your own? Choose an animal or set of related animals that the new species turns in to and: Choose how they procreate: Breeding, Infection, or a Ritual. For Breeding, only a few out of every generation will inherit the gift. For Infection or Ritual, it must be something that can only be performed rarely or something that only works on a small percentage of compatible people.

Choose what type of rage their hybrid form causes: Death Rage, Escape Rage, or Madness Rage. Death Rage acts as the Uratha's Kurruth. Escape Rage is like Death Rage, but focused on running from danger rather than attacking it. Madness Rage merely traps you in hybrid form for the duration, but for one day afterwords you will suffer from a specific kind of mental illness such as paranoia or schizophrenia.

Choose two innate advantages all members of the species get from: Dark Sight, Flight, Regeneration, Self Resurrection, Telepathy, the ability to view and Step Sideways into the Hisil and absorb Essence from foci, or the ability to bind a Totem spirit to a pack. Self Resurrection requires that the body not be too damaged, permanently lowers Primal Urge, and requires a greater and greater feat of willpower each time it's activated.

78. Cahalith – Free – Werewolf the forsaken

Those who first change under the gibbous moon are called to be Luna's priests. They maintain the stories of the Urdaga tribes. They howl the most beautiful songs to Mother Moon. They stoke the fires of rage in the pack's hearts before the hunt. The Cahalith don't just memorize the tales of the Uratha. They make them by continually exhorting the People to ever greater successes in the pursuit of their duty. Cahalith are blessed with prophetic dreams.

79. Elodoth – Free – Werewolf the forsaken

Those who change under the quarter moon are called to be the Uratha's judges. Just as their Auspice moon is divided perfectly into dark and light, the Elodoth is expected to be able to see both sides of an issue. They are called on to mediate disputes or to engage in diplomacy, whether interacting with human society, negotiating territory boundaries with other werewolf packs, or talking with those spirits the Ithaeur can't simply bind. Once in a while, an Elodoth can try to calm an Uratha in the throes of Kurruth or force one into the Death Rage.

80. Irraka - Free – Werewolf the forsaken

Those who change under the new moon are called to be the Uratha's scouts. They are the most likely to hunt alone, sneaking forward to stalk the prey and hobble it before their pack descends to deal the killing blow. They also specialize in deception and are called on the lay false trails when the Uratha themselves are hunted or to help the People hide their existence from humans. Once in a while, Irraka can either teleport next to a nearby enemy or find it easier to talk someone into something.

81. Ithaeur - Free – Werewolf the forsaken

Those who change under the crescent moon are called to be the Uratha's shamans. All werewolves are half-spirit, but the Ithaeur is the one who specializes in dealing with spirits. They are the foremost collectors of Rites and makers of Fetishes, and they are the ones who study and interact with the Hisil more than any other. One in a while, an Ithaeur can release a howl that causes neutral spirits to leave them alone out of fear or deference to their status as an apex spirit predator, while enemy spirits instead experience trouble defending themselves.

82. Rahu - Free – Werewolf the forsaken

Those who change under the full moon are called to be the Uratha's warriors. All of the People are hunters, but Rahu specialize in fighting, in the final struggle where the prey is cornered and makes its last stand. Once in a while, a Rahu can push through injury and distraction in the middle of combat to fight at full strength for a few seconds.

83. The Pure - Free – Werewolf the forsaken

All of the Uratha are granted an Auspice upon their First Change, but most do not keep it. Most werewolves join the Anshega and cut out the blessing of the Bitch Mother from their skin. The Pure are favored by the spirits and are the largest faction of werewolves, but they lack the minor powers granted by an Auspice and even the touch of silver is harmful to them.

84. Mus-Rah – 600cp - Werewolf the forsaken

The Hunters' name for their territory in the First Tongue is mus-rah, meaning "holy killing ground." They make their lands into deathtraps for anyone who dares to defile them. You can bond with your territory in a way no other Uratha can. When you begin to live in a place, be it an apartment building or a stretch of forest, you more quickly learn its ins and outs and over a couple of weeks it counts as your territory. You can feel the position of anyone who enters it and your attacks or any powers you use to harm them are empowered. By the same token, any powers you use to secure or care for your territory are also strengthened, whether setting spirits to watch its borders or helping the local flora grow.

85. Good Breeding – 600cp - Werewolf the forsaken

Secret blood rites of the Ivory Claws can draw forth more of their heritage from Urfarah, resulting in a superior specimen, one who can put the mongrels of the Forsaken to shame. Your Gauru form is larger and stronger than other werewolves'. You are difficult to bind or slow with magic, you take a bit less damage from silver, and most useful of all you do not need to spend Essence to regenerate lethal damage. And there's no reason your bloodline needs to stop with you. You are wonderful breeding material, able to choose which of your heritable supernatural traits any offspring will inherit. You could guarantee that all your children will be Uratha, should you desire.

86. Chimera – 600cp – Werewolf the forsaken

Only a small number of Aspects are available for any shapechanger to develop, plus a few more unique to their particular species. But why be satisfied with that? You can learn and use any Aspect, regardless of your form. An Uratha could learn Righting Reflex to always land on their feet, a Sobeki could develop the Keen Eye of an Eagle, or one of the Unclean could grant themselves the Razoskin of a shark. Even the Aspects and Favors of the Changing Breeds can be learned.

87. Infectious – 600cp - Werewolf the forsaken

The world has never seen something like you before. Or perhaps it has, and your predecessor was destroyed before they could drown the world in their curse? You now have the power to spread the species you bought in this jump to others very easily. If you normally use a ritual to

induct a new member or create more of your kind with an attack or an infection, then you no longer need to wait between infections, no longer need only a special sort of person, no longer need any rare materials or circumstances, or so forth. You can instead spend a small amount of willpower to make someone into a shapechanger. If you normally spread your condition to your children, you gain a ritual or attack of your design which transforms others.

88. Kindred - Free - Vampire the masquerade

You were once a regular human, but then you were embraced. A vampire, your sire, drained you completely of blood and fed you some of their own. Your new undead body is hardy, especially against blunt force trauma. However, the same undeadth that makes you difficult to harm prevents you from naturally healing any wounds. You must spend Vitae, your very blood, to heal yourself, though doing so cures wounds with near-instant supernatural speed. Certain kinds of attacks, fire, sunlight, the fangs and claws of other supernatural creatures, or massive amounts of electricity are “aggravated.” Healing these requires massive amounts of blood and entire days of rest. Piercing your heart with wood is not aggravated damage, but it will paralyze you until it is removed. Your body also looks and feels dead: pale, cold, and not breathing, and age will only make your skin even paler. Spending Vitae can reverse this and make you appear alive for a short while. Vitae can also be used to enhance yourself. You can increase your strength, dexterity, or stamina (separately) to just over peak human for around a half hour, though the greater the distance from your baseline the more blood this costs. You can push them even higher from there, but this is less efficient, lasting only a few moments for the same cost.

The Kindred have access to occult powers fueled by blood beyond these basics. Powers are arranged according to a certain theme and developed in sequence, with more powerful abilities requiring weaker ones be learned first. Three of these Disciplines come naturally to you based on your Clan or Bloodline. Others may only be learned from a vampire who already knows them in a process that starts with drinking the tutor’s blood. Once a Discipline’s most basic level is learned, you may continue developing its more advanced skills without outside aid, but even that one drink carries the price of the blood bond. Each drink of your blood will advance a blood bond through its three stages, but only if taken at least one night after the previous one. At the first stage, they will often think about you and will subconsciously seek out places they expect you to be. In the second stage, it becomes difficult to go through with harming you and you are an important emotional figure in their life and can more easily manipulate them. A person may only be subject to a single blood bond of the third level at once. At this stage, they feel true love for you and find your mind control powers more difficult to resist. It takes many months without contact with you (and certainly without drinking more of your blood) for a regular person to regress one stage down. Someone with peak human willpower could do the same in only two months, while someone with even more could break it nearly instantly.

Feeding your blood to a mortal (human or animal) will also make them into a Ghoul. Ghouls can learn the weakest powers of the vampiric Disciplines. They all start with super strength and can develop any Discipline you know as well as super speed or super toughness, though they have no way to pay for these other than through the Vitae you feed them. Going a month

without drinking Vitae will revert them to human. Ghouls do not age, though if they vastly exceed their normal lifespan they will quickly age to death if they lose their supply of Vitae. Ghouls can only hold a fifth as much Vitae as even the weakest vampire, though they can potentially be force fed more at the cost of hallucinations, but they can heal damage like one of the Kindred, potentially even regrowing limbs. They may Frenzy like vampires, but it is much easier for them to control.

Vitae may be useful, but there comes the small matter of obtaining it. Kindred have fangs but they are retractable, allowing you to appear human. Drinking someone's blood is intensely pleasurable, enough to paralyze your victims or even make them seek out the sensation again. You can lick fang wounds closed to prevent your vessels from bleeding out, but the blood loss itself can be dangerous. A weak vampire would need to drain a human completely dry to fully refill their own stores of Vitae. They could get the same amount by hospitalizing two or safely drinking from five. Animal blood is less mystically potent, with two cows or twenty birds providing the same amount of Vitae as a human.

Supernatural creatures can vary even more greatly. A Changeling's blood can cause hallucinations and a lupine's is twice as efficient as a mortal's at the cost of making it harder to resist Frenzy for as long as it's in your system. Who can say what strange reactions the blood of creatures from other universes may have on your Kindred biology? However, somewhere between 1000 and 2000 years after being embraced you will become unable to gain sustenance from anyone other than another Kindred.

It costs a bit of Vitae to rise at the start of each night. If you have no Vitae at all, your body will begin to cannibalize itself. When your body is significantly damaged, either through starvation or other damage, you fall into a comatose state called torpor. While in torpor you no longer spend any nightly blood. If you entered torpor through starvation, you will awaken when someone feeds you blood. If you were sent into torpor through damage it will take time before you can awaken. Further "aggravated" damage while in torpor will kill you.

Over and above the regular need for blood or the pleasure of feeding, each vampire has a Beast inside them. This is the animal side of the curse, the part of the Kindred which wants nothing more than food and safety. The presence of blood, fire, or sunlight, being provoked, or you or a loved one being threatened has the chance to provoke a Frenzy. The state of Frenzy also allows you to ignore pain and even improves your ability to resist mind control, but it is no boon. A Frenzy lasts for around half an hour and places you in pure fight or flight mode, unable to focus on any higher goal than destroying what has enraged you or escaping from whatever your Beast thinks is a danger.

Opposing the Beast is your Humanity. Committing evil acts can weaken your Humanity, loosening your grip on your Beast. High Humanity makes it cost less Vitae to appear alive and allows you to rise earlier each night. It also determines the lengths of your torpor: two weeks for someone of average humanity, down to days for those of the greatest Humanity or up to centuries if it is low. You are weakened in all ways during the day, especially if you were already superhuman, but less so the greater your Humanity. Losing Humanity can cause mental illness and losing it completely will make you into a mindless Beast.

89. Abomination - 400-600cp - Vampire the masquerade

The Curse of Caine does not combine well with other sources of supernatural power. Most attempts to embrace anything but a mundane human either strips them of their other powers or fails. Garou (werewolves) and Gurahl (werebears) are the exception. Sometimes, the embrace succeeds and they are transformed into what is called an Abomination. An Abomination has all the powers of a regular Kindred plus most of those of their base species. You have five forms: human, near human, anthropomorphic animal, dire animal, and animal. You can attempt to change shape, with it getting easier the more you train or the hardier your body is and more difficult the less similar the new form is to your current one. You can transform only part of your body with an exertion of willpower, ease scaling with dexterity. You were born with a human or animal form. Silver ignores your defenses and counts as “aggravated” damage when not in your original form and you always succeed at changing into it. The anthropomorphic form causes Delirium, a type of supernatural fear that causes mundane humans to react with panic, berserk rage, or by begging for their lives. Afterwords, they will rationalize what they saw as a bear or a madman in a fur coat, even in photos of you. Only those with the greatest of willpower are immune to the Delirium.

While Kindred have only Vitae, Abominations have two other pools of supernatural power: Gnosis and Rage. Unlike Vitae, an Abomination can increase the amount of Gnosis and Rage they may hold through spiritual development. The three energies do not combine. Once you have used any one of them, you may only use that type of energy for a moment. The exception is certain Gifts which cost both Gnosis and Rage. This only applies to an Abomination’s powers, and not to other sources of, say, chi powers you might have.

Rage is used to change form without a chance for failure. You gain Rage from seeing the moon for the first time each night or the night sky on the night of the new moon. The fuller the moon, the more Rage acquired. Threats, such as the beginning of combat, also restore a bit of Rage. If your Rage is great, people and animals without equally great willpower will instinctively fear and try to avoid you. Rage also makes it more difficult to resist Frenzy.

Gnosis is spiritual energy, also called “chi”, and it is used to power Gifts, magic powers taught by spirits, and Fetishes, magic items made from binding spirits. Carrying items made of silver weakens your Gnosis for a day. Meditating for hours restores your Gnosis, though it becomes less useful the more often you have meditated in the current week. By looking into a reflective surface, you can move between the physical world and the spirit world. This may take five minutes, or as fast as instantly or as slowly as hours depending on luck and how great your Gnosis is. For each full lunar cycle you spend in one world, the harder this gets until you finally step sideways again.

Garou can spend Rage to act with extreme quickness and can regain Rage through failure or humiliation. Garou can be born as metis, the children of two werewolves. These can always succeed at transforming into their anthropomorphic form without delay, but are always vulnerable to silver. Gurahl can use Rage to make themselves stronger or hardier for a few moments, but become lethargic during winter. The Delirium they cause is weaker than normal.

All this comes with a terrible price: Gaia's chosen do not take well to an unnatural state like vampirism. You will permanently be overcome with a crippling depression which will hamper everything you do. Only by a great exertion of willpower will you be able to act normally for a time.

Other kinds of Fera cannot be embraced or suffer the final death very quickly. But Sobek the Settite Mokole proves that powerful blood sorcery can allow the curse to spread even to one blessed by Helios. For another 100 CP, you may be a different breed of shape changer: Ajaba (werehyena), Ananasi (werespider), Bastet (nine different types of werecat), Corax (wereraven), Kitsune (werefox), Mokole (werelizard), Nagah (weresnake), Nuwisha (werecoyote), Ratkin (wererat), or Rokea (wereshark). If you possess Ancient, you may even be the last member of an otherwise extinct breed. At the 400CP level, you can be the last Camazotz (werebat). If you instead possess the 600CP level, you may also choose the Apis (wereaurochs) or Grondr (wereboars). Each have their own eccentricities that mark them as different than the Garou and Gurahl.

90. Endless Path of Blood – 600cp - Vampire the masquerade

Haqim teaches that the rest of the Cainites are evil and their cursed power should be taken from then and concentrated in the hands of one who can handle it responsibly, such as yours. But even if you could drink another Clan's Antediluvian dry, would that be enough? Even Haqim is not strong enough to simply kill all the other vampires on his own, after all. What if you could truly take all of the power of the cursed blood you drank into yourself? Now you can. When you diablerize another vampire, you gain their powers. Drinking down a member of another Clan would give you that Clan's affinity for Disciplines. But there's no need to stop there. You can diablerize anything that can rightly be called a vampire. Diablerize one of the Cathayans to learn not only their strange powers but take the advantages of their strain of vampirism into yourself, such as their ability to ignore stakes through the heart by maintaining an internal balance of Yin and Yang energies. Of course, just as a Thin-blood cannot rise to the 4th Generation with a single act of diablerie, devouring a single vampire of a kind much stronger than your own vampirc strain will give you only a fraction of their power. Good thing there's a simple solution to the problem of killing only one of those accursed monsters, eh?

91. Inceptor – 600cp - Vampire the masquerade

Some few people, those with enough grounding in multiple secret societies to even understand the theory, wonder at the astonishing variety of the Kindred's powers and Caine's mythical tutelage in the arts of the blood under Lillith, from whom the Verbena Mages also claim descent. Could the power of the Blood be a twisted version of the true Magick that is every human's birthright? It would certainly explain some of the odd powers that vampires have developed over the years, from control over stone to the invocation of spirits to mastery of time itself.

The title of Inceptor goes to those Cainites who have innovated a new Discipline. The ranks of the Inceptors include the Antediluvians, ancient founders of Bloodlines... and the Thin-blooded, who have a flexibility of thought that allows them to invent new powers that would be beyond the reach of their "betters." You have invented a new Discipline yourself.

Perhaps you have learned to improve your mind in the same way that Disciplines like Potence improve the body. Maybe you watched too much vampire fiction when trying to figure out what you are and developed the power to bend your home to your will like a movie monster controlling a haunted castle. You could have even learned to bend pure kinetic energy like a superhero. Hell, try to turn yourself into a vampire magical girl if you want.

Regardless of the specifics, you have created a new Discipline and mastered it to the limits your Generation allows. If your limits were to increase, through diablerie for instance, you would instantly learn a new level of this Discipline as well. Or you could be boring and choose an existing Discipline to have mastered to the same degree. Either way, this doesn't "use up" the free custom Discipline a Thin- blood can develop if you happen to be one.

You may buy this multiple times, always discounted regardless of Background, but any additional purchases can only teach you an existing Discipline.

92. The Beast Unleashed – 600cp – Vampire the masquerade

As the Gangrel succumb more and more to Frenzy over the years, they accrue more and more bestial mutations. Rarely, very rarely, one of these may actually prove useful rather than being merely disfiguring. For you however, any effect that mutates your body will only do so in helpful ways. Instead of growing fur on your hand, you will grow a claw; instead of useless fins, gills. This applies no matter if the change comes from your Clan's curse, an enemy using Vicissitude, hostile Life Magick, or some similar effect from beyond the world.

93. Family Fortune – 200cp - Vampire the masquerade

The Giovanni have been heavily involved in finance and trade for centuries even before they became vampires. You know not only how to make money through trade, but how to manage your bloodline, in both senses of the word, to grow the family franchise. You know which of your descendants would make the best embraces to aid your efforts with their mastery of new technologies and how to masterfully play different sides of the family off each other to keep your own position as the head of the house.

94. The Bite – 600cp – Vampire the masquerade

Diablerie has always lurked in the heart of this Clan, even before Augustus Giovanni usurped its founder. Cappodcius's original plan was to diablerize the source of Cain's curse, God, in order to become a god himself. Augustus for his part was less ambitious, "merely" diablerizing an Antediluvian and usurping its clan. And while he didn't manage to fully drink Cappadocius's soul, he managed a better job of it than Tremere or the Lasombra and Tzimisce did. Asfor yourself, you never have to worry about side effects from absorbing someone else's soul. They will always meekly surrender their power with no chance to usurp your body afterwords. Perhaps you should follow in your founder's footsteps and seek out a member of the 3rd Generation yourself.

95. Wraith – Free – Wraith the oblivion

You are a standard ghost. As a Wraith, you posses a body of Corpus rather than flesh. Corpus is a type of plasm, the physical residue of memory that fills the Underworld. Physical objects pass through you. Small or slow moving objects, or larger ones that only incidentally pass through part of you, are harmless. More dangerous objects, anything from a person running through you to a bullet, will deal a small amount of damage and you become hazy and transparent for a few moments, getting longer the tougher you normally are. In this state, you are immune to further damage from physical objects. Spiritual objects and beings, such as another ghost punching you or a Relic sword from the Underworld, damage you normally, though you are hardier than a normal human would be. You may merge with one of your Fetters in a process called Slumbering, in which you can heal wounds by resting unconscious for eight hours. Sufficient damage, or the neglect of a Fetter or Passion, can lead to a Harrowing, in which you are pulled into the Labyrinth and subjected to a nightmare performed by spectres and choreographed by your Shadow. If you succeed, whether through puzzling out the correct response or through sheer willpower, you will be returned to where you were. If not, your Passion or Fetter will be weakened, and you will be spit into the Tempest. The worst kind of Harrowing will instead target you directly, annihilating you if you fail. Outside this setting, there is no Labyrinth between you and Oblivion, and so you always experience the effects of having failed, staying in place and experiencing no actual Harrowing.

As a Wraith, your senses are heightened. Not only are your mundane senses sharper, you posses two new senses. Deathsight allows you to see the touch of Oblivion in anything, identifying weak points with which it could be destroyed or issues that affect its health or stability. Lifesight allows you to see the aura given off by a being's life force. It can reveal emotions and is practically the next best thing to mind reading for the very observant. Lifesight only works on living beings. Interacting with you, either by seeing you or your ghostly powers, induces an effect called the Fog in mundane humans. The weak willed will be overcome by fear and seize up in panic or run away in blind terror. People of average willpower may go into denial or experience strong anger or fear. Those with the strongest of wills can deal with you normally. Either way, once they are no longer dealing with you they will rationalize the encounter as a dream, a trick of the light, or a hallucination. Children and animals are unaffected by the Fog.

Wraiths are defined by the epic emotions that caused them to cling to undeath. You have between two and ten of these Passions, with Passions being weaker the more you have. A Passion consists of a single emotion and a context: a Passion of Love driving you to protect your family or of Greed that makes you drive away anyone who tries to touch your prized car. When you feel the emotion while performing a relevant action you regain Pathos, the emotional energy used to fuel your powers. Being near one of the living when they feel the required emotion and carry out a related action also grants Pathos, though only about half as much. Most of your powers require the expenditure of Pathos or it can be spent to heal yourself. You can also regain some Pathos by being remembered by the living. You possess a Shadow, the repressed parts of your personality empowered by Oblivion. It knows everything you do and desires to torment you utterly and eventually make you destroy yourself. It has Dark Passions much like yours, based on your negative emotions. These grant Angst instead

of Pathos, which it uses to activate its own powers called Thorns or to try to wrest control over your body, resisted by your willpower. It can block out your memory and perception while in control. Your Shadow can offer to help you with any action you take, in exchange for gaining more Angst. If you gain too much Angst, you will turn into a spectre.

Assuming your corpse is intact (and you have one at all, from not being a drop in) you could theoretically learn the correct Arcanoi and make the deal with your Shadow in the Labyrinth to become a Risen.

96. Risen – 100cp - Wraith the oblivion

For those wraiths who want to return to the Skinlands, there is one secret rite to partially succeed. Although it cannot grant life, a wraith can possess their own intact corpse into a semblance thereof. This is illegal, dangerous for themselves and everyone around them, and likely to end horribly, but when there's business that one of the Restless Dead absolutely needs to personally handle in the living world it can be worth the risk.

You must have learned the correct Arcanoi to undergo the ritual to transform you into a Risen, and so your starting Arcanoi must include Puppetry (possession of people) and either Embody (creation of a ghostly material body), Inhabit (possession of objects), or Lifeweb (understanding and manipulation of Fetters). You must also have been stronger than an average mortal, in terms of literal muscular strength.

As a possessed corpse, you retain a Wraith's Deathsight, Lifesight, heightened senses, Arcanoi, Fetters, Passions, Pathos, Shadow, and Angst. Indeed, the last two as strengthened. Each time you activate any Arcanoi, your Shadow gains Angst, and normal Angst gains tend to be larger. You have no heartbeat and need no sleep and neither breathe nor eat nor drink. You vomit up anything you eat or drink almost immediately. You have no pulse and have scars over the wounds that killed you. If you are exceptionally pretty, your Risen body will be somewhat less so.

Your undead body cannot feel pleasure or pain, except when caused by fire or supernatural attacks. If you would be killed while you still have Pathos, you will be knocked unconscious for some time, from seconds to hours, then spend some Pathos to heal. If killed while out of Pathos, you are ejected from your body and become a Wraith. If your heart and brain are simultaneously destroyed, you are ejected and enter a Harrowing. As for Wraiths, Harrowings are impossible without the Labyrinth and in other settings you will simply die.

With a bit of Pathos you can become a Wraith again at any time. If you can get your Shadow to agree to it, you can possess your corpse again to return to being a Risen, so long as your corpse in largely intact and the heart and brain are present. If not, your Risen alt form will be restored at the start of your next jump.

The Risen have five special Arcanoi that only they can learn. These are Potence (supernatural strength), Fortitude (supernatural toughness), Celerity (supernatural speed), Fascinate (implanting obsessions in others), and Serendipity (understanding of luck and coincidences).

Your Shadow is located in one of your Fetters, which becomes your Conduit. If a Fetter is too large, something near to it may become the Conduit instead, such as a dog who lives in a Fetter house. The Conduit is as hardy as you are, but destroying it will send you into a Harrowing (or kill you immediately, in other settings.) If the Conduit is living, your Shadow is in control of it, but when your Shadow gains control of your body, you switch places and control the Conduit.

97. Guildmarks – 100cp - Wraith the oblivion

Each Arcanos leaves marks on the soul of one who regularly practices it, Castigate staining your hands black from how often you touch Shadows or Puppetry causing you to blend the physical features of people you have possessed with your own. Still, it wouldn't do to expose yourself as a member of the forbidden Solicitors' Guild through your left eye glowing green or let your mastery of Mnemosynis slip when a victim notices that one of your fingernails is reflective. This perk gives you control over how your powers change your body. You may dismiss physical side effects to powers like Guildmarks whenever you wish, or even give yourself minor thematically appropriate mutations for other powers you wield even if they wouldn't normally cause any.

98. Receptacle of Faith – Free - Demon the fallen

You are a Demon, but none of your divine might matters if you do not have Faith. The faith of mankind sustained the fallen throughout a thousand years of war, but that fire has faded to a few glowing embers. The degree to which the fallen can store celestial energy is very limited, but having any within their being holds some distinct advantages. A demon is a marriage of celestial and mortal souls, and the demon's spiritual nature allows them a wide range of passive abilities: the power to see through illusions, resistance to disease and poison, the capacity to hear his name being invoked, the capability to repair the injuries of their host body, the power to manifest their Apocalyptic form, and the power to evoke their Lore. Faith is gathered through followers known as Thralls, but performing miracles can be enough to invoke small amounts of faith from those that witness them.

99. Atavistic Form - 600cp – Demon the fallen

A demon's Apocalyptic form is a divine representation of what they are. They are the representation of the lost glory given form, the faintest whisper of the Angelic Being they once were. Except yours. Your form represents not the Angel you were long ago, but who and what you are now. Your Apocalyptic representation is a well balanced and graceful amalgamation of You. On top of your regular Apocalyptic form, you may pick and choose one major aspect of any alternate forms you have to be represented in your divine mien, with aspects of some of your strongest powers portrayed as a theme. You are a divine being, Jumper, now look the part.

100. A Loving Keepsake – 300cp – World of darkness mortal

A small charm or figurine that once belonged to someone you loved. You can still feel their touch when you hold it, and when you sleep near it you dream of them and they often have

good advice to give, just the motivation or clue you might need. But it's silly thinking this keepsake has anything to do with those dreams right?

101. Kindred – Free – Vampire the masquerade factions

You have been embraced as a kindred, a vampire. This is both a gift and a curse. Your body is now dead but your soul remains. You are unageing, your skin is pale and your bodily functions have completely halted. You no longer require food, water or air but you now have a new need, blood. Kindred must feed upon blood to continue functioning, blood can also be used to heal you, boost your physical attributes, restore you to an imitation of life, power your disciplines, blood bond others, create ghouls and embrace other vampires. Though these gifts come along with curses which are the beast, a weakness to the sun and fire, and the danger of being staked through the heart.

102. Aqua Vitae – 400cp – Vampire the masquerade factions

No matter what generation of kindred one is, they will inevitably require at least one feeding of blood a night, both to satisfy and refuel. Even those who do nothing for days, or even years, need to feed. You are different, in that so long as you don’t dip too deeply into your stores, you will never feel the need to feed. The reason for this is both simple and miraculous, as you will find your stores of blood replenishing over time, going from near empty to full in just an hour or two. Not just blood, though, but all forms of supernatural energy you have access to.

103. Vampire Builder – Free – Generic Vampire

What kind of vampire world would this be if it didn’t have any vampires? Here, you’ll get the opportunity to design the specifics of the nightwalkers that inhabit this world. Toward this end, take 1000Vp (Vampire Points) to be spent on the section below. All purchases in the Vampire Builder section apply to the entire vampire race you create. Note: The Vampire race you create here is the only one in this world that is backed by Jumpchan. All other forms of vampirism in this world will not follow you along your chain.

104. Shadow Over the Chain - 100cp - Generic lovecraftian film

Many of these films adapt The Shadow Over Innsmouth or The Dunwich Horror so this perk may be useful for replicating them. You possess the ability to reproduce with any other sexually reproductive organism no matter how alien your species, or even physics, are to each other creating viable hybrids which themselves inherent this capability.

105. Omen Weather – 200cp - Generic lovecraftian film

There are creatures and horrors out there which even the elements of nature recognize. Choose a type of weather, no more destructive than a light halestorm, or obscuring than a mundane fog. This weather now proceeds before you, arriving before you - even if you are moving through supernatural means. This weather can be something more supernatural, like an atmospheric effect which seems to make the moon turn red, but won’t create exotic materials or anything beyond aesthetics more than a halestorm or fog. Whatever you choose it

will be widespread enough to blanket a city, or the better part of a continent (maybe all of a small one) if it is primarily aesthetic (rainstorm would be city size, simply changing the moon to a horrible red would be continent); if taken with Cthulhu-lite the size of the effect is increased, a physical effect like a rainstorm would cover Europe, while a purely aesthetic one could affect the entire world. Once you've chosen the type of weather which comes with you this choice will remain fixed.

You can toggle this effect on or off. If you want additional types of weather you may buy this a second time for 100 CP, and a 3rd or later time for 50 CP each.

106. Monster Blooded – 400cp - Generic lovecraftian film

Being able to deter human interference is well and good, but you will be dealing with things far stranger than man. With this they will be easier to deal with. Perhaps there is something monstrous in your background that they find kinship with, perhaps it is something else, but you will find monstrous creatures tend to view you with a certain kind of affection or fondness almost as if you were their kin or a pet. This works best on the more otherworldly horrors which stray furthest from humanity, and will do less to those who actively prey upon humans.

107. Abnormal Appendages – 100cp – Generic lovecraftian film

Many of these creatures have various inhuman limbs and appendages, and now you can too. By purchasing this you can define whether you are a biped or a quadruped, and you also gain two of the following:

● Claws and fangs. As an additional option you can get a slow acting venom for your fangs and/or claws, it won't be guaranteed to be lethal even if untreated; if taken with Bestial Size or Cthulhu-Lite it will be capable of providing a higher dosage commensurate with your increased size (increasing speed and lethality), and if taken with Corrupting Presence you can choose to have the poison have similar corrupting effects inducing madness and subservience if you chose a mental presence, or madness and physical mutations if you chose a physical one.

● An additional pair of arms or legs; you may take this option multiple times.

● 2 tentacles; you can also turn any or all of your other limbs into 3 tentacles each.

You may take this option multiple times, and each additional time grants you 2 more tentacles+2 for each previous purchase (so 2nd purchase would grant +4 tentacles on top of the 2 you already possessed) and 1 additional tentacle for each replaced limb (so if you replaced 2 limbs and bought this 3 times you'd get 10 tentacles for the 2 replaced limbs and 12 more just from the purchases).

● A mass of small tentacles (these are ones capable of use as at least crude grasping instruments).

● Up to 10 additional eyes. As two choices you can just have as many eyes as you want.

● Up to 5 additional mouths. As two choices you can just have as many mouths as you want.

● Functional wings. As two choices you can have as many wings as you want, and they'll still function somehow.

● Combat-capable horns.

● Worm/snake-like body plan

You may buy this perk additional times for 50 CP each time (not free for Monsters) to gain additional traits.

108. Outside of Physics – 400cp – Generic lovecraftian film

The creatures of these films exist outside of nature and physics as humans understand them, defying it in various ways. Select an ability from the list below, or create one of a similar power level.

● Bestial Size: You are substantially larger than you normally would be; if you'd normally be human volume as a quadruped you'd be compared in size to a barn; with Cthulhu-lite you might be as much as 200 meters tall. You are stronger than would be expected from this size, and much faster than one would expect from the size, moving with surprising ease and not having many of the issues that a scaled up creature should (you don't need elephant style feet despite being bigger than an elephant). You are able to continue to grow beyond this size without limit, though this growth is very slow. You can also double all purchases of Abnormal Appendages.

● Dimensional Phasing: You are able to exist in another dimension parallel to that of humans. The human world is only vaguely discernable in this reality, but you are able to pass through it moving from one place to the other, using it to pass through walls and other impediments. For a second purchase of this ability you could have only portions of your body phase into normal reality or this other bordering reality, phase an eye in to see, or a claw to rend someone in two while leaving the rest of your body relatively invulnerable.

● Invisibility: You are completely invisible, unable to be seen in the visible wavelengths of light as they simply pass through you. You are still able to see despite this.

● Otherworldly Matter: You are only partially made of matter as known in normal reality. Gravity holds you less than it ought, and you can interact with aetheric currents moving through the supposed vacuum of space through the use of wings and appendages, propelling yourself against gravity wells even if your size is vast. You also vibrate at another frequency compared to traditional matter and while the naked eye can record you, it would require a specially designed camera or special treatment of a photo to catch it on film, or digital recording.

● Psychokinesis: You possess the ability to manipulate physical matter with thought. This doesn't reach down to the microscopic scale - no re-arranging molecules with this - but you can move objects, or even release energy to strike at others hitting with enough force to knock

grown men flying, shatter entire glass walls, and if focused on an individual kill them. This is strong enough to deflect bullets, or allow you to survive a grenade. Despite primarily being at a macroscopic scale, you are able to use this power to transfer electrical energy (or with Living Colour life force), or to release bursts of electromagnetic radiation, the shorter wavelengths are harder and it takes energy to broadcast but you could serve as a radio station if you had enough energy. If you have Bestial Form, Cthulhu-Lite, and/or Supernatural Physique you will find that your psychokinesis's strength scales directly to the increase in your physical strength from that perk.

● Semi-Physical Matter: You are only partially made of matter as known in normal reality. Gravity holds you less than it ought, and you can interact with aetheric currents moving through the supposed vacuum of space through the use of wings and appendages, propelling yourself against gravity wells even if your size is vast.

This allows you to shift the distribution of mass and density of your form, concentrating your mass in certain places to increase the proportions of certain body parts while reducing the size of others, or expanding your body by reducing your density; there are limits to this, you won't be able to pass through objects, form new limbs (merely change their proportions), increase your density beyond normal levels, and reducing your density makes you generally more fragile. This does make you rather resilient, as your matter is able to flow back into place to repair damage that is dealt to you as long as it's not too severe; you could close bullet wounds, or reform your head from a boat passing through it, but you won't be able to regain mass that is blasted clear away from you.

● Signal Interference: You seem to be almost a living jamming device. You can release radiation which scrambles and jams electromagnetic signals within the area of at least a large building, perhaps a mile. This comes with the ability to sense radio waves and broadcasts, you could eventually learn to interpret them, but this does not come intrinsically with this ability and given the size of the longer waves you might need to be larger to collect them. You could in theory use this signal interference to communicate if you'd like.

● Supernatural Physique: Your body is simply better than you would expect from normal anatomy. As a human you would be strong enough to tear down steel doors, able to run as fast as a cheetah, able to shrug off small caliber firearms and to survive multiple shots from the heavier ones, and heal faster than a human.

● Living Color (counts as 2 purchases): You are not made of matter, at least as we know and comprehend it, at all. You seem to be some sort of living energy or light. You can release part of the energy that makes up your being as a damaging burst of radiation, or can draw vital energy from the world around you into yourself to feed, slowly (or not so slowly if you're touching someone) killing things around you and reducing them to dust, though with just this the range will be limited to touch.

● Life Force Vampire (requires Living Color): You are able to stop feeding from a living creature before it reduces to dust, leaving them as a withered and desiccated husk. This husk will revive itself as a zombie-like creature, hungry for the lifeforce of others, able to drain it from them with an embrace and restore itself to the semblance of life driven by a zombie-like

hunger. These creatures are naturally subservient to you. If combined with Corruptive Presence (Physical) these creatures may mutate further, developing abnormal appendages or limited supernatural abilities and means to use this life force. If combined with Corruptive Presence (Telepathic) you can control these creatures through your telepathic presence, and even guide some of them to regain their full intellect - albeit corrupted to your will. If combined with Psychokinetic you are able to absorb life energy back from them at a range, or channel it in other directions.

● Possession (requires Corruptive Presence): You are able to possess the bodies of others. By overwhelming their mental resistance you can press your mind into their form and take control of them. This requires you to first be able to overcome their resistance to your Corruptive Presence, and then push even more of yourself into them, making this easier to do within a personal range. If you also possess Cthulhu-Lite it would be possible to control several entities at once through this ability, though by spreading your mind and psychic force it would become significantly easier for one of them to force you out.

For an additional 100 CP you can also use this ability to possess and animate fresh corpses. They'll still rot and decay, eventually to unusability, but you can keep them running beyond when they should be dead.

● Slime Monster (requires Semi-Physical Matter): You are like some sort of oversized amoeba, a massive horror composed of slime. You can expand even further than semi-physical matter would allow, compress your form to become extra dense, form new eyes, mouths, and appendages, though the more complex the shape the harder it is to maintain so a tentacle is easier than a hand, and they will not be particularly rigid; eyes seem to be an exception to this. You are an amorphous creature, lacking vital organs, and able to pull parts of yourself back into place with much greater ease.

● Thought Implantation (requires Corruptive Presence): You are able to push thoughts into the minds of others, pressing them inside of it. You can use this to force dreams into the minds of others, to make an individual perceive you in a way of your choosing, or force certain thoughts into their minds. This is easier to perform on those under the influence of your Corruptive Presence, but can be used separately from it. This will also allow you to search the minds of others for information, ransacking their memories like the unguarded vaults they are.

You may buy this perk multiple times, additional purchases costing 200 CP each (no discounts). Additional purchases can grant additional powers (either from the list above or custom ones), though some powers count as multiple purchases or require them for their full effect; and similarly multiple purchases could be used to gain a single stronger power.

109. Corruptive Presence – 600cp(+300cp) – Generic lovecraftian film

Survival is one thing, but a god's presence is felt by the world, and now whether a god or not yours is felt. This can manifest in one of two ways, corrupting the minds of others or corrupting the world itself. You can select one, or pay an additional 300 CP to take both. Regardless of the choice you make you may toggle this corruptive nature on and off at-will.

If you take telepathic corruption you will gain an aura which seems to twist at the minds of others. This presses upon them with your alien presence, eating away at the sanity and minds of those about you. It will constantly wear on them until they snap into madness or servitude. While this is strongest in your immediate presence, this telepathic corruption will stretch out for miles - potentially hundreds of miles - influencing the dreams and the psychically vulnerable, bringing them to madness or servitude. You can also focus your telepathic influence on an individual to blast away their sanity. You can get some level of surface concepts or thoughts from those within the range of this effect, but it will typically require proximity and potentially focus as well to get anything useful. If taken with Cthulhu-lite this will affect those within miles of you like they were in the room with you, a quick, heavy pressure that might snap even those who are not particularly vulnerable, and influence the dreams and subconscious minds of people all over the world. Your influence also grows more powerful when focused on a single individual, even truly heroic wills might not be able to shrug this off.

If you choose to instead corrupt the world, your presence will cause those living nearby you to begin to twist and change. This will take time to change humans or similar large entities, but will be seen faster with plants, and smaller organisms. After some time humans and macrofauna living in the region will begin to accumulate mutations, twisting and becoming monstrous creatures. This affects different individuals at different rates.

The longer you remain in an area the further this corruption will spread however, twisting the land more and more until it becomes an alien landscape, as if you were terraforming it with your mere presence. This begins affecting perhaps a few miles in any direction, but if you remained laired within the region this could stretch over hundreds of miles by the end of a decade. You can also focus this effect on something nearby, causing its body to mutate and deform though this will still take significant time. If taken with Cthulhu-lite the range will increase significantly, you could cover a large city and its surroundings, maybe a dozen miles to begin with, and by the end of a decade it could perhaps cover most of the world. With Cthulhu-lite your focused attention could possibly mutate someone in minutes.

110. Cthulhu-lite - 600cp – Generic lovecraftian film

Perhaps you have no desire to be a common individual of whatever monstrous species you are a part of. Perhaps you wish to stand above them. You are now a creature similar to Cthulhu to his Starspawn or Dagon to the deep ones, something more and greater than the common example of your kind. Your size is increased, to roughly 35 meters, making you substantially larger than a human if you weren’t already. But this is not merely an increase in mass. Besides possessing the physical power you’d expect from a titanic monster, you will find your powers seem to scale somewhat with your size, their range and even area increasing proportionate to your new body. Just by having this you will also find a minor general increase to your mystical, spiritual, or psychic powers even when not in the alt-form this perk creates, and they will all increase further with size, though (unlike the area and range) they will not double with a doubling of your size but you will find that bigger is better.

111. Mountain of Madness – 600cp – Generic lovecraftian film

Rising miles above the surrounding ground this great, black mountain towers above the others nearby it in the depths of Antarctica. There is something odd about the stone it is made from, however. Notably it is not stone. This entire mountain, stretching miles upwards and miles wide at its base, is in fact a singular, gigantic creature of black slime, able to twist its form into a variety of tentacle-like appendages, as well as forming innumerable mouths and eyes. It is a creature more commonly known as a shoggoth, and this one is immensely massive even for its kind. This living mountain has taken a liking to you, and has attached itself to you almost like a cat might attach itself to a person. Though do not underestimate its intelligence. While not a tool-using species or a social one by nature, and thus having trouble with such behaviors and ideas, it is intelligent and able to learn and may have been one of the original rebels against their makers whose society had reached heights man can only aspire to.

112. Generic Demon – Free – Generic angeös and demons V1.1

You're one of the generic regular demons that composes the masses of the hellish hordes, characterized by their conventional demonic traits, like hoovers, horns, claws, red skin, tail and draconic wings, but some may have different traits, like different colored skin or even animalistic features for example.

113. Dybbuk – Free – Generic angels and demons V1.1

You were once a sinner, or someone that died filled with regret due to not fulfilling your purpose, whose disembodied soul became a malicious spirit that eventually became demonic. Unlike other demons, you lack more physical abilities like fire and Hellfire manipulation, but, in exchange, you have greater spiritual manipulations, especially abilities usually related to ghost-like entities, like intangibility, invisibility, telekinesis and mainly possession of the living. Unfortunately, due to your double nature as a demon and technically an undead, you're twice as weak against holy energy, so take even more caution when fighting angels.

114. Ars Goetia: Highest Position – 400cp – Generic angels and demons V1.1

The Ars Goetia refers to a group of the 72 demons that are the main pillars of Hell and some of its most powerful beings. In fact, they're only second to the Seven Princes of Hell (also known as the Seven Deadly Sins) and the Devil himself. Or better saying, they were a group of 72 demons, because now an extra became part of their numbers. You're now officially the 73rd pillar of the Ars Goetia and thus gain all the power and authority related to your position. There are different ranks among the Ars Goetia themselves, so you'll need to take one of the below three options to decide your current rank among them, with their cost being the one in front of their name plus the 100 CP you previously paid to become one of the Ars Goetia.

Highest Position (300 CP): You stand on the top of the demonic hierarchy, as one of the Kings of the Ars Goetia, being only below the seven Princes of Hell and the Devil himself when it comes to raw power and authority in the underworld. Comparing you with the heavenly servants, your own raw power is already above the power of any angel of Heaven, with the exception of the Seraphim themselves and those greater than them, like the Seven Archangels and the Scribe of God.

114.1. Demonic Physiology (Free): Your very power and existence are the antithesis to that of an angel. As one of the demons from Hell, you're fueled by and have a reserve of pure demonic energy, which allows you to make usage of unholy abilities, like create curses, use dark magic, create illusions, possess others, make mundane people ill by just exposing them to your demonic aura, among many others. You're also capable of one of the most basic abilities wielded by most demons, fire manipulation that can evolve to allow the creation of Hellfire, the infernal (but weaker) counterpart of Holy Fire, that is a special form of dark red flames that, in addition to being able to wound spiritual beings and being far hotter than regular fire, are also inextinguishable by normal means. Lastly and unfortunately, you're also weak against holy powers.

115. Cambion: Ars Goestia highest position – 300cp – Generic angels and demons V1.1

While still a mortal, there is demon blood running in your veins. Either by actually being the offspring of a demon and a human or by having demon blood through some ritual during your childhood, you're a Cambion, a demon/human hybrid that inherited some of the powers and abilities of your demonic parent, but these are limited in comparison to an actual full-blooded demon. Most times, cambions tend to be rejected by both demons and humans, but there are also cases where they're accepted and end up being considered as actual demons or becoming demon hunters themselves despite their heritage. You can also purchase the tiers in the Demon origin to define your progenitor's rank, as you gain part of their strength and abilities.

115.1. Infernal Heritage (Free and Exclusive for Cambions): You're the cursed child born from a mere mortal and an actual demon and, as such, you inherited the demonic power from your inhuman parent, making you able of using the same abilities, but in a limited way, as you're now only around as half as you would be if you're actually full-blooded demon. In a manner similar to what happens with Nephilims, training and time will help you to enhance your abilities, but your power and potential will always be limited due to your mortal half. Additionally, while you aren't ageless, you have a long longevity, allowing you to stay in your prime even for a few centuries before starting to grow old, as the result of your enhanced physiology. Unfortunately, unlike what happens with other hybrids, your demon half is particularly influential over you and you'll need to live with demonic instincts that will try to override any humanity you have.

116. Nephalem: Highest order – Seraphim/Ars Goetia highest position – 900cp – Generic angels and demons V1.1

You're a being whose parents are from Hell and Heaven, meaning you're a Nephalem, that is, a literal angel/demon hybrid. As a cursed being that inherited both demonic and angelic powers from your progenitors, your very existence and nature is contradictory and incredibly rare. Most Nephalems may be targeted for death most times for merely being born or maybe because they fear their hybrid nature would make them more powerful, as well as usually being rejected by both factions, with a few rare exceptions that decide to join one of their parents. Like Nephilims and Cambions, you can purchase the tiers in the Angel origin to define your angelic progenitor's rank and the tiers in the Demon origin to define your

demonic progenitor's rank, as you gain part of their strength and abilities. A Nephalem born from a King of the Ars Goetia and a Seraph would be a truly horrifying existence. Lastly, as a child of both Hell and Heaven, you'll be truly free to decide which side you'll join forces with, meaning that Nephalems like you can take any affiliation.

116.1. Impure Being (Free and Exclusive for Nephalems): Like any other hybrids, you inherited the supernatural power and energy from your parents, but, for a cursed being like you, this is both a blessing and a curse. First of all, starting with the blessing, as a hybrid born of Heaven and Hell, you have access to both the holy powers of your angel half and the infernal powers of your demon half, as well as having reserves to these two forms of energy and being as strong as any full-blooded angel or demon with a potential that surpasses the two races. But, with this also comes a curse: demonic energy and angelic energy are true antithesis and tend to counter each other in a violent way, now, imagine this happening all the time inside your own body. Due to your mere existence being self-contradictory, everytime you try to focus on strengthening just one of your sides or try to use both both angelic and demonic powers at once, the energies within you will conflict with each other, which at the start will causes strain and/or pain on your body but it can evolve to actually cause damage or even kill if you overuse them beyond your limit, so you need to maintain your opposite powers stable if you don't want to suffer the consequences. Fortunately, if you keep the power of your halves around the same level and use one form of energy at once, you won't suffer from these downsides, at least, not too much.

117. Primordial Fear - 200cp – Generic angels and demons V1.1

In most settings, demons are the personification of what is evil in humankind and other mortals, to the point that you're able to emit an aura of pure evilness at will that makes any mortals, from mere irrational animals to humans and other non-supernatural beings, to instinctively fell a powerful kind of primordial fear capable of making the most weak willed ones to be paralyzed in your presence or even submit to you, thus granting you authority over them. People with strong wills, truly fearless or devoid of instincts will be mostly unaffected by your aura.

118. The Unholy Grail - 400cp – Generic angels and demons V1.1

The demons' blood is known for carrying a portion of their unholy power, having the capacity of corrupting and giving power to mortals that consume it or even turning them into demon-like abominations. There was also the case of the asura Raktabīja whose blood was so powerful that each drop of it gave birth to a new demon and, after it was consumed by Kali, it made her the most powerful deity of the Hindu pantheon. Even if your blood isn't as powerful as his, you have full control over the power carried by it, allowing you to customize the effects it causes on those that consume it. These effects on them can be extremely varied and their potency depends on how much blood is consumed, from partially or fully demonizing them, turning them into demonic abominations, making them addicted to your unholy power, giving them access to some of your abilities or just being a deadly poison for them. It takes

only a single grail-worth of your blood to turn a willing mortal into a Cambion for example. If you aren't a fan of wounding yourself to remove your vital fluid, you also gain the ability to transfer your blood to others through your touch. Lastly, as a final benefit, anyone that attempts to usurp your power by drinking your blood will fail, with it having no effect on them or even automatically becoming harmful for them.

119. I'm Legion - 600cp – Generic angels and demons V1.1

In a manner similar to the biblical demon known only as Legion, you aren't one, but you're the result of the fusion of 72 lesser demons that decided to become a single being to achieve a greater level of power. While you're still you, you're the core of the hive mind of the 72 demons and thus have complete control over your parts, as well as gaining access to all the wicked knowledge each one of them acquired in their lives. You also have the ability to split these demons at the cost of temporarily losing access to a varying portion of your power from your body, which corresponds to the split demon's power, and retain control over them.

Each demon will be very diverse, with each one of them being unique when it comes to personality, nature, preferences, skills, abilities and maybe even in power level, but they're always undoubtedly loyal to you and will share each one of your goals. Even in the case of you splitting again into the original 72 demons, their minds will remain connected and thus you'll exist split in each one of them too or, if you prefer, you can choose to take over the body of one of the lesser demons. Alternatively, you can also suppress a separate demon's mind and make them nothing more than an extension of your being which is completely controlled by you. Additionally, each one of them may still count as "you" if you want. As a final benefit, you can only truly die if all of them are killed, because, as long as at least one of the 72 demons is still alive, you'll survive, albeit greatly weakened, and the remaining 71 demons will eventually revive one by one within the survivor.

120. Archdemon - 600cp – Generic angels and demons V1.1

Well, you originally weren't always a demon, as you were one of the angels of Heaven, until the day you rebelled and became a fallen angel, either by yourself or by following Lucifer's rebellion, but your fall from grace was even more severe than in most cases, as you eventually became a demon yourself, however no mere demon, as you're one of the Archdemons, much like the other demons that also were fallen angels. As part of Hell's elite, your power is enhanced to a whole new level, matching with that of a Prime Angel, giving you power around the level of a King of the Ars Goetia if you're a common demon or even making you on par with the Seven Princes of Hell if you were already one of the kings. Additionally, your position as one of the hellish princes also grants you an authority over lesser demons, as long as they're weaker than you, being able to control the majority of weaker irrational demonic beings and influence those with intelligence. This control can be supported through willpower and raw power, but, the weaker the demons are, the more difficult it gets to them to resist your control. Lastly, as one of the former angels, nobody understands more how to lead your former fellow angelic beings like you. In addition to understanding how they think and act, you're able to modify your own demonic power to be harmful to angels and other similar angelic beings in the same way as their holy power is harmful to demons.

121. Born From the Beyond – 600cp – Generic angels and demons V1.1

Beyond mere spiritual beings, there are weirder existences lurking in the vastness of space, such beings whose very existence defies the rules of nature and are defined by their disregard for the natural laws of the universe as we usually understand them and by spreading destruction and madness wherever they go. While some of these strange eldritch abominations are completely from both sides of the Great War, there are also cases where the line that separates the eldritch and the demonic becomes blurred, and it's from one of such cases you're descended from, instead of from another mere demon from Hell. Your foolish human parent, either because of worship or wish for power, mated with one of such terrifying creatures, an eldritch entity that is closer in nature and power to the demon you've had previously chosen to be your inhuman parent.

As a result of you being a sort of eldritch variation of the "regular" Cambion, you gain access to your parent's unnatural abilities, allowing you to wield eldritch energy, the power capable of corroding bodies and minds alike, in the same way as handle demonic power, as well as being innately resistant to insanity and madness, allowing you to see the true forms of eldritch beings around your power level, meaning that you'll have no problem at all seeing lesser beings but you won't be able to see Outer Gods without losing your mind as you're now. You'll also gain the ability to tear through the veil of reality to make rifts, which allows teletransportation through different locations and summoning of star spawns of varying power and size that can be described by mortals as nightmares given forms. Weaker star spawns can be controlled through your eldritch/demonic power, but any of them whose power is at least on par with yours will be free to do whatever they want, so unless you want to spread chaos and madness, I advise you to avoid summoning them if you can't control them. Lastly, your strange physiology makes you far harder to actually kill than other Cambions of your level, giving you enough durability to stay alive for a few minutes before requiring healing even if your brain is pierced by something like a spear.

122. Beast of the End – 600cp/Requires Awakened Bloodline if Cambion – Generic angels and demons V1.1

The blend of your mortal half with your demonic half was more powerful than previously thought, as you're not only as strong as any full blooded demon, but also have a much greater potential than any mere demon. Either as a direct result of your mortal soul/nature enhancing your demonic power or by some other unknown factor, you're able to shift, fully or even partially, into your true demonic form, complete with scales, claws, wings and horns, in which your power is amplified to be a tier higher than your demon parent. Maintaining this demonic form will be mildly tiring at the start, but time and training will make using this form effortless for you. Lastly, once per jump, as a sign of your actual nature and reason of your existence, you'll be able to enter in a colossal, secondary demonic form, transforming into a multi-headed dragon-like beast, as well as granting you draconic abilities and power worthy of a being that could be called the Harbinger of the Apocalypse, where even a common demon would gain power to rival the Seraphim. You'll be able to stay for an hour or two in this state before exhausting yourself, but, as you get used to it, the amount of time you'll be able to stay transformed will increase. Lastly, there is probably a prophecy that describes you

as a destroyer and your coming as the end of human civilization, but this is your life and you're free to do whatever you want.

123. Abomination of Nature – 200cp – Generic angels and demons V1.1

Much like any angel, you also have a true form, but, unlike a regular angel's true form, which is made of pure virtue and holy power, as a Nephalem, yours is tainted by sin and by your demonic physiology. You can also assume your true form, but a normal angelic true form causes mental damage on mortals due to being incomprehensible for them, your form's nature was "diluted" and can be safely seen by them, but, in exchange, you become a truly twisted eldritch-like monster characterized by a mix of angelic and demonic traits. In this state, you'll cause instinctive horror or at least disgust on both angels and demons, but this doesn't affect other beings. Most average demons and angels will simply desperately flee if they even see you in your true form.

124. Hunter of the Workshop - Free – Bloodborne covenants

You have become one of Yharnam's hunters, taking within you the old blood. You may be stronger and faster than a normal man now, but no match for many of the beasts found roaming the city. Whenever you slay an enemy, the echoes of power within their blood flows into you, allowing you to permanently enhance yourself or use it to purchase objects from certain individuals. Additionally, a rare and valuable boon, you will not find yourself addicted to blood or the hunt, and neither do you have to fear becoming a beast.

125. Lord of Blood – 600cp – Bloodborne covenants

You share a trait thought only possessed by your queen, a blessing granted to her by the storied blood that can be traced all the way back to ancient Pthumeru. Though weaker than hers, you are a true immortal, ageless and possessing a powerful regeneration that will keep you alive through all manner of hardships, even if reduced to a pile of mush. Limbs will regrow, your heart will continue to beat, and you shall never be bled dry.

Blood of the Great Ones: You now stand as your queen's equal, perhaps even her superior. Your regeneration is beyond exceptional, able to fully restore you from a puddle in just a few minutes. You also find yourself possessing a sublime control over your own blood, capable of using it in the middle of combat to attack your foes. You will stand as an eternal monument to the Cainhurst legacy.

126. Beast Awakened – 600cp – Bloodborne covenants

You have fully embraced the monster residing within you, becoming a true terror the likes of which few could fathom, but all will dread. You are capable of taking on a powerful, bestial form that will greatly enhance all of your physical capabilities and your senses, as well as granting you teeth and claws capable of rending stone as easily as flesh. Should you wish to revert back to a more human form, it only takes a minute to calm the beast enough to put it back in the cage.

Blood of the Great Ones: A beast of blood, strengthened and leashed by the insight of the heavens. Similar in size to one of the cleric beasts, you tower over all but the largest of threats found in the city, as well as being able to coat yourself in an element of your choice, like fire or electricity. All will fear such a beast joining in on this night of the hunt, both Hunter and beast alike.

127. Vampire - 100cp/300cp – Hammer horror v1.0.5

Eternally damned you are one of the children of the night, perhaps related to Dracula himself perhaps not. You have superhuman strength, increased agility, can climb walls with preternatural ease, and can take (19th century) bullets without flinching. You can feed on the blood of others to turn them into vampires like yourself or to gain some level of power over them, and being undead you don't have to eat, drink, breathe, or fear disease or poison. However it is not without its weaknesses. You can be killed by a stake to the heart, being submerged in running water, decapitated, the recitation of prayers by those with sufficient faith/holiness, or being exposed to the sun. The cross can repulse you, though its effectiveness is based on the faith of the one holding it and its holiness (unattended crosses in a desecrated church do nothing for example). Sufficiently concentrated garlic can keep you at bay. You cast no reflection.

Your chest is exceptionally vulnerable to being pierced - though durability perks may mitigate this - and you are exceptionally vulnerable to anything holy – properly consecrated church bells can cause you pain. Finally you must regularly rest in your coffin to recover your power usually by day. Of course if there is something to stop your death from ending your chain you can be revived from being staked simply by having the stake removed or submersion simply by being removed from the water.

Post-jump you can turn off being a vampire (and if you would die to sunlight or submersion it will automatically turn off) at-will but cannot return to your vampiric state for 1 hour or until nightfall (if during the day); this is not an alt-form but can be applied to any living alt-form (you can be a vampire and an orc).

For an additional 200 CP (300 total) like Carmilla and certain other vampires you are no longer killed by sunlight, and instead it merely reduces your powers and drains them more quickly when you use them during the day (requiring you return to your coffin sooner).

128. Frankenstein's Creation - 300cp – Hammer horror v1.0.5

You are a reanimated corpse, or like his later creations a body specially prepared for reanimation which does not seem to be a corpse, and possess great physical strength and resilience as a result. While sufficient fire power will still put you down, your durability is clearly superhuman as is your strength. You do not seem to suffer any inherent disadvantages due to this, and you may apply this reanimated strength and resilience to any and all alt-forms you possess - it is not itself an alt-form.

129. Werewolf - 300cp – Hammer horror v1.0.5

You were born with two souls: that of a man and that of a beast. When the soul of the beast grows stronger you transform into a wolfman possessing bloodlust, superhuman strength, agility that is superior to that of a vampire, wolf-like

senses, and superhuman durability. Normal weapons may harm you but the damage is soon healed and they will not kill you; blessed silver however negates this entirely and against it you are no more difficult to harm than a normal man. In addition you possess great bloodlust in your werewolf form and increased animal instincts, your base desires driving you more easily; sufficient will power can allow you to suppress these effects or trigger the werewolf form as you desire and post jump you will no longer suffer these control issues save for a slight increase in your animalistic and baser desires. Post-jump your werewolf form becomes an alt-form.

130. Mummy - 400cp – Hammer horror v1.0.5

An ancient Egyptian mummy reanimated by their sorcery to protect the tomb and avenge itself upon thieves, you possess truly immense strength and durability, able to easily shrug off bullets with no response and seemingly close to invulnerable. While you are flammable and can be hurt by fire, even that has a hard time destroying you. You do, however, suffer from somewhat lowered speed and agility, but are absolutely implacable, with limitless endurance. Undead you do not need to eat, drink, or breathe, cannot be poisoned or grow sick, and you lack vital organs completely allowing you to shrug off even more than your supernatural durability already allowed for. Post-jump this state becomes something akin to an alt-form, able to be turned on and off at will, though it can be applied to any living alt-form to become a mummified version.

131. Gothic Melodrama – 400cp – Hammer horror v1.0.5

This world is simultaneously bright and terrifying, and now you may bring part of it with you wherever you go. For 100 CP, at the start of each jump you may choose to aesthetically reskin any CP-backed items or properties you possess to fit with this world's aesthetics. You make this choice on an item by item basis and 1/year may change this decision; if you do so you may choose whether the change is retroactive (the world at large will recognize it as having always been that way) or takes place over the course of an hour of real time.

If you pay 200 CP, this power improves. You may also choose to infect the world as a whole with the aesthetics which made Hammer Horror known, brightly colored and vivid yet with chilling shadows and a certain sense of lurking fear; there might even be the occasional score of background music, or macabre narration (though don't expect to get useful hints from this narration). Going further you can affect the behavior of those in the world around you causing them to resemble those of this setting with a mixture of dignity and melodramatic exaggeration in equal measure. As before you make this choice at the start of each jump and may change it once per year.

If you pay 400 CP instead, you can go to a further extreme causing the monsters of classic horror, and its weird science to bleed into the world thus ensuring that you will have chilling, supernatural threats wherever you go. Any magic, or weird science, which this introduces will

not be significantly beyond the power level shown in (the more powerful of) this world or the jump itself. Be warned that while you can turn this off by changing the extent of influence, any horrors you are already aware of will not vanish when you do so, merely others will not spawn.

132. The Horror of Jumper – 600cp – Hammer horror v1.0.5

There is nothing that the monster does better or more than create and spread fear, and you are no exception. You find your power of intimidation massively magnified, and your ability to instill terror in the cowardly seemingly supernatural especially if you incorporate superhuman or supernatural powers. More than merely causing fear you are unnaturally good at using it to deter people from action. You could terrorize a village for years - even generations - killing their children and it would take an abnormally brave man to dare act against you even if they knew it was you without question; and you could easily keep people from even daring to investigate to figure out the cause if you made it seem clearly supernatural in some way. Now of course truly heroic individuals will still act against you, but with this you could at least deter most official scrutiny. What's more given time you can make fear and superstition an ingrained trait of the local area so that the very scenery seems to exude it and those who live there become especially vulnerable to such terror.

133. Ash Vampire - 400cp – Lord of the night vampires

The most mysterious among the Void ridden, these 'Children of Vangual' almost certainly predate him, and may be remnants from some earlier Void incursion. They tend to be unfeeling and mercenary, even towards the Void that holds them in slavery. They're walking blights upon the earth, which is why many of them turn Druids, to enjoy the horror of their progeny's rejection from nature.

Almost all spend some time in the monastery they maintain on the Plane of Ash, though once they leave they may never return. Those that stay are the ones with the discipline to commit to resisting falling to the Void, but even the ones who return never speak of the secrets they learned while there. They are known as the Corrupters for how they ruin and defile nature and the natural world by their mere presence, and they have a well deserved reputation as being unkillable.

133.1. The Vampire State of Being (Free)

Vampires have a bunch of abilities that they get simply for coming back from the dead. These abilities are further customized by the particular breed.

● They have a series of attribute modifiers that get better and better with age. They add their Age to their Blood. They tend to add it to the saving throw DC of their powers, how much blood they can spend on certain tasks, as a bonus to their own saving throws, and more. They're just better with age. They start at Age 0, and reach age 5 at 1000 years.

● They gain the feats Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes.

● They replace Con with Blood, which tends to give the advantage of having a constitution score, without the downsides. It also lets them fuel their dark powers. They need to spend it to remain active each night, and if they can't they'll fall into a dark sleep for the ages which is hard to reawaken from on their own. A higher bloods score DOES give them extra hit points like Con, but you use the permanent score, not where it is that night.

● They can spend Blood to heal faster. As all breeds have some fast-healing, this is usually marginal, but can be very useful.

● Their hit dice can improve depending on their relationship with the Void, including hit dice from classes. Some breeds just do in general. Since Jumpers who haven't taken certain drawbacks are granted succor from the void and it's corruptions and temptations, all Jumpers get to turn all hit dice into d12s, if they want to, or just take a general improvement in toughness for those who don't care about a character sheet.

● They can grant the Black Kiss, a series of ritualistic feedings that turn the victim into another vampire of their own breed.

● They gain a Slam attack, and once per turn that attack can grant negative levels. The vampire gains a rush of life (temporary hit points) for every negative level inflicted. For most this is 2 negative levels once a turn.

● Most Vampires have resistances. Most of them are 10 + 5 per age category.

● They can dominate minds.

● They can create Vampire Scions, unchanging lesser vampire slaves that lack the special qualities of the Children of Vangual.

● They have damage reduction that gets better with age.

● They gain some minor resistances.

● They can develop an Energy Drain power that gives them temporary attribute bonuses.

● When reduced to 0 Hit Points, they enter a Death State, an insubstance form like Mist that attempts to flee to a prepared Grave where they can reform and heal. Some overcome being bound to a grave, and can reform in any safe place, but they must spend blood to heal.

● They can develop Dark Gifts, black miracles of undeath and the Void. Some breeds start with some. They gain more as they age, gaining one every three levels, one at level 10 and every ten levels thereafter. In addition, they can develop a Dark Gift in place of taking a Feat.

● They have a series of banes, restrictions, and weaknesses that vary with breed. Some of these can be overcome with time (and feats). Others are permanent. These will go away at the end of the jump.

● All are slain by the sun. They might be able to resist for a few rounds, or more indirect sunlight for longer, but the sun is an ultimate bane.

● “Water vulnerability” is the weakness some vampires have to being literally washed from existence if forced into clean, free running water. This is things like streams and rivers, not bathtubs or sewers. Each ‘turn’ will erase a third of their health, and they’ll be fully destroyed on the third turn.

● “Gravebound” means that they must have specially prepared graves to rest in, or the soil they were buried in. It takes a year and a day to bind a new coffin, though they can maintain multiple coffins. Without them, or by becoming an Unbound Vampire, a bloodsucker is essentially force to say within the a nights distance of where they were originally buried.

● “Chill of the Grave” is a distinctive aura of cold that warns the living of the presence of the Undead. Some breeds have additional curses that attach themselves to it. It cannot be overcome but can be suppressed with the Feat, Stifle the Chill.

● “Stench of the Grave” is a carrion odor that attaches to some breeds. It is distinctive and warns of the death and undeath, but is automatically overcome at Age 3.

● Sunlight can permanently destroy a Vampire with no chance of them escaping via Death State. A Stake through the Heart forces a vampire into quiescence as long as the stake remains, however, they cannot escape into their death state from this. Additionally, their bodies resist being staked, and some are heartless.

133.2. The Ash Vampire State of Being (Free)

● Ash Vampires receive +2 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha, +3 AC, +0 Speed, 3/holy,

iron, magic Damage Reduction, +2 Turning Resistance, 3 Fast Healing at age 1.

● +15 Str, +10 Dex, +6 Int, +6 Wis, +6 Cha, +15 AC, +15 Speed, 15/- Damage Reduction,

+10 Turning Resistance, 9 Fast Healing at age 5

● Generic Weaknesses: Allergy: Iron, Allergy: Silver, Cannot Cross Holy Ground, Cannot Enter without Invitation, Chill of the Grave, Fear of Fire, Fear of Sunlight, Gravebound, No Reflection.

● Ash Destruction - An aura that kills 1 HD creatures within five feet per age category. Presumably doesn’t affect humans and other classed species though it doesn’t say that. Can be suppressed with Stifle the Chill. Grass turns to ash, birds fall out of the air.

● Black Dreams - People within ten miles of an Ash Vampire will be plagued by distinctive horrible nightmares.

● Advanced Energy Drain is Age - they literally make their victims older. Requires at least a level 15 cleric to cure.

● Slam attack does 3 negative levels.

● Alternatively, they can use Ash Disintegration, which works like Rusting Grasp, only on everything instead of just metal, and does extra damage to living targets. Better damage with age.

● Ash Vampires can more easily rouse themselves during the day at the cost of Blood.

● Ash Vampires can turn into an insubstantial cloud of swirling ash. This ash form is almost the Death Form.

● Ash Vampires have Cold and Electricity Resistance.

● Ash vampires are almost impossible to actually kill. They don't actually die to Sunlight, or if they're reduced to 0 hit points and can't find a place of rest. If they are 'slain' they turn to ash, but revive in 3d4 days, or the moment a single hit points worth of blood touches them.

● To kill them, they must be interred in the earth for a year and a day, on consecrated ground. They must be attended, their prison maintained for the entire time, as their disintegrative properties will damage and destroy anything that holds them overtime (at which point they wake up, and the clock resets).

● Their ash is almost impossible to directly destroy, and scattering it doesn't hurt them. They'll simply rise from the biggest portion. Presumably you could get around this with something like an Orb of Annihilation or similar, an Alchemist transmuting it into something else, or similar methods. Basically, there is no accidental death for an Ash Vampire. Their destruction requires serious and continuous effort for the entire year and a day, though if you piss off a god or something along those lines it won't help.

● Their favored class is Monk

134. Of the Blood – Free – Lord of the night vampires

Have you been a Vampire before? You'll probably be one again. Vampires tend to have strong ties of family and allegiance, passed down through the blood, and what you inherit is often more important than who you are. When you pass on Vampirism you can choose to give a 'legacy' to your Childe from every kind of Vampire you have been. It's an iconic mix of abilities, retuned for the kind of vampire they are.

135. Authority and Oppression – 100cp – Mage the awakening 2nd edition

Are the tools by which the Seers work their magic. Choose a few favored symbols for your use. A crown or power tie? A favourite weapon? Perhaps a police baton or mirrored shades? Riding crop, with leash and collar? So long as it fits the themes, it'll work. And naturally, they'll work far better to enhance your magic than they otherwise would, and always serve as a powerful focus, even for other arts.

136. Servitors of the Throne – 200cp – Mage the awakening 2nd edition

Each purchase of this Perk grants the personal service of a few dozen of the Archigenitor's servants, the Grigori, Hollow Ones, Myrmidons, or Hive Souled. You may have any

composition among them that you please, and need not fear them working at cross-purposes, as their loyalty is only to you now.

137. Uncommon Specimen – 300cp - Rippers

137.1. Uncommon Specimen (-50 cp) Pick one of the five Savage Worlds stats: Smarts, Strength, Agility, Vigor or Spirit. You are now at the very pinnacle of human ability there, a little beyond what many believe is possible. This may be taken multiple times.

137.2. Charismatic (-50 cp)You're really likable for some reason, you exude confidence and goodwill, and appear really trustworthy and kind on a first impression.

138. Let the Wrong Ones In – 600cp – Omnibus new world of darkness

You don't quite fit into the world, but between the two of you, the world will give out first. You're a walking doom, aggravating the nascent horrors of the world and opening cracks to a realm beyond, cracks through which strange and nameless things will creep into this world. Places you stay will become uncanny and cursed, every crime begetting monsters and every wrong step letting horrors proliferate. The essence of the land will be subverted and poisoned, and in time true monsters will inhabit every shadow. Those who enter a world through your power, or who are twisted by your stay understand their debts and will pay them back. Your dreams will be filled with insights gleaned from madness, misfortune and disaster will plague your enemies, and things will quite literally break in your favor again and again. You can stop harming the world whenever you wish, but you'll stop accruing debt when you do.

138.1. Soundtrack of Darkness [Free]: To accompany your time here, you have access to a library of 2000's and 2010's music that was dark and edgy for the time: Death Metal, Speed Metal, Post-Hardcore, Dubstep, Electronica, Trance, etc. You get the idea. If you will it, you may have any song you choose play anywhere at any time - no speakers required. Alternately, you may choose to have a dynamically cut and arranged score automatically generated for you. In either case, you may choose to make this music audible to everyone, just you, or just specific people you so choose.

138.2. It Can't Rain All the Time [Free]: But it can rain most of the time. It is almost always overcast and frequently pouring down rain. Save for the red of blood and the bright shine of polished metal, most colors will seem faded and washed out. Black, white, and grey dominate the world's color palette. Conventional electric lighting will be replaced with harsh fluorescent and neon alternatives. Architecture will take on a more Gothic, Brutalist, or Industrial feel. Black leather (and often trench coats or hoodies) will become more common aspects of individual attire; as will other trappings of the Goth, Punk, and Techno cultures. The atmosphere generated by this perk is cold, isolating, and oppressive, and it fosters despair, melancholy, rage, isolation, and violence. The world is dying and nothing seems to make it better. Barring your interference while this perk is active, hope and happiness slowly drain out of the world around you. This perk can be toggled on and off at will once you leave this world. It Can't Rain All the Time does not make the World of Darkness

any worse. No, not even that other World of Darkness. Also, it can't make HoL any less HoLsome. If the setting is already describable using the term "Grimdark" this probably isn't going to have too much of an effect, though it will make it rain even in Dark Sun. Don't expect that to make things better.

138.3. Strangeness [Free]: While the World of Darkness is a dark reflection of our own world, it can also be a mad one. All manners of strangeness suffuse the world. Some is innocuous if strange, like a ghost selling seafood from a wooden cart or laughter being the birth of pixies. Others are dangerous, such as a shady butchers shop selling tainted meat that infects buyers with The Hunger. Yet more are a mix of both, such as madmen who turn themselves into talking animals on the freeway during rush hour. Thankfully, you've learned to take it all in stride. Even the strangest things will seldom get more than a raised eyebrow from you unless you actively want to be affected. This isn't a defense against things that cause metaphysical fear or terror or madness, but the strange will no longer bother you much at all.

139. The Darkness Within – 600cp – Omnibus old world of darkness

You carry some of the darkness of this world within you, a darkness that eats away at the humanity of others, bringing doom to all around you. The longer you remain in any one place, the darker and more nihilistic that place will become. The people will become more suspicious, paranoid, and aggressive towards each other. The shadows will deepen, the buildings grow more dilapidated, and everyone's luck seems to slowly turn for the worse. Other evil will slowly migrate to that place as well. The more doom you bring to others, the more the darkness will grow and the more your luck and power will increase. You may move between shadows in any place you've spent more than a fortnight and your powers work extra well in any area you've corrupted or on anyone who dwells within such an area.

139.1. Soundtrack of Darkness [Free]: To accompany your time here, you have access to a library of 80's and 90's music that was dark and edgy for the time: Punk, Hardcore, Industrial, Gothic Metal, etc. You get the idea. If you will it, you may have any song you choose play anywhere at anytime - no speakers required. Alternately, you may choose to have a dynamically cut and arranged score automatically generated for you. In either case, you may choose to make this music audible to everyone, just you, or just specific people you so choose.

139.2. It Can't Rain All the Time [Free]: But it can rain most of the time. It is almost always overcast and frequently pouring down rain. Save for the red of blood and the bright shine of polished metal, most colors will seem faded and washed out. Black, white, and grey dominate the world's color palette. Conventional electric lighting will be replaced with harsh fluorescent and neon alternatives. Architecture will take on a more Gothic, Brutalist, or Industrial feel. Black leather (and often trench coats) will become more common aspects of individual attire; as will other trappings of the 1980-90's Goth and Punk cultures. The atmosphere generated by this perk is bleak and oppressive, and it fosters despair, melancholy, rage, and violence. Barring your interference while this perk is active, hope and happiness slowly drain out of the

world around you. This perk can be toggled on and off at will once you leave this world. It Can't Rain All the Time does not make the World of Darkness any worse. No, not even that other World of Darkness. Also, it can't make HoL any less HoLsome. If the setting is already describable using the term "Grimdark" this probably isn't going to have too much of an effect, though it will make it rain even in Dark Sun. Don't expect that to make things better.

139.3. Strangeness [Free]: While the World of Darkness is a dark reflection of our own world, it can also be a mad one. All manners of strangeness suffuse the world. Some is innocuous, like 'clap if you believe in' faeries (Pooka). Others are dangerous, such as consumer products that slowly convert their users into all sorts of horrors (Pentex products). Yet more are a mix of both, such as Marauders who release mythic, talking animals on the freeway during rush hour. Thankfully, you've learned to take it all in stride. Even the strangest things will seldom get more than a raised eyebrow from you unless you actively want to be affected. This isn't a defense against things that cause metaphysical fear or terror or madness, but the strange will no longer bother you much at all.

140. Always Together, Together Always – 400cp - Kult

Ah, it's you. Coming up the road to see you, greet you, check up on how you've been and what you're doing. Had any interesting human sacrifices lately? Like the Dancing Gods Iaineivsa and Asvieniai, you've somehow acquired a counterpart entity very similar to your identity and all its powers from this world. It even resembles your form in this world, although it may have minor differences like a different gender and skin tone-and whatever your nature, always looks a little otherworldly. You are entwined at an abstract level, and so long as you live the other may not die (though it may suffer greatly and be greatly harmed). Your counterpart coordinates inhumanly well with you as a second pair of hands, matching you step for step, blink for blink, easily finishing each other's sentences and being able to combine mystical powers with you for greater effect. As a kind of spiritual symbiote this counterpart of yours is deeply loyal to you, and even if this loyalty may express itself in unusual ways it will be inclined to support your endeavours.

141. Fallen Splendour – 100cp - Kult

To be an angel is to need something to believe in, which spelt disaster for those left broken and confused when the Demiurge's burning presence disappeared from them. Yet you needn't fear such ravages. There is a celestial beauty about you, one that speaks of radiant divinity. Your form, if human, has a striking, fierce beauty worthy of being a god's attendant, and you have the bearing and dulcet tones of a saint. Even any inhuman features you have like wing-mounted eyes have a certain grace to them.

But more importantly, however many injuries you sustain from harm physical, mental and metaphysical your physical form will not fail on its own-only to sustained violence or environmental phenomena as long as it's mostly intact. Even angels with bone-deep wounds, bullet holes riddling their chest, a hole punched through their head or gaping wounds left on

their chest by removed armour can prove ferocious fighters; it may still hurt excruciatingly and you are merely heavily resistant to death by infection, not truly immune, but unlike many angels you can withstand the void left by the Demiurge without alcohol or intense nostalgia.

This also comes with an archaic, golden halo made of many tines of light radiating from behind your head within a pale golden disc around your head. You may make this halo appear and disappear as you please.

142. Points of Authority – 600cp - Kult

This is quite fortunate indeed! One of the Archons has found something so favourable in you, that they've thrown the full support of their principle behind your efforts-though likely for their own inscrutable goals. This principle will constantly assist you, though mostly in subtle and low key ways-yet on scales that would make economic crises or the flapping of a butterfly's wings before a storm look like small potatoes. Expect all manner of fortuitous twists, circumstantial assistance and the occasional divine miracle to assist all your efforts when you somehow operate in the scope of the principle's influence-though when you will it, the principle can abate if you wish to do something on your own effort. Supernatural effects somehow manipulating or incorporating these principles are also greatly strengthened, as if the Archon was lending you some of its power; effects that seal or restrict the powers of others are always supported by this. In future worlds the benefits of each principle bought here will follow you, though no longer will the guiding wills of the Archons promote their own agendas as they do in this world. Choose from Hierarchy, Submission, Community, Safety, Law, Allure, Victory, Honor and Avarice. Although Malkuth being a bit cheeky, she offers both Conformity and Awakening in one purchase-and can empower your abilities to liberate others as well.

143. The Nightmare That Never Ends – 600cp - Kult

Astaroth's consciousness is too expansive for the mortal mind to fathom, an endless abyss of darkness. But his spirit sometimes manifests in physical form, appearing as Incarnates: Manifestations of his various drives collocating throughout the world. You have taken a great step towards understanding what it means to be such an entity, for you too can create multiple forms of yourself-each of which with seemingly independent judgement, reasoning and drives but subconsciously compelled to promote and enact goals you would find pleasing. None can be more powerful and complex than you are overall, but it is possible to reduce traits-even abstract or intangible ones-to greatly amplify others.

By completely diminishing your capacity for reason, you could transform yourself into a hulking beast of a man. By stripping yourself of human form to become a revolver, you could manifest as a cursed weapon of great power who can assume direct control of wielders and compel them to seek it out. And by reducing yourself to a desiccated head, you could speak prophecies and compelling lies. It is even possible to take an abstract form such as a music video with a basic drive for self-propagation-and the capacity to eventually trick others into arriving at a dimension you control somehow. And while creating such Incarnates of yourself is tiring, even a mortal man could manage four without collapsing from exhaustion. In time there may be as many aspects of you as there are forms of suffering.

144. Hellbound Homecoming – 600cp - Kult

There are things that can scar even the dark twin of God. There are revelations that could move even him to desperation. As Astaroth now feels a great urgency to wrest control of Elysium after whatever he discovered, you are endowed with a transcendental fate to wrest away control of the world on a metaphysical level-as long as you allow yourself to be guided by one of the Death Angels' principles, though even they are not wholly sovereign from your ambitions. Choose one principle to be bound by: Power (in the sense of ambition), Abuse, Exclusion, Fear, Torment, Compulsion (expressed as the darker side of artistic inspiration), Conflict, Vengeance, Desire and Discord. Your efforts are bolstered by circumstances, windfalls of fortune and twists of fate brought about by the pursuit of your chosen principle.

New ways to damn and imprison the human soul will reveal themselves to you in dreams, while artifacts of great danger become perfectly safe to wield in your hands so long as they meaningfully contribute to your victory. Great divine citadels have reliably convenient cracks you can sneak through, while the roles of great spirits can be supplanted if you can produce beings of similar power. This never weakens any divine or otherwise cosmic in scope beings who stand in your way in direct power, but even pious angels could be given a shade of doubt in their faith- and if an artifact existed that could defeat a certain deity, provenance would find you locating it swiftly. It is as if Astaroth himself guides your hand-though do remember, that even with the Demiurge gone and the Archons having lost three of their number Astaroth's victory is far from decided, and that there are good reasons why he wishes to secure dominion before mankind can fully awaken-as well as that for all his power, there are beings beyond all hope of even his control.

145. Life Finds A Way – 400cp - Kult

The urge to reproduce is the beating heart of Gaia's realm, and to the horror of all who would deny your advances you're one of her most successful experiments when it comes to evolution. You see, you have some sort of means of reproduction so virulent, rapid and violent that it not only lets you create young of some sort in minutes at most and potentially seconds but also doubles as a devastating weapon should you wish. Unlike mortal creatures, when you wield it in love or battle the heady musk it sends you into only makes you more energised, not less, to the extent you could live off sex and in fact actively feel better, faster, stronger as well as harder-the grip of fecund ecstasy pushing you farther beyond even what hysterical strength would allow and repairing all damage to you as your salacious appetite intensifies.

Perhaps instead of standard male genitals, an obscene nest of anaconda-sized extendable pseudopodia strong enough to burrow swiftly through concrete and bend steel apart restrains partners, squeezes through even the smallest of orifices and fills them with a sticky mash that induces an uncontrollable heat as well as mutation into a form representing a stronger, more compliant mate in your eyes. Perhaps you are parthenogenic, and the children from your womb rapidly grow into forms similar to you in scale and form but shaped by Gaia's evolutionary templates that fight loyally for their hive queen-while those foolish enough to think you need a partner are torn apart by the powerful jaws in your womb. Perhaps you can excrete a swarm of symbiote worms that infest other lifeforms, compel them into

self-destructive behaviour and turn them into seedbeds for amalgamations of other vermin in your image. Whatever your means of reproduction, even those beings of true reality like nepharites and lictors should be wary about a roll in the hay with you.

146. Systems of a Breakdown – 600cp - Kult

In a daring feat of suicidal fearlessness, you tried to make contact with Gaia's greater mind. She responded. This is the result. By touch, and song, and the expulsion of your fluids, your will can breathe life into any substance, phenomena or material around you-and give it all the evolutionary viciousness that Gaia employs. Each new, strange lifeform constantly adapts in real time-though if given a goal may direct it's growth to one end or another. Laptops can transform into hissing, electricity-breathing cat-like horrors. Streets can crawl about like worms, while amorphous creatures of dirt and stone could rip themselves free of the Earth. All such beings inevitably change towards more organic, or at least crude and primitive forms despite having exceptional viability as organisms fit to survive the most extreme of conditions. Living beings may, at your will, simply becoming enhanced and subordinate to your wishes or burst apart as their individual components are animated-tumours ripping free of their flesh, intestines transfiguring into amphibious electric eels and so on; even plants and fungi could be animated enough to hunt animals for sustenance, or grow large and venomous enough to threaten them. It will take more time and effort of course, to animate buildings and highways or larger constructs or shape life in more precise ways but even now you could raise a thriving ecosystem from a wasteland for a mile, out of the things in it. Even wind could grow talons, or water learn to hunger. The ecosystems you create in this manner recognise you as their progenitor, and though they will chaotically compete against each other to improve themselves would move with all the unerring coordination and instinctive urgency of a shoal of fish to protect you or follow other simple commands.

147. Apex of Evolution – 600cp - Kult

There are places sacred to Gaia in her depths. It would be suicide to rest in one. It would be madness to eat anything there. You did that, and instead of being destroyed you were...blessed. Your body warps and evolves at all times, growing and adapting and improving and roiling to be a divinely touched predator-unless you direct it to honing certain courses of development. Every cell, neuron and blood vessel in your body fights every bone and organ to maximise resources your wild-touched soul seems to generate ab initio for your continuous transformation-your needs and desires driven the calamitous adaptation that Gaia represents, though with your most primal ones taking precedence-and with enough time or divine power, potentially all aspects of your body could make the mystic artifacts of this world look like cheap trinkets. No force is truly beyond you capacity to adapt to, or even harness, for your soul grows as swiftly as your body and augments it-so much soul that it could mutate to wield the magics of Passion better than any mortal, given enough intent or exposure to such magic.

Go for a swim for an hour, and become a sea serpent with maws and venomous spines capable of goring a whale from any direction. Cast yourself off a cliff, and become something akin to a feathery, taloned starfish in moments-capable of lightning-quick strikes with your arms and

falcon-like dives. Hunt prey between multiple worlds, and your soul could divide like an amoeba to chase them via astral projection. Exposing yourself to radiation long enough may give you the power to emit it, withstanding torture from a nepharite could endow you with demonic horns and talons of your own, and even if an Incarnate of an Archon attempted to personally restrict you some runic emblem on your hide could let you thrash free of its principles-then devour and digest their abstract qualia. Such is your control over your adaptations that at any time you could resume a human form-though even then your body would continue to hone itself beyond mortal frailty, rapidly regenerating any vital organ.

148. The Lampadephoros Sisters - 200cp - Kult

You encounter them at a crossroads, on a moonlit night so bright it's almost blinding even through the fog they stroll out of. Each tall yet dreamlike in movement, pale as moonlight, with hair as dark as night. All move and even blink in unison, knowingly assessing the world in ways no mortal can. All consider that you will do something very inappropriate to them in a future moment over a philosophical disagreement, and instead of fretting over the inevitable have opted to look after you so you can finish your argument in the future. Though they bear an all-knowing, detached air to most things you get the feeling they're really enjoying that argument they keep talking about with you. It might explain why none of them seem to have any sense of personal space with you, or react to you touching them. Mostly to gently shove them out of the way when they show up unexpectedly in your doorway.

Trimorphe is the new moon, the mediation of new intentions and the symbol of new beginnings. Though lean and fit, something about her proportions makes you wonder if she's a mother. Her hair is so short yet precisely kept, it almost seems glued on. She never removes her matte-black glasses, and a shiny, formfitting black pleather bodysuit. She creates guns out of nowhere, and each bullet does the work of a great ritual. Gravity and momentum cling to her only lightly, but bring havoc on her enemies. She is the most blunt of the sisters, but also the most violently protective-scrutinising you with an almost insectile head tilt at all times. If pressed outside her sisters' company, she confesses she knows you're right about the argument-but looks away and blushes, when you ask how.

Propolos is the gibbous moon, the expansion preceding growth and the uncertainty that delays a significant decision. Though clearly a grown woman, the way puppy fat accretes on her body and her strangely naïve manner gives her a maiden's bearing. Her hair is wound into two neat braids. She wears an undersized, old fashioned dress with a white collar and striped stockings. The blade never far from her hand can cut as she wills-be it enchantment, contracts or space and time. Those she moves against seem to unwittingly stumbled into prepared traps that weren't there when they last looked. She is the most dour and sardonic of the sisters, with a morbid fascination for all instruments of death. She seems convinced the argument will have a morbid end, though reacts with uncharacteristically childish glee when you are alone with her.

Trioditis is the crescent moon, the banishment of foul spirits and the closing of doors. And though she has her sisters' eerie beauty, her bearing is that of a mad crone. Her hair hangs lank and unruly over her mad eyes. Her black leather corset and the translucent lacey dark

dress it's attached to are both elaborate, and lacey. The crooked wand she somehow always has stowed among them, is a focus for arcane energies. With it she can section off whole areas of Elysium into other realities, or make buildings shiver with a gesture. She laughs wickedly and frequently, alternating between the hysteria of a mad witch and the disdain of a dignified noblewoman sometimes even in the same sentence. While all the sisters are committed to your destiny, she in particular often whispers in your ear that she is the only one you can truly trust.

The sisters are a single deity with three selves acting in unison. While relatively weak individually (as deities go anyway; each is easily capable of bending cars like straws and dancing through rains of bullets unharmed on their own), when working in concert they are among the greatest beings in this world. From time to time, they are particularly eager to offer you dark pacts, mostly in the form of potions they brew. As dark pacts go, these are a veritable bargain compared to the punishments and sacrifices attached to many such pacts: Some herbs that can be found at a garden depot or in the woods, a little incense burned, some time spent with one or more of them. All demure anything too strenuous. You've already paid them in full, in the future after all.

149. The Goddess in the Red Dress - 200cp - Kult

The sight of a statuesque blonde in tiny red dress with mirthful green eyes, a chest you could hide your wallet in and thick but shapely thighs making a beeline for you at a club hardly seems like the worst experience at first. Especially when she greets you as an old friend and all but grinds her pillowy ass on you. It's when she starts huskily whispering the atrocities you inflicted on each other (and several worlds) in a past life, and everything goes red as your blood curdles, that something may seem amiss to you. You may soon see her casually feed on the souls of passerbys while others fail to notice, make the sky rain fire in a bad mood and even punt lictors beyond the stratosphere for a perceived insult. And while she follows you everywhere with girlish excitement, to everything short of an Archon she displays an impulsive, megalomaniacal contempt. Worse, she eagerly awaits expects you to be the key for her to once again reap all the treasures of the cosmos.

The very fabric of reality ripples when she gets in a dangerous mood. With a thought she can warp rivers into gigantic serpents under her control or tear down the sky to use as a shawl. Her short-sighted impulsiveness would have gotten her bound or killed long ago if she also wasn't born as the ultimate lifeform of her world after a great conflux of passion subsumed all living things in it into the glorious conflagration that gave her life-and after playing through all avenues of pleasure in the ruins of her extinguished predecessors, became a goddess notorious enough to be compared with divine humanity. In the heyday of mankind she plundered worlds-and when gods would not drown in her glory, she subdued them with sheer might. You were always the smart one, after all. It's why after you publicly chained then claimed her on her own throne in front of all her subjects you figured out how out to really humiliate her into your broken-in attack dog. The jewels piercing her divine flesh in rather intimate places worn proudly, to this day.

Or so she claims. Though scatterbrained, she seems very interested in bringing out your worst self.

150. “Pippi”- 50cp- Kult

Six foot tall with red hair dyed raven black in a short undercut and the natural pallor of those who seldom see the sun, despite your frequent correspondence few would believe the specifics of your online contact. A world-class computer hacker and casual kickboxer, the nickname your friend told you to call her by is more familiarity than she’s shown anyone for a while. She is consumed by the investigative work she does for the police, and sometimes private interests. A corkboard of connections, folders and recordings point her towards a grand, overarching conspiracy involving human slavery she still hasn’t fully uncovered yet; though she doesn’t know their identities, the Death Angels would recognise their own networks from her discoveries. Discovering a natural talent for space-time magic has only emboldened her. Hostile, brusque and antisocial in public, you are one of the few she shows the more vulnerable side of herself stemming from a broken home and a vicious thug of a father. You might even convince her not to wear the spiked collar, boots and biker leathers to formal occasions.

151. Eleonore Zaaz - 50cp - Kult

As a first class graduate and the youngest executive in her company, Eleonore is seemingly everything “Pippi” is not (including having genuine long, dark hair). Her well-honed social graces and genuine managerial skill can’t hide her cynical approach to life, though she is vindictively happy with her jet set lifestyle and the money it affords her leaving her few actual friends but many contacts and acquaintances from various incidents. Her carefully maintained, arched eyebrows and sharp tongue keep those under her sharply in line, while her outrageously trendy fashion sense and olive skin might be more appealing if she wasn’t infamously ruthless in climbing the corporate hierarchy. Also unlike “Pippi”, Eleonore has no sob story and the legacy of an uncle revealing her great skill for dream magic has provoked no wonder in the cosmos, just a conniving means for her to get ahead of the competition and put one over them from an angle they can’t see coming. You met her on a good day, at her favourite bar, and she’ll still make no bones at calling your ideas rubbish or talking circles around you if she thinks you’re incompetent. Though she will confess a growing sense of futility and pointlessness with her successes, and has been turning to Shintoism to find some measure of spiritual peace.

152. “Frank” - 50cp - Kult

Prepare to be (DUN!). Emancipated! (DUN~). Exsanguinated! (DUN!). I see you shiver with antici...pation, as this particularly flamboyant Biomechanical Keeper saunters up to you. Obsessed with creating the perfect lifeform, this fellow has a curiously well developed sense for performance, social mingling and...seduction that most of its kind aren’t well known for. It’s human guise defies all description and good taste, and it’s true form is even more lewd if that’s even possible. The being’s love for its children, talent for genetic engineering and talent is truly exceptional among its kind though. Certainly it has a taste for the macabre and a ruthless, conniving streak despite being no true fighter, but such behaviour is regrettably

necessary to survive the cruel circumstances that the Children of the Underworld find themselves in.

153. “Judith Schiller” - 50cp - Kult

Disguised by the Illusion as a fortune telling, warm but sad middle-aged woman by day, in truth the being calling itself “Judith Schiller” is one of the few remaining Azadaevae with a burning optimism to help her people. Her formidable mystical powers and the Illusion allow her form’s details to change somewhat while generally being a well-preserved, stately woman-though in truth the long pale hair and skin of her native form remains as beautifully youthful as it has been for eons. She runs a little book publishing firm called Ouroboros as well as a website where the Children of the Underworld can share information and communicate with each other. Judith is an intermediary and informer, with the skills to run a delicate underground network for the other children. Whatever your background, you’ve somehow won her trust and she hopes she can count on you to prove her kind are a proud and noble race in their own right, instead of the slaves others frequently take them for.

154. Duke Tomas - 50cp - Kult

The old fashioned carriage you encountered shortly after your arrival into this world is driven by a cheery obese man in a green hat, red shirt and gold-trimmed coat. He claims to be a humble merchant, but a quick glance at his wears reveal mystic trinkets and arcane artifacts as well as the poultices, modern medicine, ammunition and other useful objects he happens to have lying around. He’s also a world-class chef, able to whip up delicious Eastern European dishes as long as you can bring him enough raw ingredients. In truth, Duke Tomas is a lictor of such power and authority that he is functionally immune to mundane assault and ordinance. Every spoken word out of his mouth seems almost comically slimy and deceptively ingratiating, which may make it all the more surprising that in truth, the Duke truly does consider you a good friend he had the good fortune to bump into and earnestly supports your adventures in this world by using his space-time magics to show up in convenient places-and his exceptional salesmanship and manipulation to learn all kinds of useful information he freely shares to you, even from beings with no right to trust him. Perhaps his service to Malkuth has let him grow beyond the snide superiority most of his kind exhibit?

And in future worlds, somehow he always happens to have new trinkets, goods and artifacts to sell you every now and then. Sadly, he cannot give credit. No really, there’s some sort of cosmic clause that binds him.

155. Choir of Profaned Despair - 200cp - Kult

When the Demiurge disappeared from the angels’ presence, some threw themselves on their own swords during Malkuth’s rebellion and the Archons’ infighting. With your investment here, one or more received a final vision of the Demiurge’s will: To watch over, and serve, a visitor from another world. You are that visitor. Unlike many of their free-willed brethren it was only the promise of that duty that let them endure the aeons, and it is to you they desperately pledge their swords to. They are loyal beyond even any of the tortures of Inferno,

but be wary: So shattered are they by the war, that they will retaliate with unrelenting, indiscriminate force against anything that they foresee may threaten it.

For 50 CP, one of the following angels becomes your companion. For 100 CP, you may instead take 5 or less of them as companions, who share one companion slot. Finally for 200 CP all 10 angels are present as one dysfunctional but very relieved group.

155.1. Anaita is a champion of the Chayot Ha Kodesh: The most powerful of the angelic choirs, who stood closest to the heavenly fire, and the natural first among peers if, indeed, she has any with her. Being among the few who did not perish from sorrow, in battle it cleanses all who dare stand before her. Three golden wings match the colour of her radiant eyes and breastplate, and her ornate headdress is a darker shade. Though still regal and dignified in proclaiming the Demiurge's power and exclusive right to rule, the commanding bearing she uses to lead the other angels is tainted by a great sadness from all that she has lost. She has yet to admit it to herself, but in you she sees a king to serve more real than the Demiurge has been for too many years. While her sheer power and diligence have kept her body, accoutrements and soul seemingly pristine, the burden of leadership makes her particularly overprotective of you-and instils an urgency to grant you station and privileges deserving of your status as her charge, no matter the cost.

155.2. Laila is an Ophanim, and though she has a thousand countenances to draw humans into religious submission her natural form is a pale-blue-grey woman with three arms, four wings and red eyes-two on her face, and many more on said wings. Her whispers and divine performances are as supernaturally powerful as they ever were, though the ceremonial outfit she clings to is shorn apart from the waist down and she bears scars from conflicts with her fellows she has mentally blocked out. Around you she acts as a shameless yes-man, praising your every word as pearls of wisdom and nodding in agreement even to statements you make in opposition to one another. Behind the gregarious and passionate words of a preacher, hides a creature so broken and traumatised she has forgotten how not to pretend she isn't hurt. In you, she desperately clings to as the last thing she can believe in from this rotten world.

155.3. Dinah of the Erelim lacks fear, like the rest of her kind. She has grey wings, long black hair and carries a copper urn on a chain filled with blood taken from children who bore the taint of Awakening, like the rest of her kind. Like the rest of her kind, she carries on her holy duties of maintaining the sacred genealogy, confused and lost. Yet with your coming, she has done the unthinkable: Deviate from them. While still devoutly enthusiastic about the subject of family and genetic descent, as you talk you'll find that increasing she becomes lucid from the haze of meaningless but comforting routine-and increasingly grows alarmed at the confusing, complicated world she now finds she had more attachments to than initially thought. In all that

fell under her duty and it's enactment, she is an expert. In all else, she is little more than a confused child.

155.4. Evangelina of the Hashmallim is a mad dog brought to heel by a new master. Once a guardian and a giver of closeness and warmth, her once-crystalline voice has degraded into a grating, howling wreckage of its former beauty. The former glory of her being is all but lost, matted hair adorned with tribalistic ornaments and her tattered skirt all that's left of her former uniform. Her once finely polished body, while still powerful and statuesque, has become smeared with filth from lack of care. But though she is lost, she knows you down to your soul-well enough that when she fights in the grip of foaming madness, in a perversion of her former task to give humanity a false sense of security she priorities your defence above her own. In her lucid moments she sobs and keens for the embrace she once provided, desperately pleading that she is still fit for service and trying to recite the tales she once told smoothly. It is in your arms that the former deceiver can begin to piece her fractured mind together-even as she trembles in both shame at what she has become, and expectation of vengeance for her former duties if you are human.

155.5. Ariel of the Seraphim has maintained her sword, her holy vestments and her scales of office well. Her gaze is dark but steady, her waist-length white hair and six black wings still smooth despite her fall. It is through the narrow perceptions and comforting cage of rules her choir studied and preserved while dutifully maintaining the decrees of the Demiurge that has gifted her with a sense of purpose to see her through these trying times. Yet, she finds the Demiurge's final command to do as you will troubling. Over time, the stern enactment of duty in a godless world has put tiny stresses into her psyche, alienating her from the other members of her choir and leading her to voice objections that have seen her shouted down, ostracised and looked askance at. Though a fearsome warrior and a paragon of wisdom, emptiness and restraint in spirit, a deep schism over whether to put you or the Demiurge's law first in her heart is building. And the more she sees her peers' actions from the outside, the more obscenely tantalising the former seems.

155.6. Once, Gabrielle of the Elohim annihilated all that the Demiurge deemed unworthy of his sight. Her four arms each can conjure weapons modern and archaic into their grasp, all of which are potent mystical artifacts. Her wings forever drip with the blood of slain siblings. Magnificently muscled, she disdains all clothing as irrelevant in pursuit of further violence-and the bloodlust that seeped into her soul has transformed a holy duty into an endless addiction to carnage. Locked away in an iron cell within Netzach's citadel like many of her kind, unlike many of her siblings she all but demands duties involving death and blood to continue to enact her purpose. Indulge her urge to smite and purge, and she will sing your praises as she once sung the Demiurge's with remarkable lack of inner conflict for an angel-considering you a far superior master than the Death Angels many of her kind have prostrated themselves before, and disdaining those traitors as her favoured prey on

the battlefield. Convince her to confront how deeply she has lost herself in war for war's sake, and you may help her discover that she loves war mostly because it is all she has left-apart from you.

155.7. Long before Hod fell, the BeneiHa'Elohim who served him were guards and executioners bound by ties of etiquette and blood oaths. But they were repudiated from the Demiurge's throne after being tricked into enmeshing their blood with humanity, giving them equipment and insight. In particular, whether you were human or not Sophia specifically remembers a liason with you that saw her dishonoured in the eyes of the Demiurge, and cast out as a scapegoat by many of her peers Embittered at how frail those bonds proved to be, she was nonetheless horrified by how quickly her kin abandoned their former calling or submitted themselves to Samael. Her dark hair is well-combed, her lips well-decorated, but she stubbornly refuses to replace the lost top half of her ceremonial dress, and proudly shows the sacred markings on her arms and chest as a sign of her continued devotion. She fervently strives to guard you and slay your enemies, anxious not to prove as faithless as the rest of her kind-while morbidly trying to justify her service as a matter of principle, and not a continuation of the passion you once shared together.

155.8. Paula of the Cherubim weeps gold tears forever, and her hands too often fill with dripping gold as she meaninglessly makes the gestures that once directed the rise of wealth. Though as servants maintaining the machines of the Illusion and governors of all practical affairs her kind's distance from the Demiurge spared her from the worst of his absence, the devastating enslavement and killing of her kind in the ensuing Archon war has left her in a perpetual state of shock. The golden eyes on her wings stare in frightened anticipation of further threats from the world at all times, and aside from hacking at her short, dark hair it has not even occurred to her to recover new clothing for herself. A neurotic, nervous mess of an angel, Paula is obsessed with amassing power structures and regulating complex systems despite lacking the taste for personal power many of her kind gained. Rather, she wishes for you to rule a safe, stable environment where she can convince herself all will be well for a little while longer.

155.9. Nefta is one of the Malakhim: Formerly among the messengers, courtesans and heralds of the Demiurge's courts. She still wears the golden dress nearly torn off her by rapacious nepharites, clinging to all that's left of her former station even though it barely conceals her body anymore. Even scarred in battle and with most of the feathers plucked from one wing, she has an enchanting beauty that stirs desires in all who encountered them. Nefta is particularly hysterical and inconsolable about the Demiurge's disappearance, for in times past the Malakhim were named his favourite children, and though even with a broken wing she is among the most fleet of foot and swiftest, most agile fliers among angels her desperation is such that

sometimes she tries to forget she was ever an angel and was always a woman with special powers. In you, her addled mind sometimes confuses her long-lost father with the human companionship she yearns for-and requests punishment for her self-directed impiety.

155.10. And finally, Charmeine is of the Ishim: The angels once tasked with enticing humanity away from signs of their divinity, and nearly wiped out with a new mission of laying siege to Chesed's Citadel. She is particularly gifted at manipulating the Illusion, dampening or heightening supernatural powers with it's flux-even in realities where it is not dominant. With lilac skin, empty white eyes, indigo hair and wings as well as the dark robes and veil of a priestess she is the most genuinely serene of the angels-to the unspoken envy and fury of the others for how little she lost comparatively. But while seemingly aloof from the scorn of angel and lictor alike, in truth out of all of them Charmeine is the loneliest for more conventional, conversational company not tainted by the maddened despair of angels. She will bombard you with queries about Elysium's condition or pleas to let her accompany you into it-for having become enemies of all other choirs, after the war it was only safe for the Ishim to reside in Malkuth's Citadel. In you, she sees someone with whom to truly belong with-and perhaps, finally use that belly dancer outfit her veil was originally meant to go with.

156. Choir of Infernal Obscenities - 200cp - Kult

Soon after your arrival you solved the wrong puzzle box, and found yourself warped into an enormous Babylonian stone temple featuring elegant gardens, great halls and labyrinthine passages. Within dwells a Nepharite who, against all expectations, has taken something of a shine to you. Or perhaps, more than one. It seems are arrival into this reality has weakened the dimensional barriers between Elysium and Inferno, permitting them a foothold into a world they had long yearned for. It helps that Astaroth himself has sent them vague yet unmistakeable visions promising them either wondrous fortune in their ambitions or exquisite suffering tied to your own success. The glee of their profane ambitions being sponsored by their dark creator and the implicit threat of severe punishment should they reject that purpose is the closest thing that can be compared to loyalty among Inferno's denizens.

For 50 CP, one of the following nepharites becomes your companion. For 100 CP, you may instead take 5 or less of them as companions, who share one companion slot. Finally for 200 CP all 10 demons are present, and eager to ravage an unsuspecting world. And as a final note, while the more powerful among them may possess the ability to create purgatories of their own the temple you find them in will also follow them into future worlds as a shared one.

156.1. Astarte carries herself with detachedly regal indifference at all times, her ebon hair and alabaster flesh immaculate even when stained with the blood of a recent sacrifice. Her ragged, almost mist-like green dress of office ends at the waist, though her magnificent golden tiara, headdress and necklaces often distracts from her breasts being covered only by a long scarf. As part of Thaumiel's Clergy, she styles herself as Astaroth's daughter-and as absurd as such a claim may seem, she

seems to have maintained high position in the cutthroat faith she represents while doing relatively little. In fact she seems almost jaded by the devotees skinning themselves in ecstasy, the slaves kissing her perfumed feet and while certainly ambitious when it comes to tightening her hold on power seems almost...bored by the visceral games other demons play. She has an almost reverent fascination with others that have confronted great evil and yet choose to be other than what the forces of Hell would have them be. And whatever the truth of her claims, a deep loneliness and sense of abandonment she finds rapidly melting away in your company-where you are finding yet more slaves to trample, or exploring the Illusion together.

156.2. With green flesh, a dress mainly made of straps, a jagged headdress and sharp gauntlets, it can be difficult to connect the silky-soft voice of Marchosia to a member of Chagidiel's clergy. Her bedside manner is immaculate-all the better to lure her victims into false security as she breaks down their very souls into something dark, macabre and horrifically beautiful. With almost fay-like caprice, she keeps a careful record of those who have slighted her-and visits macabre, personalised vengeance upon them at a later date. When not engaged in consorting with all the powers of Hell she is remarkably friendly under her refined, aloof manner. Her hobbies include birdkeeping and bullying her minions for being useless. There's an almost elfin cast to her features, and if pressed she vaguely refers to a past among one of humanity's servitor races marked by misfortune and ostracization-with things really going downhill after she traded half her heart for greater power. But the past is another country and she can turn into a dragon, so it was totally worth it. Can you turn into a dragon?

156.3. Emily is often found in places of urban desolation and hardship, still wearing the blackened wedding dress she never had a chance to use before an untimely demise. Her greyish flesh is like that of a well-preserved corpse, while her black- brown hair seems to twist itself into new shapes every now and then. Though constantly returning to a scraggly mess. Once a naïve girl of the Victorian era, she has since become an ardent preacher for Sathariel's clergy in an attempt to fill the void left by a desolate, betrayed and loveless life with a higher calling. It hasn't, of course. Her great mastery of death magic has only made approaching even other demons more difficult, condemning her to a downward spiral of writing demonic testimonies in the blood of suicides and preaching Sathariel's will to all who will listen. But having met you, someone she can be around without risking harm from or preparing to lead into despair, she has become awfully clingy. She also has a rather nice singing voice, a talent for baking pies and a talent for making bodies disappear. Those last two skills are connected.

156.4. Laashe, former shock-jock and current cleric of Gamichicoth, has dabbled in everything from conspiracy theory peddling to leaking sensitive information. On the

internet, nobody is truly secure and she studies shitposts, raids and cryptocurrency trends-seeking to divine the will of Gamichicoth in them with the same diligence her more traditional peers dabble in numerology and madness. Favouring spells invoking electricity or manipulating technology, her gift of the gab finds much more use unless her intrepid brownnosing gets spoilt. With each explosion on social media, each flinch on a livestream, she feels closer to the philosophical truths revealed to her when she first descended to Inferno-and she's eager to be the first interviewer for whatever big scoop revolves around your actions in this world. And while she keeps the mutilations to a minimum for good public relations (but never hides her wintry hair and light blue skin to keep all eyes on herself online), she does have a rather risqué bondage outfit that only her contortionism lets her move in.

156.5. The dignified Latabitina cuts a dignified, noble figure at first glance. Fit and dressed in conservative if archaic clothes, she seems at first glance like a secretary or receptionist-who even prefers more hygienic outfits to most of her kin. Then she enthusiastically babbling about the many horrors awaiting sinners in the afterlife. Need to know the exact temperature needed to best cook a human liver, and the procedure needed to keep it mostly alive while attached to a living victim? She's your woman. Her masochism far outweighs her sadism, to the point her peers consider her bizarrely merciful. Smashing her skull in and thrusting glowing skewers at her orifices is a great way to cheer her up when bored-and with a regeneration and durability formidable even among the nepharite kind, she can take much more than what she can dish out. In fact, she's rather ditzy and prone to getting lost in the ecstasy of pain-to the point of sometimes forgetting to keep chasing victims while being pummelled.

156.6. The blonde teenage girl asking you to pass her a scalpel looks rather perky in her undersized school uniform, until you realise she's putting the final stitches on the latest still-living human she has hewn, flayed and broken into her warped idea of art. Ereshkigal is a high ranking nepharite in the clergy of Togarini, obsessed with communicating the idea of the ultimate despair through her works. A surgical genius and master artificer among the nepharites, her form periodically shows the signs of her own mad genius after getting bored with her latest victim. While she has taken a liking to you, be advised she sincerely thinks suffering and despair are good for the soul-and is literally religiously studious about both. She also enjoys collecting and animating teddy bears, as dread heralds of her malevolent schemes.

156.7. With an almost shaved head still sprouting a few messy platinum locks, a soldier's helmet and an outfit less deliberately skimpy and more...low effort, Fonzie is a cleric of Hareb-Serap who believes much harder in action over words. Even her magic is specialised for putting guns, bombs and tanks together-or violently blasting them apart. In the name of chasing the anarchic high of violence, she'll storm the national guard with a rusty shovel-only to conceal bombs along the trail she blazes through the streets. Cheerful, iconoclastic and aggressively Australian, it's hard to

say if she was damned while punk was still in vogue or simply picked up on that rebel without a cause-spirit. One thing's for sure: Unlike many others here, her loyalty is to the thrill of the fight not her Death Angel, and as long as you're down to blow things up she'll be happy to run at your problems screaming and guns blazing.

156.8. Raised first as a child soldier orphaned on the war-torn streets of Algeria, then inducted into the clergy of Samael as an ardent believer in holy vengeance, Marin hopes to finally find a cause worth fighting for alongside you. The last things many of her foes saw was her tanned yet incongruously auburn haired face twisted into ecstasy at the moment of death, yet in seeing grudge after grudge through to its end she has found them all to be unbearably hollow and meaningless. The skintight outfit she wears somehow flawlessly accommodates the array of arms she sprouts in battle-which can detach and ambulate on their own to fight opponents further away from her, or merge into umbral spears of hellish power. Keener to discuss philosophy and ideology than the well-honed killing tactics she has practiced over the course of a life mostly spent on the battlefield, she feels like less of a stranger around you than she has in a while.

156.9. Kiara is a shameless degenerate masquerading in the habit of a holy woman-in public at least, for without the need for subterfuge she'd gladly prance about naked save whatever instruments she's currently tormenting herself with. An exceptional people person, her magic bares the soul and brings sensation beyond mortal tolerance with the lightest breath or caress. Sadism and masochism have little distinction in her mind; to be the receptable of all the world's desires is also an opportunity to make multitudes die for her favour. Egocentric and heartlessly manipulative under her demure exterior, every word out of her mouth is pure filth hellbent on unleashing the repressed desires of the sentient beings around her she views as little more than insects. Even among Gamaliel's clergy, her gifts of dragging down and debasing the stalwart followers of other Archons and Death Angels is legendary. It's inconceivable she could have any reason to follow you other than her own gratification. Yet there must be some reason why her pious act seems more sincere with you than most.

156.10. The representative of Nahemoth's Clergy has renounced her name during her rites, but answers to the title Lady Six. Well-groomed with vaguely oriental features, when she remembers to dress herself she favours elegant kimonos. Soft- spoken yet quietly fervent, she is a skilled schemer and artisan but not one for the public eye. Once, she fled the outside world for her patron Death Angel in the belief that it had gone hopelessly mad-yet the things she did to belong among a new family have left her stained by far worse insanities, and prone to fits of ritual and routine over places she holds sacred. She hates mirrors, enjoys both collecting and donning masks of all kind, and has an ambivalent attitude towards children. Elegantly quiet for one who can evoke the tempest's fury and the radioactive discordance of industrial waste at a

whim, she seems uncharacteristically comfortable in your company where she normally prefers solitude.

157. Elliot Spencer - 50cp - Kult

A hero of the British Expeditionary Forces whose mind was shattered by the Battle of Passchendaele, Captain Spencer buried his grief and survivor's guilt behind increasingly depraved acts-and eventually found an artifact that transformed him into the high priest of Gamaliel you see before you today. A pale, bald man with his head riddled with pins and a stately bearing despite his provocative leathers, Elliot is surprisingly affable and restrained being for a demon of inhuman pleasure; he sincerely believes only those who truly desire the dark prices his pacts extol deserve the karmic retribution he inflicts, and more than once has been willing to negotiate with the innocent for something of equal value to satay his wrath. Sardonic with a taste for grandiose blasphemy, few among his order challenge his strict adherence to protocol-for he wields all the sorcerous power expected of those high in the Death Angels' esteem.

158. Audrey III - 50cp - Kult

Not long ago, a struggling florist took home something he really shouldn't have from the depths of Gaia. It all ended poorly, but you found it's seedling under the floorboards and the creature seems far more loyal to you than its parent ever was to its original owner. Even as a young sprout, it is to a venus flytrap what a lion is to a domestic kitten and has a voracious appetite for flesh. Animal, human-it doesn't care which. It has some rather interesting musical talents too, and a charming eagerness to help you out-often in ways that invariably seem to involve feeding it people you don't like. As it grows and grows, it will gain all the powers needed to thrive in Gaia's wilds: Mobile roots to let it hunt its own prey at night, the size and strength to snap up an unwary nepharite in a single bite or burrow through the ground, and lashing tendrils flexible yet tough enough to swing between buildings upon. At the rate its going, in a year or two it might be big enough to topple a building. And while it does seem genuinely keen on making life easier for you, you can't help but notice how smug it is against all other life made of meat.

159. Helen Vaughan - 200cp - Kult

She was once an apex predator, from a world of ink-black lakes and starry skies in Gaia's wilderness. But she was enchanted by the city lights on the border between Elysium and Gaia, and in another life shortly after assuming human shape may have forgotten who she was permanently. Instead she encountered you, grounding her enough to gain an understanding of humanity. For the primeval horror that calls itself Helen Vaughan is in truth something akin to an Incarnate of Gaia with all the power that entails. Though her features are indistinctly Caucasian, the tan of her skin and the shade of her brown-blonde hair seems to shift with her mood-though at all times, she has the rippling-fit body of a woman who fights and tames bears on a mountaintop. And while more than happy to display it for you, her shadow always casts her amorphous, vaguely caprine primordial form as a semi-liquid shapeshifting mass of dark ooze.

Her behaviour is erratic at times, viewing both death and sex as welcome, inevitable transformations, but around you and those she wishes to charm she shows a boisterously charming side. In public she sometimes plays at being a visionary firebrand, in private she acts like the animal she is-quickly shedding her clothes, going on all fours and so on. Almost jokingly, she sometimes likes to claim she wishes to bring balance to the elements of the world-usually as a prelude to inflicting destruction and death. While smugly superior to all lesser lifeforms, a primitive and animalistic gratitude makes her count you as a pack member as well as a suitable mate-and while inclined to dominate, happily submits if you can force yourself on either of her forms. Either way, beware her powerful libido, and complete lack of inhibitions.

While she has imprinted on you as a mate rather than prey like the rest of the world her feisty, cavalier exterior is naught but camouflage for an alien and atavistic mind with unspeakable appetites. Without great might of your own you might find yourself forced against the wall in an amorphous torrent of flesh or simply restrained by whatever physical form she wears, her breasts ballooning with the thick, creamy milk concentrating Gaia's mutagenic divinity that leaks constantly from them and all her orifices virtually incontinent with the aphrodisiac slimes, pastes and half-alive primordial oozes they unload. No orifice is off limits, no facet of the natural world's myriad means of reproduction unknown or alien to her, and pain is no object when bellowing like a frenzied hippo she simply rams whatever is most nearby into herself. Orifices full of pus, teeth or even exotic sensory organs will erupt along her spine. Her veins will transform into symbiotes resembling all manner of parasitic worms waggling with the sheer joy of life for life's sake. Her very internal organs and blood flow will reorient themselves through her body to penetrate or clamp around whatever genitals you have. It is no exaggeration that while not a particularly dignified degenerate, in sheer enthusiasm and stamina Helen disturbs some of the most sensual beings of Inferno.

10. Science lessons

1. Laboratory Reagents - 200cp – A Study In Emerald

A daily-replenishing stockpile of easily-procured industrial chemicals, reagents & glassware for use by the scientifically- inclined. Never run out of sodium, burettes & Claisen flasks again

2. Modern Prometheus – 600cp – Penny Dreadful

You have a staggering propensity for outlandish scientific breakthroughs. Using only the technology to hand in Victorian London you have learnt to pierce the tissue that separates life and death. With the necessary body parts and lab you can reanimate corpses. These creations slowly regain their old memories and abilities and have incredible strength and durability.

3. lore of yore - 200cp – The free universe

The past holds the key to the future - many discoveries that are made are some- thing that could be gleaned by looking to the dreams and works of past civilizations and peoples. You know how to dig through history, researching the past and both rediscovering old inventions

and skills as well as innovating on them using modern technology - things such as the ghost finder Carnacki's own Electric Penta-cle were made by using a mix of techniques that you could find with this ability.

4. chemical dreams - 400cp – The free universe

Chemicals are potent in this world - from the alchemy of the Days of Darkness to the more advanced scientific formulas in the far future of the Unlimited Heroes era, they hold an important place as both the armory of the men of mystery and even their origins. You're not different, as you're now able to concoct chemicals with extraordinary capabilities beyond mundane formulas, such as superhuman serums, amazingly dense plastics, or explosives with unique properties!

5. let There be light - 200cp – The free universe

It's not enough to have a great idea - you need to make your voice heard, or else fall to the trap of having your ideas die out with you, or languish in the dustbin of history. But, you won't fall to that. Your ideas/inventions catch on like hotcakes and you'll find that if you make an effort, your name will become part of history - easily making your mark as one of the Kings of Invention.

6. self made man - 400cp – The free universe

Now this is that rugged individualism that makes this time great! You're resourceful, and you can sub in practical experience for actual structured "Higher learning" and tutoring, being able to become a master engineer the likes of which MIT could only dream of by simply disassembling and reassembling cars for weeks on end and other amazing feats of bootstrapping into greatness. Similarly, you can learn from experience and basic guides (such as dime store kung fu manuals) as well as if you were under a master's steady hand!

7. Neat Trick - 400cp - The mummy trilogy

The ancients were capable of many great feats of engineering- even ones that would defy normal expectations. Entire cities hidden away in mirages, mirrors that amplify light to illuminate rooms, puzzle boxes, ingenious traps and obstacles for intruders, beacons that shine the way to hidden locations only when a specific diamond is placed atop it, and more. You are capable of replicating these great works, and possibly creating more of your own, with time. This is a mixture of science and mysticism; the lesser designs you can teach to others, but the greater ones will require your hand in creating them.

8. Surgeon – 400cp – A Study In Emerald

A product of one of the finest medical schools, your hands may seem miraculous to those who find themselves under your knife. A man may be brought to you shot through like a sieve, yet as long as they made it to your table alive, the odds are solidly in their favour that they will leave it alive, too. But don't mistake your skill for applying only to lowly mortals. With such a keen sense of anatomy and physiology, the internals of even the most, ah, "highly

anomalous" patients are evident from an outward glance – all the better to remove them, and swiftly. Very swiftly.

9. Gloriana – 400cp – A Study In Emerald

The touch of the Queen heals all things made of flesh and bone – slowly, sometimes, but surely – and your touch is no different. There is no disease, no medical condition, no curse and no bodily affliction short of utter death which the touch of Gloriana cannot heal – even those wounds caused by supernatural injuries are curable, though it may take a matter of days to fully restore some brutally maimed limb to full function. Yet Gloriana may curse as well as she can cure: your touch can also inflict terrible, indescribable pain on others, and shrivel and weaken the bodies of those unfortunates in your caress. You may affect yourself with Gloriana, but only as a conscious effort.

10. Doctor's Bag - 200cp – A Study In Emerald

A sturdy black leather case holding many diverse medicines & medical instruments ...especially scalpels. In fact, when it comes to cutting instruments, this bag will always produce a blade with exactly the curvature, point shape, width, serration or other specifications you require for the job at hand.

11. Stained Gloves - 200cp – Cultist Simulator

A pair of black gloves. When worn, the hands behave with surgical precision, as if a lifetime of practice had descended upon them.

12. Surgeon - 100cp – Penny Dreadful

You are a trained surgeon. On top of being one of the deftest hands in the field and having an encyclopaedic knowledge of anatomy and modern practices (which is to say modern for the Victorian era) you have an unusual amount of luck whenever you turn your talents to healing or mending people.

13. A Man of Merit - 100cp – Sherlock Holmes

You're plenty exceptional by anyone's reckoning. Choose one profession, which can be anything that a man could make a career of. You've had plenty of experience in this field, earning you all the skills that would come from a distinguished career. A decorated soldier's fighting skill and bravery, a doctor's knowledge and medical expertise, and a writer's hand at cataloging stories are just a few possibilities. May be purchased multiple times. This grants you effectively ten years of experience in each field, with all the tricks and know-how of someone who had specialized in each one individually.

14. The Kit - 400cp – Sherlock Holmes

A case built to carry all the tools a professional might need. Whenever you open this you'll find all the perfect tools for whatever job you're performing, whether that be doctor's work, technical maintenance, or even bracing yourself for a firefight. These will be otherwise mundane if extremely high quality equipment, and while using them it's impossible to suffer a

catastrophic failure or mistake. In addition you'll find yourself working much faster and with more skill then you'd otherwise be capable of. An average man using these would be working at the level of the best in the field.

15. "Workshop Artisan" - 300cp – Bloodborne V1.1.

As if taught at the long gone workshop, you seem to possess knowledge and skill with many of their crafting techniques. You have been granted the knowledge and skills needed to both repair and even create your own Trick Weapons and Hunter's Tools. Trick Weapons are weapons with a variety of special abilities relating to their form. The most common type of Trick Weapon are those that can transform in some manner. An example being swords that can lock into specialized sheaths in order to become different weapons, sometimes radically so. Not to say transformation is the only ability, there are also melee weapons with guns attached, and maces that can be charged with unnatural blue electricity to deal massive damage. Hunter's Tools are pieces of equipment with special abilities activated by using Blood Bullets or Quicksilver Bullets as a medium. Hunter's Tools are usually supernatural items that have been made to work using a Blood/Quicksilver Bullet medium, such as the Beast Roar, a beast's claw that when activated, allows the wielder to roar like a beast. Some Hunter's Tools are completely manmade as well, though this is a relative minority. Basically, you now know how to convert things into being activated and powered by Blood Bullets and Quicksilver Bullets. Doing so allows anyone to use them, even if they are completely mundane beings, so long as they have the bullets mentioned above on their person. When making Hunter's Tools, remember that the more power something requires, the bullets the wielder will need. These skills granted to you may be honed over time, just as any other skill can.

16. "Blood Artisan" – 300cp – Bloodborne V1.1.

You have been granted beginner's knowledge and skill with crafting a variety of items out of blood. This allows you to make Blood Vials that work like healing potions, Blood Stones which are an excellent material for crafting and even Quicksilver Bullets that can be used for a variety of purposes as mentioned in other perk and item descriptions. As previously mentioned, you're still a beginner meaning you don't know anything too amazing yet. You do have all the necessary information to improve your craft with enough time and practice.

17. Student Of The Ancient Indian - 600cp – Castlevania Bloodlines

Now, am I talking about the ones in Texas? Or the ones over in Europe? Could be either of them really. What matters is that you have just enough magical knowledge from a few years of learning under a wise man to twist to your own ends, creating something that is uniquely yours. Something like the water dragon spirit that John Morris has tied to himself to help him fight Dracula. You may or may not have such a thing, or you may have something similar to it, but just as much as you have that, you have the skill needed to twist magic in that same way. A dash of spiritualism, a hint of legacy, some borrowed Belmont techniques, and boom - your own personal item crash. Just be sure to test it on some monsters before you try to fight a vampire with it.

18. Mechanical Madwoman - 600cp – Castlevania Bloodlines

If you lack the power to move a mountain, simply acquire a bigger lever. This is one of the foundations of science, and seemingly one you have taken to heart. While a more powerful magician would simply enchant a suit of armor to move or bind a spirit to it so that it would always patrol its lord's home, you don't have that much power. What you do have is the knowledge needed to create a clockwork heart to power that golem, one that only needs a mote of magical energy to keep the golem going. How to combine magic and machines, to give a factory a genus loci so as to turn everything and everyone inside of it into one large mechanical, magical ritual. A miniscule investment today means a war tomorrow - and a war where the blood flows freely is something any vampire would desire.

19. Chaos Megadrive - 600cp – Castlevania Bloodlines

And now we step into the realm of the strange. The unusual. For 300 years you slept beneath Castlevania, and for 300 years Chaos called Dracula back time and time again. And a small fragment of the combined might of all of humanity's negativity infected your dreams. At first glance, this is nothing but a small journal, detailing a few unusual dreams you had in days gone by. Despite having long since woken up, however, the journal continues to write itself, detailing the means of creation of various kinds of monsters, or the summoning of demons. Were you to check in Castlevania's library, you would find these monsters do not exist. They are unique, they are new, small fragments of the dreams of a thousand humans twisted together into an exciting new way to kill them all. Should you go through with the described processes, you'll find they work perfectly - and those hunters who are oh so proud at having long since cataloged every monster and every weakness will find themselves in a great deal of danger.

20. Ordinary Forgemaster - 100 cp – Castlevania curse of the moon

Though the Devil Forgemasters are by far more well known for their ability to create monsters, one does not become a master though simply using a single means of creation. A proper forgemaster may create a demon simply by striking a corpse with a hammer, but until you reach that point it would probably do you some good to actually know your way around a forge. While I recommend you choose to become a blacksmith, I now offer you a single craft or trade that you will become moderately skilled with even absent the use of any magic. Should blacksmithing not suit you, perhaps you could become a carpenter or a carver, or even a weaver. This ordinary skill shall serve to enhance your skills at the forging of devils - perhaps you got your start by creating small dolls, or carving statues, which you then animated? Regardless, devils created through this method are ever so slightly more powerful, more intelligent, and perhaps even grow a smidge quicker than ones created normally. I do recommend blacksmithing, however, as knowing how to make your own swords and armor is quite useful.

21. My Final Forge - 200 cp – Castlevania curse of the moon

To accept dark powers into your being, to strike up a contract with some manner of demon or devil, such things leave a mark on you. You can't exactly put down such a burden without

bleeding for the privilege of going back on your word. But, be not afraid, for there is a path forwards - or, would it be backwards? You can shuck off almost any form of power or ability that you possess, removing it from your arsenal and reducing your skill with it to effectively nothing. Now, you can't quite do this for free – if anything, it needs to be big and dramatic, a moment where you reach far beyond your limits to accomplish something bordering on miraculous. If you can manage that, you can remove all traces that you ever knew anything of that particular style of magic. Or, perhaps it might be better to say that you can accomplish amazing things so long as you're willing to burn away all your talent as fuel?

22. Odds And Ends - 200cp – Castlevania curse of the moon

Devil Forgemasters, to make their so-called 'Innocent Devils', make use of a number of reagents, often sourced from other monsters. More often than not, these resources are used to make weapons, which in turn are used to train the Devil along certain pathways. That isn't to say that those materials are only good for making weapons or devils, however. Thanks to various individuals selling off unwanted things in exchange for some of your money, you've managed to amass a small collection of materials that hold a faint amount of magic within them, mostly metals and stones. Still, if you've any talent for magic then you should know that nothing is truly useless. If nothing else, I'm sure you could find a rich fool – I mean, collector, to sell some of these for far more than you paid for them.

23. To Truly Understand – 600cp – Castlevania lament of innocence

Alchemy is as much an art as a science, and those who can claim to understand it both ways are few and far between, and the rest are liars. But not you. Alchemy was made for you, or perhaps you for it. The two greatest failures in all of history are the Crimson and Ebony stones, and you not only understand how and why they are failures, but could potentially make another given even a moment to study the originals. Perhaps you could even succeed where they failed, and create the Philosopher's Stone, the secret to eternal youth? Perhaps. Sadly, such a thing would require far more resources than you currently have access to - maybe you should steal a castle or two to use as raw materials? There's a vampire living nearby, and it's practically your civic duty to see him slain.

24. Family Library - 400 cp – Castlevania lament of innocence

Ah, now this is probably more your style, it's several generations worth of notes on the nature of alchemy and the things that were made with it. Methods for turning lead into gold - some more efficient than others, the creation of weapons and armors with all kinds of useful and powerful abilities, medicines both simple and absolutely sublime, and the crowning achievement, several volumes that theorize on how to create a philosopher's stones. The last of those is incomplete, but contains a detailed analysis on a number of failures, if not how to fix them.

25. Alchemy - 400cp – Casltevania Netflix

Alchemy is one of the magical arts that is relatively well known, with apothecaries and inventors all over the land studying it. Of course, their studies are limited to the creations of

medicine, or vain attempts to turn lead into gold- compared to you, they might as well be children. With the right ingredients, tools, and spells for your work, you'll be able to create wonders of science and magic. Potions and reinforced weapons created with special alloys of common materials are what you'll start with, but with time, study, and experimentation you'll be capable of making machines that fly through the air like birds, or magical mirrors that allow you to view or even visit distant places. With a great amount of time and a tremendous amount of resources, you may even create something as wondrous and terrible as Dracula's own castle.

26. Devil Forgemaster – 600cp - Castlevania Netflix

A Devil Forgemaster is someone who has mastered a strange mixture of necromancy and demon summoning that allows them to reanimate the dead and- with time to hone their craft and special tools- transform the dead into demonic beasts. Zombies can be created with nothing more then a suitable dead body; but with the proper preparation a Devil Forgemaster can create powerful demons, stronger varieties of undead, and other foul monsters. Although these beasts vary in intelligence and temperament, they are all ultimately loyal to their master.

27. The good Doctor – 400cp – Dungeons & Dragons Ravenloft

You are an excellent physician able to help treat the sick and mend wounds. Those under your care seem to heal at incredible rates; Your medical skills seem to stretch the bonds of conventional medicine, you may transplant organs between species and with time and effort may even be able to do such feats as creating hybrids of multiple species and creating life from using only dead bodies and electricity.

28. Science!!! – 400cp – Lovecraft

Steam-powered gyroships, electrostatic rifles, and clockwork tanks are just a few of the things you know how to build. Any weapons or vehicles that modern science can build, you can probably build a wacky alternative made with brass pipes and a giant Van de Graff generator.

29. Xenobiology – 600cp – Lovecraft

Modern science is several millennia from understanding the non-Euclidean geometries and bizarre organs of the cosmic species. You don't understand it yet either, but you're closer than anyone else. Soon you'll be able to create chimerical hybrids of lesser creatures. After ten years of constant research you'll be able to engineer powerful servitor creatures like the shoggoths, though creating them is very resource intensive.

30. Mad Genius - 100cp – MTG innistrad

Ludevic and Geralf are the names generally associated with scientific curiosity in these lands, and with them as examples... it's no wonder people are sceptical. You now stand among these mad alchemists, able to craft horrors from the most basic of materials.

31. My Masterpiece - 600cp – MTG innistrad

The madmen in their labs occasionally come out with what they call a masterpiece, and the rest of the world runs from screaming. Notes recovered from the labs of men such as these point towards a mixture between obsession, inspiration, and madness. Like children they will have a ridiculous idea. "I want to have a giant lizard, I want to be a bug, I want to stitch these corpses together." The trouble is that they're too smart to let little things like impossibility stop them, and too dumb to let the idea rest. They seem to be able to trigger bouts of obsessive research, I'd almost swear a giest had them. then turn that obsession into tangible results far beyond what they should have been able to do with what they were given producing the occasional project years or decades in advance of all the other things they're working on. What we recover from the laboratories makes me wonder what they could have done, if they weren't born mad, and put that determination to something useful. Rather that inventing a tube, and playing with lizard eggs until they finally get eaten by the 15ft horror they were trying to create.

32. Unmaking - 600cp – MTG innistrad

It is cruel beyond all other things to ask a creator to destroy their creation, or a parent their child. Yet sometimes that is exactly what is needed. Anything you create you may unmake, unravelling it at its base. Beings formed of magic unravelling, as the spell that created them does. Technology will fall to its base components. All things you make you can unmake. Though that doesn't mean you do not do so with a heavy heart.

33. Alchemist Refuge (green/blue) – MTG innistrad

The laboratory of an alchemist who left society to ply their grim craft. Located in a small copse, the laboratory will always be stocked with tools for both necroalchemy and the modification of still living things.

34. Angel of the Battlefield – 400cp – Fate/Legends God save the queen

Just being a leading star in the medical field isn't enough to change the world, not when you have to do it from the front of a battlefield too. While you are most certainly at the front of the pack in terms of medical skill and knowledge of your time, at least as far as Nightingale's time, your talents are more notable than that. A superb instinct for all things relating to medicine, it allows you to easily master techniques and technology even centuries advanced from your time if you can gain access. Even without access, advancing medical knowledge comes smoothly and quickly to you, accelerating the speed of new discoveries greatly. Medicine becomes widely applicable in your hands, in some ways superhumanly so. Your knowledge makes you a lethal combatant even with limited combat training, innately understanding the most efficient ways to move your own body, the most vulnerable vital points to strike and how to greatly reduce damage with the right block. Your treatments become applicable on all targets, even against what seems like common sense, as you can stitch up the wounds of spiritual beings with no more difficulty than a flesh and blood human. Even non-humans take only a small time to study before you can effectively understand and begin treatment. While this talent does not directly boost the power of healing magecraft, your knowledge and the skill it lets you use those spells with make you a far superior wielder to most.

35. Doctor Jumper – 200cp – Van Helsing Valeria

Though not a pioneer in your own right, you've always made sure to keep up with the leading lights. You're extremely well red and widely versed in the various scientific fields of the year, enough to be a capable and interesting conversation partner even to the people leading those fields of study. Not a master or even necessarily an expert in your own right but a journeyman of some note. You have a particular affinity with one field of science, where you've made something of a name for yourself with your mundane and publicly known discoveries. Enough to be respected in academic circles, though far from the glories undertaken in secret by men like Frankenstein and Jekyll.

36. Lair Designer – 200cp – Van Helsing Valeria

Not all men understand that science cannot be bound by petty morals. They've got a tendency to see you and your work as 'unholy' or some other tripe. It's good you've prepared well against their intrusions, putting your new skills in fortification and creating obstacles to good use. The art of designing and constructing traps, blockades, structural defences and even puzzles that must be solved to move onwards all comes naturally to you. Concealed triggers that activate deadly weapons, thick walls and gates concealed within a sewer system to hide your laboratory, even secret passages or the aforementioned puzzles to stump the meathead hunters who pursue you. You have the knowledge, the only real trouble is getting the manpower for larger scale work.

37. Hyde's Potioneering – 400cp – Van Helsing Valeria

A mixture of science and the occult resulted in this current practice of alchemy. Though the paths to mastering the art may have taken sacrifices and dark deeds, your knowledge allows you quite the strange creations. Alchemy enables a variety of fantastical feats, some verging on the magical. Simple acids and destructive liquids are a rudimentary creation, as are a variety of mixtures to alter the mind and memories. You've knowledge of potions to give back lost youth and even transform the body, potentially into a monstrous sight. The latest creation you uncovered mirrors that of the great Englishman Jekyll, the elixir to transform the body into it's true state by bringing out another side of your being. Your skills are significant here but will prove useful in expanding your alchemy talents as you continue the practice.

38. Men of Peace – 400cp – Van Helsing Valeria

A hunter has little hope of slaying the monster without your aid, as you provide that most vital of services. Making the weapons that lay low the beasts. With extensive training in engineering and chemistry, all the way to a long history with explosives of all kinds, you've mastered the art of crafting weaponry. Finely crafted blades and stakes, specialised firearms or explosive devices, even chemical weapons of a kind. You excel at both effective miniaturisation and efficiency, letting you pack enormous power into small weapons or make complicated automatic weapons that actually work. Your finest talents apply to creating the specific tools needed against monsters, which you can almost always find a way to make an effective weapon. Silver bullets crafted in a way to equal normal ones, stakes that fold away,

explosive tipped crossbows, even weapons that manage to channel holy or magical energies to become more potent.

39. The Science of Life – 600cp – Van Helsing Valeria

It's alive! The science of life lives once more as a grand new mind takes the stage. With a mind to match Moreau and Frankenstein, you've found the secrets of life. One of them, at least. You might specialise in working with and reanimating the flesh of the dead with electricity or in cultivating cells to raise creatures from scratch or something else entirely. Whatever the path you take, it allows you to create and modify life to suit your desires. Create the monsters of your nightmares, giving form to fleshly beasts that could swallow men whole or possess strange abilities like invisibility. Modify existing life, fusing beings together or grafting new limbs on with ease. Though the method may sometimes be unsightly, your skills apply just as well to the healing of the physical form, in case a human or animal requires your aid. The foundation for this knowledge is a deep understanding of biology, from that of humans to almost every kind of lifeform known in the current year. Though it may spit in the eye of God himself, you also know how to grant true intelligence to the life that you make. Some may even argue they have their own souls.

40. Explosive Supply – 200cp – Van Helsing Valeria

No matter what the hunt is for, you can never go wrong with a bomb or two. You've got a decent sized containers of high explosive material to cart around, which never quite seems to run out, as long as you give it a few hours after emptying it. It's enough to fill a carriage or three as is, ranging from the sort that needs a timer to smaller grenade-like devices. Used all together, you could probably knock down a pretty big house, or at least turn a werewolf into a red smear if trapped right.

41. Strange Materials – 200cp – Van Helsing Valeria

Some monsters require some pretty strange materials to kill. It's awkward finding out that a vampire can only be staked with a specific kind of wood, found a thousand miles away. This wooden box has a few dozen different strange materials, knick knacks and seemingly useless baubles that fit right into the often ultra specific weaknesses of some monsters. A little bit of silver, enough to make a few bullets in an emergency. A small wood chime that makes the same sound as a rooster's cry. The tears of a maiden and a few strips of rare wood types for stake making. What's in the box will tend to be appropriate to the monsters, myths and folktales of the area you open it in.

42. Electric Gun – 400cp – Van Helsing Valeria

A marvel of modern science, a long and somewhat-fragile looking gun that collects large amounts of electricity from the air before spewing it forth in powerful pulses of lightning. A normal human would be left fried to a crisp and the electricity appears especially potent as a weapon against incorporeal foes, the might of science tearing apart ghosts and banshees like paper. If enough charge is built up, the gun can also fire a continues arc of electricity that rapidly burns and rips apart the target.

43. Castle of Progress – 600cp – Van Helsing Valeria

Where the magic happens, if the magic was science and the science was perverting the will of God. A great castle filled with many strange devices, structures and laboratories. Your own home, perhaps in the image of Castle Frankenstein itself. There's plenty of space and a small number of loyal, mostly unquestioning assistants as well. The real prize is certainly the technological tools already present, enough to satisfy a scientist of any discipline of the time, but especially focused towards the one you call your personal favourite. Extensive facilities to collect and store lightning to revive the dead, great vats to store and aid the manipulation of cellular life or a vast alchemical laboratory with many strange liquids already found. Whatever science you've grown attached to here, you'll find the tools and technology will greatly aid your experiments.

44. Adventurous Engineering – 300cp – Van Helsing

You know the ins, outs, secrets, and quirks of the technology inherent in this age. As a result, you can engineer just about anything that will run on electricity, from a horseless carriage to the ever-powerful Tesla-Coil Cannon. You just need the parts, which shouldn't be hard to come by... Right? A quirk of Adventurous Engineering is that your technology always gains a bit of a Victorian flair to it.

45. Smith of the Order – 100cp – Van Helsing

Let the people like Friar Carl deal with the technical things, like an automatic crossbow. You are the one who makes, salvages, and creates the primary weapon of the Knights of Holy Order: Firearms. You are a gunsmith and knowledgeable in the ways of blackpowder and flintlock weaponry, and can expand this knowledge to other weaponry.

46. Crazed Physician – 100cp – Van Helsing

Amongst the many sciences and paths you know, aside from the usual Ominous Cackling, you... Can actually patch people up easily. As a Crazed Physician, you can use the plainest tools on hand to mend any variety of wounds and injuries. As well, you know the human anatomy down to the last blood vessel, and can learn the anatomy of any other creature you dissect more easily.

47. Lunatic Trickster – 100cp – Van Helsing

You will have peasantry frequently knocking at your door with their torches and pitchforks, adventurers dashing through your laboratories, and your creations frequently trying to escape. Now you can prevent all of this from happening with your knowledge of creating fiendish, murderous traps of all damage ranges & variants! Those not entirely dependent on the environment, such as pitfall traps, can be stored in small silver discs to be used as weapons.

48. Deranged Alchemist – 300cp – Van Helsing

You have mastered the medieval forerunner of chemistry, and know the transformation of matter via elaborate rituals and mysticism on top of your scientific approach. The greatest

secrets of Alchemy still elude you, such as the fabled Panacea, but that can be found in due time. (Hint: Nobody's found it. At all.) However, you are capable of transmutation of many materials (although it requires that said materials be the same base) and can create Homunculi from following Paracelsus' studies into alchemy.

49. Lightning is my Art – 600cp – Van Helsing

TexYou have twisted Tesla's theorems, plans, and experiments to whole new levels, creating tools and gadgetry capable of warping lightning and electricity to ends unseen by the man himself. You can give life to stitched-together golems and clockwork automatons with your tools, use electricity to manipulate, warp, or fracture objects to your individual needs, and even twist people into your warped, hunchbacked goons with your favorite flavor of electroshock therapy. Any technology made by you can run off of any electrical source you have access to (and is, in-fact, empowered for it), and has a Gothic London theme to it on a completely unrelated note.

50. The Laws are Mine – 600cp – Van Helsing

The laws of such trivial things as physics, biology, chemistry, really any sort of recognized science are mere guidelines to you. You can break an established rule of scientific nature so long as it supports your goals and abilities. Anything from conservation of energy, to the conservation of matter, to the second law of thermodynamics in that entropy increases over time. Just... still... try not dividing by zero. I can't trust what will happen.

51. Blueprints – 200cp – Van Helsing

An archive of scrolls, each holding the plans & blueprints for numerous gadgets & pieces of equipment notably used by vampire hunters - in particular, the Van Helsing clan.
Spring-loaded blade traps hidden in one's hat are among the simplest of things one can make here.

52. Research Notes – 200cp – Van Helsing

A tome of notes compiled by numerous doctors in biology, including one Doctor Frankenstein. These notes detail much about biological make-up of different creatures. But... wait, what's this? A hidden flap in the last half of the tome reveals a smaller book - filled to the brim with dark, scientific knowledge. With this knowledge, you are capable of creating life - creating monsters like Adam, creatures sewn from flesh and defying the laws of reality by their mere existence.

53. Tome of Civilization - 300cp – Leviathan the tempest

A Tome whose cover seems to be made out of solid seaweeds to the point of being tougher than most leather, it seems to reek of dried salt somehow. In here described in code are many strange rituals, they describe how to create underwater structures, from villages to a palace fit for a Leviathan. There are also ways to place protective wards, some alarm you against other Leviathans, others create a storm when mere mortals without the proper ritual pass by, others still allow for increasing the fertility of fish and cleaning the waters from any foul influences.

A Leviathan who places the book in the ocean or sea will see something interesting, the book will come alive and they will sense that they can pay in ichor to have it cleanse and transform the waters, seaweeds will grow, fish will appear, the ecosystem and environment will rebuilt itself into one comfortable for the Leviathan and its strain to live in. Any structures not mystically protected will be eroded by the power of the sea within some days. At the end of this book however, is something very interesting, it speaks of how to sink a large island under the waves with the help of a storm, strangely the ritual for this storm is missing.

54. Technomancy - 400cp Mage the awakening 1st edition

Fusing technology with magic is not a new practice, especially since technology has existed since man first made fire, or tied a stone to a stick and called it a spear. While there are many other mages who purport to merge technology and magic, you do so with such seamless efficiency that it is nearly impossible to tell where technology ends and magic begins. You could tie the triggering of a spell to a computer program, having it take effect when someone tries to open it. Or perhaps you could use your magic to improve the quality of machines, increasing their speed, effectiveness and overall power. Perhaps you could even write out a grimoire, a repository of magical knowledge into a simple graphing calculator. Whatever you do, it will likely be creative and never seen before as the disparate disciplines are masterfully merged under your guidance.

55. Metallurgist – 100cp - Mummy the curse

You smelted bronze and electrum before recorded history, and made them into gleaming artworks and weapons. You are a master of working with metal.

56. Embalmer – 100cp - Mummy the curse

In Irem, you were responsible for preparing the dead for burial or necromantic rites. You maintain that knowledge of anatomy and have even supplemented it with knowledge of more modern medicine designed for treating the living instead of only embalming the dead.

57. Mason – 100cp - Mummy the curse

You were one of the master architects who created the great edifices and buildings of ancient Irem. You are an expert in architecture and stoneworking and in the mathematics you needed to ensure your buildings were sound and geomantically effective.

58. Trap Maker - 200cp – Mummy the curse

The average mummy has some kind of trap or curse to protect their tomb, but you are a master of protecting your property. You know how to construct the most devious and deadly of hidden traps, and when you twist the geomancy of a building to curse unwelcome visitors, the curse’s strength is greatly increased.

59. Monument of the Ages – 400cp - Mummy the curse

Scrolls decay. Corpses rot. Metal rusts. A pyramid can last forever. Your works endure forever, unblemished by the mere passage of time or the weathering of the elements. Only intentional destruction can mar your legacy.

60. Patchwork Body – 400cp – Promethean the created

The Wretched are made of different bodies, sown together into a mismatched whole. Some are capable of adding even more corpses into the mix, robbing graves for the material to heal or enhance themselves. Your body takes this to an absurd extreme, able to adapt to any fresh corpse parts you can graft on, human or not. You could give yourself an owl's eyes to see in the dark or a weightlifter's arms if you're feeling less adventurous. You aren't even strictly held to the human body plan: you could cut a horse's head and your legs off and make yourself into a centaur or graft a wolf's head in place of your hand. When you're done with being a monster, you can summon your original body parts back to you for replacement. While separated, they are immune to decay but not to destruction.

Grafted flesh counts as yours in all ways and inherits all your regular powers while attached, and you likewise have access to any supernatural powers inherit to it, such as a magical eye that can inflict curses or merely a werewolf's ability to regenerate.

61. Athanors of the Advanced Refinements – 100cp - Promethean the created

An Athanor is an alchemical item, one which a Promethean has poured memories and emotions in to. This particular set of five athanors each house memories of the advanced Refinements, which would otherwise be quite difficult to adopt the correct mindset for. There is one each for the Refinements of Aes (aiding other Prometheans on their own Pilgramages), Argentum (studying supernatural creatures), Cobalus (studying your own imperfections and failures), Mercurius (the study of the Divine Fire itself), and Phosphorum (the study of change and death).

62. Laboratory – 600cp - Promethean the created

This state of the art lab has everything you could ever need to create robots or preserve and operate on human flesh. It tends to attract an unnaturally large number of lightning strikes and its Umbra reflections is even inhabited by technology spirits (who count as Followers), ready to rip apart any corpse you offer to them. In short, it’s an ideal place to create Prometheans of any sort. It can become a Warehouse attachment or be deployed into future jumps as you wish.

63. Medicine Man – 200cp - Werewolf the forsaken

You have plumbed the depths of knowledge from all the sides of your heritage: animal, spirit, and human. You are a competent medical doctor, you have the experience of a professional animal trainer, and you have deep occult knowledge. A shocking combination, perhaps, but never let it be said you’re unwilling to turn to new areas of learning.

64. Gifts of Technology – 400cp - Werewolf the forsaken

The Iron Masters have learned to use the tools of man in their hunts just as much as the strengths of wolves and spirits. You know every facet of the Technology Gift, and it and any other spiritual powers devoted to technology are empowered when you use them.

65. Soul Forge – 300cp - Wraith the oblivion

You have everything you need to engage in soul forging, the art of processing Wraiths or Plasmics into soulsteel: a Soulfire crystal for fire, an anvil of soulsteel, and a hammer of Stygian Steel. The anvil and hammer technically count as followers.

66. Relic Collection – 600cp - Wraith the oblivion

When a soul crosses the Shroud to become a Wratih, sometimes it appears with items of emotional significance. These Relics continue to function even in the absence of fuel or ammunition, powered by pure Pathos. You have amassed a truly massive collection of Relics. Guns, cars, even computers, you have enough to continue life like a wealthy mortal even in the Underworld.

67. The Science of Life - 100cp – Demon the fallen

You have expertise in Biology and Medicine as if you held a doctorate in all relevant fields.

68. Breath Of Life – 600cp – Demon the fallen

It was the Asharu that breathed life into all things, and some part of you still remembers the steps. By expending a significant amount of Faith, once per jump you may breathe the divine spark of life into an object or body. This is true life, the birth of a Soul. While some normally inanimate objects simply gain sentience, other might become ambulatory in their forms or even become flesh. A sword gains a soul and may speak to it's wielder, and even guide the blade. A doll may stand, move and speak. A clay bird could become flesh. All life created in this way knows one language that you speak and is given a rudimentary personality that is thematic to it's form. This ability is not limited by size, but does not work on things which already have a soul. Life created this way can be taken as a companion. This means yes, your Star Destroyer can be your new Waifu.

69. Crafting Artisan – 100cp – Demon the fallen

When it comes to the manufacturing of physical goods, such as blacksmithing, woodworking, basket weaving, etc, you are an expert in dozens of fields. More than that, you have a certain artistic flare to your work that others can't help but notice.

70. The Test Of Time – 600cp – Demon the fallen

Whether it was your job to place a single type of gem within the soil, to create a certain mineral, or to carve mountains that reach the sky, your works were never meant to deplete. Change form, perhaps, but never lessen from what they were. You remember the secrets of creation you once wielded long ago. When you create something from raw materials with your own hands and infuse it with your Faith, it becomes something far more than what it is. Though a sword will bend, it will never shatter. Though it may burn white with heat, it will

never melt. What is that sword-shaped thing in that black hole? Your work of art, of course! As long as there is no automation or outside assembly, anything you create becomes infused with divine might and will never wear or break. A leather jacket you made an animal's hide might be able to catch a sabot round, but that does not mean it won't splatter the person wearing it.

71. Deadly Anatomy - 100cp – Demon the fallen

You have incredibly intimate knowledge of anatomy when it comes to any creature you have had enough time to study. Unsurprisingly, much of this knowledge is how a body can fail, and how to cause catastrophic damage to a creature with minimal effort to either hinder or kill the target of your violence.

72. Mind Over Monster – 400p – World of darkness mortal

Your mind is like a steel trap. A steel bear trap. Coming up with clever traps, convincing set-ups, even calculating weapon trajectories come natural to your incredible mind. With enough time and information you could set the stage to kill many of the powerful and dangerous beings in this world. Of course you need time to set all these up.

73. Holistic Awareness – 200cp – World of darkness mortal

You're skilled in the arts of whole body healing, promoting health and recovery by keeping a person's entire physiology balanced and strong. The result is that you are able to treat sickness and some injuries (those not requiring surgery or those which do not heal naturally) with a collection of natural remedies rather than resorting to a doctor or hospital.

74. Alchemy (External) - 300cp – World of darkness mortal

In simplistic terms, external alchemy is the art of transforming one physical substance into another. Fairy tales and legends speak loudest of the ability to change base metals into gold, because dreams of wealth captured the imaginations of influential sponsors of court magicians. Clever alchemists invent endless other applications for the art, while wise ones avoid demonstrating their capabilities to the greedy or powerful. Stories and actual practice agree on one important detail: an alchemist requires materials and equipment with which to work. Without a "laboratory" of some kind, an alchemist is unable to perform. A laboratory usually takes the form of a cooking fire, various mixing glassware or crockery and an assortment of reagents, but a well-stocked herbal collection and pure water may suffice for holistic practitioners.

A beginning thaumaturge transform a simple, common, non-precious substance into a different simple, common, non-precious substance but with time and experimentation it allows an alchemist to create or transform a complex, rare or precious substance. A simple compound may be refined into a complex one, a rare substance might be turned into a common one or a precious material might become a different precious material. However it becomes more difficult the more different the compounds to be transmuted are.

75. Alchemy (Internal) - 300cp – World of darkness mortal

Eastern occult scholars have long believed in two different studies of alchemy. Western alchemists are usually focused on the physical realm, and while Eastern have also explored the concepts of internal alchemy. The principle is the refinement of the mind and body in pursuit of purity of spirit from which life springs. Although a mystic may consume medicinal herbs and compounds, the art requires one to go further. Meditation, breath control and purification rituals blend with nonresistance, asceticism and physical training to recapture energies lost in daily life and to direct them toward a return to the spiritual state.

Starting out an alchemist may hone her body or mind toward a more perfect state. With this they may focus and improve one of their physical or mental attributes for up to an hour. This attribute is increased by a factor depending on the individuals willpower and skill with this ability. Starting out, a normal human may double their physical strength for instance. At higher levels this represents the alchemist's great strides toward the achievement of spirituality. A successful use causes the character to transform into an ephemeral being, immaterial in the manner of a ghost. Held objects larger than a machine gun cannot be turned with oneself. It takes a moment of focus to return to a physical state, but the transformation can only last for a few hours at most. A transformed individual cannot affect the material world at all as she passes harmlessly through physical objects. She moves as fast as she normally would travel were she still physical. Being ephemeral allows her to affect other ephemeral beings as though they were physical. The transformation is harder in more dense and urban settings, while it is much easier in the wilderness.

76. Healing - 300cp – World of darkness mortal

The thaumaturge can use her magic to heal wounds and cure diseases for both humans and animals. Although healing serious injuries or life-threatening diseases is difficult and potentially dangerous, magical healing is the only hope of recovery for some. Of course, failing to heal or cure someone can easily result in a desperate patient turning on the mystic. Thaumaturges cannot use this ritual to aid any form of undead or inhuman beings such as vampires, spirits or werewolves. This ritual can be used to heal any living human including the magician himself, as well as individuals who are possessed, ghouls or werewolf kin. Only one application of this ritual can affect a subject at one time. The mystic must touch the patient while performing some action appropriate to his tradition, such as going into a trance, drawing a magic circle and invoking the five elements or calling on various deities or other powerful beings. If this ritual is performed using a magical connection to a distant patient, the connection assumes the role of the patient. With time and effort this can heal most wounds and with exceptional power and effort can even cure incurable illnesses.

77. Longevity - 400cp (Requires Alchemy (Either)) – World of darkness mortal

Your character possesses alchemical secrets of long life, achieved through a combination of medicinal and magical elixirs. Each application of alchemical Longevity keeps him from ageing for the duration of the magic. With continuous use, a thaumaturge can achieve — or grant — virtual immortality, though elixirs do not protect against illnesses unconnected to age and do not prevent death at the hands of violence or accident. The creation of longevity elixirs requires rare and potent ingredients and incredible amounts of magic power. The potions

duration and effectiveness, as well as the age of the intended recipient makes the process increasingly more difficult. The duration of the mixture is the period of time in which the elixir remains potent, whether it has been consumed or not. Thus, a thaumaturge creating an elixir with one week's duration who waits three days before consuming it gains four days of agelessness

78. No Escape - 200cp – World of darkness mortal

The isolated, inescapable killing den is a trope of the slasher story, and it's a trope that has more basis in fact than fiction. Many slashers take some isolated space as their lair, fortifying it and riddling it with trap doors, secret hiding places, and most especially reinforced exits to trap their victims inside. For some, it's an apparently ramshackle old house on a deserted lane, the windows all boarded over and the doors nailed shut. For others it's a disused factory in the industrial district, refitted with the latest steel security doors and electronic locks. Whatever form it takes, it serves one purpose: trammelling some unfortunate quarry into a confined space from which there is no escape

This Perk represents the ability and skill to construct a proper murder-castle. Utilizing this perk allows a Slasher to construct buildings and architecture with inbuilt and near invisible traps that serve to maim and prevent escape. Any normal living space can be converted to a deadly death maze with only a few weeks work. But when an individual with this perk constructs a new structure with the intention of making it into such a place of murder, this ability truly shines. Such a building is an impossibly deadly and nearly impossible to escape structure that would confuse even the most intelligent and crafty individuals. Go ahead and re-create H.H. Holmes's boarding house with this if you want.

79. Alchemy - 200cp – World of darkness mummy

The art of alchemy is much, much older than many know.These older alchemists were much less interested in transmuting lead to gold and instead developed a pharmacopeia of drugs, potions, and poisons. You are knowledgeable and skilled in the mundane forms of alchemy, but you are also capable of brewing more impressive supernatural concoctions. From simple tonics to improve one's attributes, to love potions, to philters that grant supernatural protection. You begin knowing only the weakest forms of these but you can improve your alchemical skill and even develop new recipes. Alchemical drugs can be prepared in the form of a classic potion, a salve that must be applied to the skin, or an essence that must be inhaled.

80. Amulet Crafting - 200cp – World of darkness mummy

Amulets, a more permanent form of magic, can also be enchanted by Mummies. Amulets can take many forms, from small pieces of jewelry to strips of paper. Making an amulet is a lengthy and expensive process, requiring much magical energy. Amulets can be crafted to ward against specific forms of damage, to improve one's attributes, or grant unique abilities such as cloud walking or invisibility.

81. Lost Arts - 600cp – World of darkness mummy

The Cabiri form of the Great Rite would appear and disappear, be destroyed and appear again no matter how hard Horus tried. Now your works are similarly hard to erase. Any of your creations, from writings to paintings to swords are immune to the ravages of time and have a mysterious luck of their own. This luck causes your creations to avoid destruction time and time again though all kinds of contrivances and circumstances.

82. Doctorate – 100cp – Generic lovecraftian film

If we see far it is because we stand on the shoulders of giants. To progress science it is easiest if you have a foundational awareness of what is already known. You now have the education of a proper doctorate and may choose one PhD of your choice, or to be a fully trained medical doctor with a specialty of your choice. You may purchase this perk multiple times for 50 CP (not free) for an additional doctorate each time.

83. Researcher – 100cp - Generic lovecraftian film

Education can only take you so far, but one has to know how to expand their knowledge. You are an expert in using databases, whether we're talking about finding something in a dusty old library or an online one, and are experienced in scientific and experimental methodology. This also helps you think up possible experiments and ways to test your hypotheses.

84. Hidden Laboratories – 200cp – Generic lovecraftian film

When researching into that knowledge which man fears to know it can behoove you to do so with subtlety and secrecy. For that purpose you are skilled at designing your own laboratories, but even more than the mechanical and architectural elements of designing labs you are talented at hiding them. You have some skill in carpentry and the various skills you might need to build it yourself, and in hiring discreet laborers as well as making sure no one knows too much. Of course getting the job done downlow is only half of keeping a lab secret. You are also skilled at making hidden doors and secret rooms, to preserve the privacy of your work.

85. Weird Sciences – 600cp - Generic lovecraftian film

You seem to have turned your attention to the more fringe sciences of this world. Perhaps you have begun a study of the science of reanimating dead tissue, or preserving the semblance of life in yourself once it should have passed away from you, or the study of parallel worlds. And of course humanity is not the only species with scientists, perhaps you have the science of the mi-go, able to place human brains in cylinders which can dial into senses humans can't even imagine and to travel through the void of stars at speeds faster than that of light, possibly even opening wormholes for instant transportation. Or maybe the Elder Race whose mastery of biological engineering created the shoggoths. Choose one field of paranormal science and you have learned and studied it to a depth and degree far beyond the limits of most human understanding. You can also learn other such fields with sufficient time and effort, though that could be quite a lengthy procedure.

86. Credentials – 100cp - Generic lovecraftian film

You go to all the trouble of getting a doctorate in Romanian folk beliefs of the Byzantine period and then in your next world no one believes you have it. That just won't do. This is an automatically updating set of diplomas, licenses, and certifications which include any you have legally earned in any jump. If they have an equivalent in the current jum they will even have documentation to match with an equivalent authority; your diploma from Harvard would be from a college with similar educational standards in another jump where Harvard does not exist. Of course this only applies if you match the standards; if you got certified to fly spaceships in a jump with much lower legal requirements for such you might need to go get a new license.

87. Well Stocked Library – 200cp – Generic lovecraftian film

This library contains books and research materials ranging from anthropological and comparative mythology to new developments in science. Strangely enough the information within dealing with paranormal entities is strangely accurate to whatever the truth happens to be, despite the wide ranges for weaknesses and vulnerability among common folklore creatures. This library will update in future jumps so you will never be without reference materials at the point where the occult and scientific overlap.

If purchased alongside the Necronomicon you will find various lesser grimoires within this library, books like the Unspeakable Cults, the Mysteries of the Worm, and the Book of Eibon lurking within its shelves, various lesser magical tomes will add to its shelves to keep it a well-stocked sorcerer's reference in future jumps as well.

88. Miskatonic University – 400cp – Generic lovecraftian film

This college doesn't have to be Miskatonic, but is considered almost as respectable as Harvard. While you do not have total control, you can be its president if you desire, or have some other job here (like a professor with tenure) that you'd prefer. This college will follow you into new jumps, adapting to the setting to be an appropriate, highly respected center of learning and education. As such a respected center of learning it commonly is involved in archeological and anthropological expeditions, and scientific research and experimentation. It also serves as an excellent recruiting center for the best and brightest minds, or the wealthiest.

If bought alongside the Well Stocked Library this university has a very respectable collection of rare books. While it won't contain anything necessarily more in depth than the Well Stocked Library it will contain a variety of books, additional copies, and enough to serve as a college library with the advantages of a Well Stocked Library. If you also bought the Necronomicon you might could start your own sorcery school if you didn't care about the danger to the world and your students.

89. Dimensional Resonance Machine – 600cp – Generic lovecraftian film

This machine can be used to resonate with another dimension of reality. It can also be used to attune two realities bringing them 'closer' together near it. The longer it runs the closer they will become, though it will take energy to keep it running. If they grow close enough at least within the range of its field they will overlap, locations in one mapping to the other. Then

things in one will become visible in the other. Then creatures will be able to interact with the other dimension. Then reality will fuse in its field. If the machine is shut down the dimensions will begin to separate once more, a process that is significantly quicker than drawing them together. If you don't want to run the machine for a prolonged period, it is possible to use it to create a portal between two dimensions, but to do so would require a substantially greater power output. The more inaccessible a reality is the longer the process of merging realities, or the greater the energy used to create a portal between them. A dimension that is close enough to perceive into if you had a sense organ sensitive to it might take very little energy, beginning to merge within hours. The realm of the Great Old Ones, all but inaccessible save by the immense power of the All-in-One, might take centuries, or power outputs on the level of entire stars. That said you might want to have a dedicated power supply for this machine, as the amount of power it needs will be rather noticeable on a municipal power grid and you'd not want to cause a black out.

90. Caryll Runesmith – 100cp – Bloodborne covenants

A member of the college of Byrgenwerth, Runesmith Caryll managed to turn the incomprehensible words of the Great Ones into symbols that our human minds can comprehend, offering new abilities to those who inscribe them into their mind. You must have studied after them, or read their notes, because not only can you learn new runes, but you are quite skilled at carving them into both yourself and others. Each person can typically only handle four runes at a time, though that limit can improve as they gain insight into the eldritch truth.

91. Workshop Artisan – 100cp – Bloodborne covenants

The beasts that plague Yharnam are not simple animals that fire and guns can scare away, requiring specialized Hunters to take them down. And what hunter would be complete without a weapon by their side, one perfectly suited to their occupation. You are one of those talented weaponsmiths that the workshops desperately needed, with a special focus on trick weapons. This also gives you the knowledge needed to apply blood gems to your equipment, giving them new properties.

92. Educated - 100cp – Hammer horror v1.0.5

You have a robust and wide ranging education. If it is an element of the hard sciences from the 19th century, or early (pre WWI) 20th century you are fully versed upon it and could count yourself an expert in the field. While you won't know anything about later and more modern science from this alone you will have a sense for what is incomplete or inaccurate about the science of the day and a grounding in scientific thought processes to make learning it easier.

93. 'Miracle Doctor' – 400cp – Hammer horror v1.0.5

You are a highly skilled physician in all fields of (19th/early 20th century) medicine. While your medical knowledge is limited to that of the time you are an expert in all fields and highly talented at them as well, to levels that seem almost supernatural. With proper resources you

could create an imbibed medicine which cures a particularly virulent and dangerous strain of rabies, or perform brain surgery with ease and with the right preparation and instruction even perform brain transplants.

94. Brilliant Mind – 600cp – Hammer horror v1.0.5

You have a mind on par with that of Doctor Frankenstein at unraveling the secrets of the world around you. You could invent a means of separating man's good from his evil, of resurrecting dead bodies as new life, scientifically find the soul and trap it, and various other marvels of science. Yours is a mind which looks at the world and works out how it works, although it is most effective in the biological sciences, and how to apply that knowledge; this does not grant you any actual specific knowledge but instead aptitude. Though do be careful when dealing with the science of life and death one can oh so easily create a horror all their own.

95. Surgical Tools – Free – Hammer horror v1.0.5

Basic 19th century tools for surgery of whatever sort is required at the moment. Nothing too fancy so if a surgery is sufficiently specialized - or can't be performed with 19th century tools - they don't cover it. However if they are ever lost or destroyed you will find new ones available to you, and any disposable items self-restock daily.

96. Corpse Supply – 200cp – Hammer horror v1.0.5

You seem to have found some quite capable graverobbers because corpses, or pieces of corpses, keep showing up at 3 AM each night in a bin added to your warehouse. The corpses are always reasonably fresh, with the occasional perfectly fresh - you could have murdered them yourself - corpse appearing. The corpses are rarely 100% intact with most being more pieces - an arm here a leg there - of corpses than actual corpses, but at least once a week you'll get a mostly intact specimen, and at least once a year you'll get a perfect specimen where some freak accident killed an otherwise healthy person in the prime of their life and yet did the minimum amount of damage. Perfect for reanimation schemes.

97. Laboratory – 400cp – Hammer horror v1.0.5

You possess a laboratory. While not offering much in the way of housing, this structure possesses a variety of instruments and tools of scientific nature - whatever you yourself have added and the cutting edge technology of either the 19th century or the (your race for the jump) civilization of the current jump whichever is more advanced - a generator to provide electrical energy - although for particularly demanding experiments you may have to use a lightning rod to obtain more power - and various cages for experimental subjects. This lab can be added to another property you possess or exist independently; if part of another property it is a secret basement or otherwise semi-hidden wing to the structure by default.

98. Dr. Frankenstein's Research – 600cp – Hammer horror v1.0.5

Oh you didn't want to be Frankenstein's equal intellectually, you simply wanted to have his scientific knowledge? Well this is for you. This is a collection of notes, treatises, and research

that amounts to the sum total of all of Frankenstein’s scientific knowledge and accomplishments in detail and now it is yours to do with as you please. Instructions on how to transplant brains, to reanimate dead tissue, and capture the soul as it leaves a dead body and implant it into another body to list a few highlights. What you do with these notes is your choice.

99. Royal Recognition - 100cp - Victorian

Regardless of your accomplishments, much of your time will be spent trying to justify your work to other members of the upper class. Research isn't cheap, after all! Instead of being forced to spend years trying to explain what electricity is "useful for", this perk will give you a special talent for explaining your ideas in ways that even the most uneducated individuals can understand. Of course, you still need worthwhile ideas to spread, but I'm sure you can think of a few. Even better, this perk will allow you to quickly find backers willing to fund your projects. While this will vary depending on the scope and focus of the project, you will always be able to find at least one or two wealthy individuals to invest in your efforts.

100. Accomplished Aristocrat - 200cp - Victorian

In this century, Britain will begin as an agricultural society and end as an industrial one. Progress is the spirit of the age, and it is up to aristocrats such as yourself to guide the masses into the future. As a member of the upper class, you already have the time and resources to pursue knowledge: why not pick up some talent as well? You now possess a peak human intelligence similar to the famed Charles Darwin or the fictional Sherlock Holmes. Aside from general improvements to your memory and learning speed, this vastly increases your intuition: allowing you to see the connections between seemingly irrelevant details. Coupled with a basic 21st century education, you could easily become a scientist of great renown with just a few years of work.

101. Unorthodox - 400cp - Victorian

For a supposed member of the upper class, you're a little strange. Given how busy you are trying to push the boundaries of mankind's knowledge, is it any wonder you can be a little forgetful about proper dress and etiquette? Of course not! While this won't fully insulate you from public opinion, you will now have a much easier time convincing others to accept your eccentricities as long as you are somehow contributing to society. Instead of landing you a spot in prison, publishing blasphemy or pornography is probably only worth a slap on the wrist, and you could easily grow a massive unkempt beard without garnering any real criticism.

102. The Age of Science - 600cp - Victorian

Progress is the spirit of the age, and yet here in London, there are many who would fight that progress with every ounce of their being. You, however, are a maverick and a champion of progress. You can easily see the places where society is ripe for change and can always tell when the world is or isn't ready for your discoveries. Once you do publish your findings, you will find it extremely easy to shape the public reaction to your works. In your hands, even a

theory that disproves biblical literalism could merely spark a decade of debate instead of immediately earning you a spot in jail. Likewise, if you wanted, you could totally shatter existing notions of disease and health without causing a massive panic about germs or bugs.

103. Laboratory - 200cp - Victorian

What sort of man of science would you be without a place to work? You now have a garden laboratory filled with everything a gentleman scholar could ever want. This includes a series of telescopes and microscopes to better observe the world along with a chemistry set and electrical equipment to study its composition. You even have a bunch of ape skulls and head-measuring tools just in case you wanted to dive into eugenic pseudoscience. This would be fantastic on its own, and yet we haven't even touched on the attached study. Inside is a small library filled with Greek and Latin classics along with all the best pre-modern scientific texts available. It even comes with a set of crude drawings for things like the "gramophone" and "telephone" if you wanted to upstage a certain resident of Menlo Park.

104. Clear Understandings – 100cp – Girl genius sb

When it comes to opposition between Sparks, you'd be surprised how often it is that grave enmities and terrible wars erupt out of petty misunderstandings. If only any of them had this perk. What this does is to provide you a simple but undeniable advantage. Whenever trying to communicate with someone, people will always understand the meaning of your words in full, unquestionably and unequivocally. No sudden interruptions drop out of the sky to confuse or mislead things, no one makes sudden movements that make things go wrong, none of that! When you're telling the truth, people know that you're telling the truth, no questions asked.

105. A Premier Education – 200cp – Girl genius sb

The Spark does a lot, but it helps to have the right education. Village Sparks working with chicken entrails tend to die to pitchforks much more than city sparks working with sound principles. And now yours are the soundest of them all! This perk provides you an incredible, unbelievably thorough, advanced and extensive education in it, such that your knowledge and skills related to it are unquestionably along the absolute best in the world.

This world being what it is, the field in question can be anything from biology to Space-Time analytics, Necromantic Construct Design and Engineering. The narrower the field the better your understanding of it, but as an absolute minimum this perk would provide you a top of the line, first class education like the kind you can get in Rome, Paris, Beetleburg or Castle Wulfenbach. You can buy this perk any number of times for more fields to be educated in. Comes with fully acknowledged Doctorates.

106. A Spark of Genius – 600cp – Girl genius sb

Or you might be an absolute, incomparable genius in general, I guess. While anyone who takes the Scientist Origin may be a weak spark if they wish to, this is where you go for the good stuff. You now have, and thus are, one of the strongest Sparks on the planet now, an absolute, blazing genius like Agatha Heterodyne,either of the Wulfenbachs, Dr Vapnoople, or others at the same tier. The Spark, that something that makes the wonders of this world

possible, is plugged into your mind and soul, inflaming it, filling it with a fire that boosts your mental facilities to unbelievable extents such that many things that should be impossible... suddenly aren't.

While you specialise in some field to extraordinary degrees, like being able to create artificial sparks if you choose 'Von Neumann Clanks', your genius is unbound by the petty concerns lesser sparks suffer from, allowing you to shine equally bright in every field from Microbiology to Trans-Dimensional Aeronautics. You have an instinctive grasp for scientific principles, can reverse engineer technology more or less just from seeing it, and have a head for calculation and numbers that defies belief. You can decrypt data in your head, have a completely flawless memory, and are in general the quintessential Mad Scientist. Complete with a gift for cackling and rants that can terrify anyone who isn't, by the way.

When in the Madness Place, especially, you have an outright effect that allows you to warp time and space in a small area around you, letting you do weeks' worth of work in hours, and outright warp, twist, spindle the mutilate the very laws of physics as you craft your wonders... and horrors. Apart from the SCIENCE!, you have a charisma that borders on mind control, as anyone without a spark, or an exceptionally strong willpower is drawn into your orbit by your sheer force of will, ready to help and serve wherever they can. Your body is also somewhat better than most, allowing you to go all those all-nighters without food and fight off highly trained fighters while barely paying attention.

Exemplar Boosted

Your talents with the sparks cross the basic boundaries all the way, transforming you into something altogether beyond. You have had the second breakthrough, the transformation that makes you from a Spark into true Spark Royalty! You are like one of the Immortal God-Queens of old, of which only a precious few remain today. You're not a fully grown, matured God-Spark like Albia, but you're further along than Agatha or Lord Snackleford. Along with having psychic powers like levitation and telepathy, you can release blasts of pure energy to scour your foes from the earth. You can see in more than three dimensions, and even interact with beings beyond the mortal plane in several ways. You have the power to shapeshift freely, going from giant to normal in an instant, and acquiring any colour, appearance or form you desire. You can possess willing subjects, and break any mind control or subversion on your subjects. You can control energy in various forms, most of them rather unspecified. Most importantly, of course, your talents with actual Sparking transcend any ordinary sparks entirely, being almost as much beyond them as they are beyond mundane scientists. You have a surfeit of ideas, almost as if you can do anything! You don't even need to bother with Madness Places very much anymore, that is, being 'Suspended in an Eternal Moment of Supreme Clarity'. You do retain your ability to scare lesser minds out of their skin just by talking. Oh, and you gain a rotating Halo of any symbols of your choice, turning around your head in an endless circle. Basically, you have somewhat weaker versions of any powers displayed by Albia, even those not mentioned here. And you would grow to match her as soon as you acquire enough experience. You can hide the obvious bits of this, but why would you want to?

107. Traveling Toolkit – 100cp – Girl genius sb

And an excellent set, too! This is a full set of incredibly high quality, very much portable tools suited for just about any purposes you may need them for, especially for repurposing existing or enemy works! Just the thing any scientist would need for Sparking on the go!

108. Worthy Workshop – 400cp – Girl genius sb

The tradesman needs the right tools, don't you know? More than that, they need the labs! You have a full set of labs, for chemical, biological, mechanical experiments, as well as any other kinds you might need. Abominable, perhaps? These are some of the most elaborate, extensive laboratories and workshops in the world, with vast arrays of instruments and tools of the finest make, an unlimited supply of test subjects, and huge amounts of spare parts, reagents, books and journals... everything a spark needs to get going. You have just about any and all parts and reagents you might need, even things incredibly rare like water from the Dyne, and the absolute latest in all parts, of course. Furthermore, any and all properties you have that can support them all develop similar labs and workshops, providing you a virtually unlimited collection of spaces to work from so you're never, ever left unable to tinker to your heart's content.

109. Corbetite Vaults – 300cp – Girl genius sb

Ooh. This... well, this should be interesting for you, in the Chinese manner of speaking. You have somehow, it seems, come into the possession of a huge, labyrinthine set of underground tunnels, passages and caverns, which holds a set of Vaults apparently lost by the Corbetite monks sometime in the past.

This is a huge, eclectic collection of rogue experiments, borderline berserk clanks, lost research papers, powerful weapons, silly experiments, and everything in between. With hundreds of vaults inside and each of them holding several objects, there are items from some of the most famous (or infamous) figures from Europan history, a collection of objects that would give several people nightmares. Possibly including you. Since you're paying CP you can be assured that each and everything in here will end up being useful and nifty somehow, but there's no telling how or when it might happen. This is the kind of place where you find Trains that hate tracks and schedules, random Dreen chilling out, and the odd zombified king now and then.

110. The Holy Grail – 800cp – Girl genius sb

Well not quite, but it might as well be. This is something literally any spark in this world would kill for, something that, if it were out in the open, would cause a furore that would make the Long War look like a childish squabble. Attached to your warehouse is an archive holding a complete, unabridged, detailed history of this world, all the way from the dawn of the very first civilization to the second before you enter the world. Every war stratagem, every population census, the name of every ruler, it's all recorded here in extensive detail. But that's not what would attract people to it like moths to a flame. That would be the Scientific archive. Because you see, this archive also holds literally every scrap of knowledge this world has ever

discovered or used. Every novel or book ever written, every scientific principle discovered, every paper, journal article or private message, the blueprints for each and every device made throughout the history of the planet, the details of the Second Breakthrough... everything. Don't go showing it off, yeah? In future worlds too, this updates to hold the same level of information on local things.

111. Alienist – 100cp - Rippers

To call psychology an art in its infancy is to give it too much credit. Still, you are a rare soul with sympathy towards the damaged psyche, and a good idea of how to help a troubled mind.

112. Arcane Chemist – 100cp - Rippers

You are an expert in ripping and distilling extracts from monsters, and always seem to produce twice as much product. Nor are there ever faults in your work.

113. Surgeon - 200cp - Rippers

In an age of mad doctors, it's easy to overlook the more mundane kind. You are as skilled as anyone in period medicine and know how to treat most common, and many uncommon ailments.

114. Sterner Stuff - 300cp - Rippers

Your body is uncommonly suited to extractions and rippertech. You are steeled against the downside of multiple implants and any future improvements made to your body are without risk or complications.

115. Weird Science - 300cp - Rippers

It is the era of Jules Verne, Nikolai Tesla, Thomas Edison and other visionaries. Then there's you, with the engineering skills and fertile imagination to match any of them, but also a foot in the world of the supernatural. What wonders will you craft?

116. Rippertech - 400cp - Rippers

You are an expert in the esoteric medical arts of rippen-transferre, the sharing or claiming or power by transfusing the fluids and transplanting the organs of monsters. You can come up with all sorts of new implantation procedures, and carry this benefit into your future worlds.

117. Keeper of Flesh – 400cp - Kult

The the biomechanical Keepers are tall, grey beings of flesh, metal and plastic who being unable to create more of their own kind, love their midwifed children unconditionally. Whether or not you, you now have their power to help life find a way even in conditions as bleak as the Fallen Realms. You know how to construct and manage the grisly Birth Chambers: Vaults with containers of nutritional solution, cryotubes and electric fields where DNA can be interwoven with new genetic material, and protected from the cloying oblivion of Achlys that emanates from below-and you know the techniques that can be used to recreate nearly any denizen of the Fallen Realms. With further study, you might be able to find a more

humane alternative to the traditional, grisly means of reproduction left to those the Children of the Underworld must resort to: Lobotomizing humans and hooking them up to the Chambers' biomechanical machines, to harvest their reproductive material.

As well as being biologically immortal if you were not already, your own body has a unique adaption to support the creation of children somehow. Perhaps like the Keepers, you possess a womb that can carry children safely to term who as foetuses were created in the Birth Chambers. Perhaps you simply produce some form of secretion that greatly improves the chances of fertility. Either way, whether they know it or not you're the best chance for a lot of desperate beings' survival on the edge of nothingness.

118. Chained In Your Skin – 400cp - Kult

Few mourned the tyrants of the Metropolis upon their fall, for it was their way to not just bring civilisations to their knees but cruelly reshape their bodies, minds and souls with complex machines to be better servants. You now have an elaborate series of cybernetic attachments similar to a Tekron, without sacrificing any of your sapience. Your components can manifest practically any gear a modern society could provide-grenades, a class cutter, a knock-out drug-on short notice, though frequent use of disposables risks depleting you until you've rested and replenished yourself.

The attachments may seem grotesque and cover more than half your body, but they protect you from smoke, poisons, gases and pain equally well while letting you connect to computers and machines like an extension of yourself. You also have the power to mystically merge with mechanism, either adding them to your body or fusing with them temporarily, enough that you could control the electricity in them directly. More creative forms of this control may let you modify and improve yourself beyond the nonsentient caretakers of the Metropolis.

As a sidenote should you be a being like an Azghoul, this technopathic affinity will let you prevent your own parasitic cybernetics from controlling you.

119. Bleeding Meat – 400cp - Kult

Inferno has a predilection to obscene augmentation, of which you're something of an artist. When you physical torture others, a dark magic born from your victims' agony and degradation permits you to add normally impossible mechanical augmentations to their bodies. While this comes with great experience in the nightmarish procedures used to create razides or keep men alive well past the point they should have expired, your ability to create suitable prosthetics is dwarfed by your ability to brute force those to work for victims mutilated under hand and knife. It is common for Hell to make towering juggernauts with armour welded to their skin and the mystic arts at their fingertips out of its victims, and with your depraved ingenuity there is little doubt that you could extend the process to work on other supernatural beings like lictors-or even other nepharites, if you have the ruthlessness to turn on your own kind.

11. Machiavellian lessons

1. Problem Solvers - 200cp – A Study In Emerald

An index of notable and highly useful personalities local to your city. Updates on a constant and continuous basis – whether you need a doctor, an assassin, a master thief or a detective, this will list them.

2. Carouser - 100cp – A Study In Emerald

In seeking a good time, you need only to follow your instincts. Gambling dens, speakeasies, illegal brothels, dogfights, rowdy theatres; your entertainment of choice won't be able to evade you, no matter how well- hidden it might be from the authorities.

3. Alakapurine Shears – 400cp – Cultist Simulator

The scissors that an Hour used to butcher another. These scissors sever all strings, cut all attachments, and end all contracts without repercussions, allowing one to get rid of needless things.

4. Talk isn't cheap – 400 cp – Kingsman

Especially when it comes from your lips. Instead of wasting your time convincing others to help you, you can simply flash a check, or a promise of one provided you have the reputation, and many people will eagerly ignore the complicated matters of contracts and proof.

5. The spider - 600cp – The free universe

A mind like a steel trap and a wit sharp as any proper knife, you have he genius needed to play the Great Game - and win. Your intelligence and ability to manipulate people is greatly enhanced, able to "See" the playing board and web of intrigue you've set, as well as having a great amount of awareness of your own stance in these schemes. If you were careful and played your cards right, you could skillfully push a button here, whisper a secret there, and set off a series of events to turn the tides of even a nation, in some perceptible way. All according to plan.

6. "I Know Just The Guy for the Job." – 400cp - The mummy trilogy

Seems you have a lot of contacts- pilots, mercenaries, scholars... pretty much any profession you could imagine, you know a guy or two who can help you out. Whenever you need a helping hand, you'll be able to find someone willing and able to take the job, within reason (you won't be able to find a magic tutor in worlds without magic, for example). Sometimes, you might not even need to pay them!

7. Fan of the Three JB's – 100cp – Kingsman

You can tell when someone's on to you, and you have a generally easier time getting your schemes to go unnoticed. This also helps when foolproofing your plans.

8. I know a guy... – 300cp Bartimaeus Sequence

Do people want to know where to find a good place to hide from the police? Maybe the guard schedule for a storehouse of magical goods, or the location of a certain object of interest? Or maybe just who to go to for a more... delicate... job? Regardless, you're the person with all of the connections. You can reliably be expected to know who to go to for odd jobs, bits of information, and other such things people on the streets would have a tendency to know about. Expect people to come to you with requests for help in exchange for yet more information. In addition, in every jump after this, as long as you're not obviously on the bottom rung of society's ladder, you can expect to be able to quickly set yourself back up in this position regardless of where you find yourself.

9. Infinite Patience – 100cp – Great Detective

You have been compared to a snake or cold blooded reptile many times. Which is to say, on stake-outs and sting ops, you are as patient as a rock, but when the time comes to it, your reflexes are not dulled, but whip fast! Never get bored or tired while waiting.

10. In Service of Justice - 600cp – Great Detective

Due to your exposure to criminality, you now have an innate sense for crime. The real benefit is being able to remove any protection the suspect might be using to hide from the LAW. If you wish it, your attacks become more powerful in accordance with their crimes. Post-jump it grants you innate knowledge of local law. Paired with some way of reading minds, you could serve justice to everyone.

11. Papers Please - 100cp – Great Detective

Never be held up at customs again. This sheaf of papers and passports contains enough stamps, bribes and VIPs to get you anywhere in the world and cross any border without hustle. Comes with colour coding to update it for new worlds.

12. The Warrant – 100cp - Investigation

You're gonna need a warrant for that. This is a magical piece of paper that becomes a copy of warrant, retroactively filed, for anything you might need it for. Legal invasion of property, ho!

13. Cruel Genius - 100cp – Sherlock Holmes

There is a reason you are somebody to be feared. You possess a calculating and ruthless mind that inevitably conjures up ideas and schemes as effective as they are chilling. Even against the outright brilliant you are nearly unmatched, seeing things in ways that more opinionated or idealistic men simply refuse to fathom. This doesn’t actually effect your morality in any way, but at any time you can intuit the most brutally effective route to take towards your goals.

14. Tidying Up - 100cp – Sherlock Holmes

Only a fool would leave a trail that would lead somebody right to their front door. At all times you have an exceptional awareness and intuition regarding anything that could lead others to

you, whether that is witnesses or clues. You're brilliant at figuring out how to remove these loose ends, ensuring that more often then not there won't be any trail to follow at all.

15. Two Can Play That Game - 300cp – Sherlock Holmes

Your intellect is fearsome enough on it's own, but when pitted against the brilliant minds of others you are the very definition of dangerous. Whenever you are opposing geniuses, whether of the normal or superhuman variety, your mental abilities are boosted in whatever ways are most suited towards coming out victorious. A brilliant con-woman with a penchant for getting away will find that you're already waiting for her on the train. Impossibly gifted detectives will find that you'd steered them astray, and potentially more. This is a boost to the mental faculties you already possess, and it doesn't automatically scale you up to the level of beings who absolutely dwarf you mentally. But you can be rest assured that your mind will always be a weapon that only the foolish would ignore.

16. Respect a Man's Privacy - 600cp – Sherlock Holmes

Your character and reputation are beyond reproach. No matter the situation you can expect officials, media, and public servants to treat you with the absolute height of respect and dignity, with a ironclad focus on guaranteeing that your rights, reputation, and character are not besmirched. Accusations and evidence of crimes leading towards you can expect to be shrugged off, the most law enforcement willing to do is ask if you wouldn't mind to come in and answer a few questions, at your earliest convenience of course sir. This effects primarily organizations, individuals might see through this and work towards proving your guilt, but law enforcement and the public will practically need a signed confession before they are willing to treat you as a suspect.

17. A Game of Shadows - 600cp – Sherlock Holmes

Puzzles are for children, you much prefer webs. Within your mind you are capable of pulling up all the information you have as a tapestry, letting you see how events are influencing one another, how they interact, and what threads might lead others to the places you don't want them to go. This sense is absolutely incredible at showing exactly what strings to pull to make what you want happen, or even which you need to cut. To you the world is something to be played like harp to see your goals come to fruition, and any sane man would be afraid at just what your designs might be. Your ability to weave schemes and plots is without peer.

18. Insider Trading - 600cp – Economic Investment

Every man has a price, every siege has a spy, and so on. You can always find the weakest link in the chain, corporate or otherwise, and exploit them to fill your own pockets or launch a devastating betrayal.

19. Whistleblowers Manual - 200cp – Economic Investment

Take this to the offices of a company or group, and it will fill with all manner of scandal and blackmail. No names though, that's something you need for yourself.

20. Ding Dong The Prince Is Dead - 200cp – Castlevania Bloodlines

Everybody has secrets. Skeletons in their closet, things they wish would stay buried, preferably forever. And let me tell you, having a minion capable of necromancy means that dead men can in fact tell tales. You have a small black book full of dirty little secrets. Criminal connections, murders, who hired what assassin to kill whom, records of favors owed that you can steal - enough information to entirely shut down someone politically. Or to force them to assassinate a prince, because having a nation angry at them is preferable to the hell this would let you make their lives.

21. Legitimate Businessman – 600cp – Batman the Animated Series

You are extremely skilled at running businesses, yes, but your greatest talent is at appearing affable even in spite of your... past activities. People tend to take a more sympathetic stance when it comes to your past crimes, so long as you put on a veneer of civility, while at the same time you lose none of your reputation that you might have in the criminal underworld. And getting the best of both worlds is easy as well; you could easily take on both roles without losing out on much on either side, and you know how far to push either appearance before they start to interfere with each other. Finally, you're excellent at getting rid of the evidence of your crimes, as well as in making it look like any ill-gotten gains (or anything you don't have an explanation for having) were legitimately obtained.

22. Lord of the Shadows – 600cp - Batman the Animated Series

You're a cut above the common rabble of the streets; their empires are but pale shadows of your own. You have the skill to run an entire organization in the shadows, unknown to all but the most knowledgeable or skilled of detectives- and even then, they'll only know if you let them, or if they're especially persistent in trying to uncover your conspiracy. You're incredibly charismatic, as well as an amazing manipulator.

23. Clock King – 300cp – Batman the Animated Series

You have an impeccable sense of timing; you could plan your day down to the second, estimating almost perfectly how much time each and every action should take you, as well as how best to maximize your time. Needless to say, your sense of timing makes you excellent at plans and scheming, and even makes you pretty dangerous in a fight.

24. The Network – 400cp - Cyberpunk

They always divide before they conquer, and to keep what they take they like to keep it that way. But you're not the kind to let that stand. Purchasing this grants you a vast and comprehensive communication network that is able to keep you in contact with those who work with you without needing to fear being found or intercepted, at least as far as it's concerned. This can take many forms such as an entire rigged sub-network to communicate with, teams of runners and dead drops, simple and subtle word of mouth among those who believe in the cause, or even some combination of all of the above. Regardless it'd take truly extraordinary abilities to actually discover it, and odds are it'd only be half the job of actually getting anything of importance before they're inevitably pushed back out. The shadows

rebuffing the light of day to keep what they hide. Whispers precede funeral bells wherever there are tyrants.

25. Literature – 100cp - Victoria

Niccolo Machiavelli once wrote that "the civil law is nothing but a collection of decisions, made by the jurists of old, which the jurists of today have tabulated in orderly fashion for our instruction." No one can doubt the accuracy of this statement, and it is accepted by all that if one is to learn to do anything, he must learn from those who came before him. To that end, Jumper, you have been granted this small cache of relevant commentaries on attaining and utilizing power, from such figures as the aforementioned Machiavelli, but also the personal commentaries, hitherto unseen, of such figures of your age as Bismarck and Disraeli.

26. Die Wacht am Jumpchain – 200cp - Victoria

In your view, the ideas of nationalism and liberalism are simply stupid. All the dramatic speeches about how the nation must act in the name of heroism and so forth are enough to make you yawn- when you yourself are not giving them. Nonetheless, they are a valuable tool, enough to rile a crowd into action, and in your hands, enough to send a nation to war. In those endeavors, these will help you dramatically- these are a set of ballads, poems, and short stories that glorify your empire and sacrifice in its name. Any who listen to them will be far more susceptible to jingoistic appeals in the name of the nation. Post-jump, they will change to apply to whatever entity you find yourself at the head of.

27. Spider's Nest – 600cp – Fate/Legends God save the queen

Weaved as only a master could, this empire is not one that rules from shining palaces or fields mighty armies. It's a modern creation, a monument to the ambition and greed of it's creator. The kingdom you rule is one of criminals, spread across the civilised world, as a web of interconnected criminal organisations. Gangs, mobs, cartels, triads, it all comes under your umbrella. For some you merely have a few fingers in the pie, giving you influence, while in other locations you fully control the local criminal elements. You're far from the source of all evil but where there is organised crime, your traces can usually be found at least in small part. Leadership of this empire comes with surprisingly little risk, provided you take no actions of your own to change or grow things. Those below you seem content with the profits and rewards that serving you gives them, even if they might pale compared to what you reap. Vast bounties of wealth and influence are your profits, giving you the funding to more than equal most modern nations and access to blackmail, corrupted officials and more to allow influence over nations. The criminal empire will carry over to future worlds, retaining general expansions and changes you make to it's structure but adjusting to fit where needed for other worlds. No import.

28. The Dead Note – 200cp – Van Helsing

A simple logbook, oddly empty. Anything you write within it seems to... well. Disappear, shortly after. For it's purpose is not to document - you see, after your first kill of a humanoid, it will update with a list of all those related by blood (and living) to the one you just killed. On

other pages, the Dead Note will document those individuals and groups actively dedicated to hunting you. A good way to keep track of enemies, ja?

29. Everyone has an agenda – 200cp Mage the awakening 1st edition

There are a great many agenda's in awakened society, and you are privy to most of them. You are able to determine the immediate consequences of any scheme you are able to uncover, and determine who would most benefit and suffer from it the most. Your awareness of these consequences will likely grow in time as you become involved in increasingly intricate plots with more players, allowing you to see the consequences of their actions more clearly. Perhaps if you insert yourself at just the right moment, you could expedite these carefully laid plans...or stall them in their tracks.

30. Apex of Power – 600cp – Beast the primordial Paradox

When it comes to asserting your dominance over others, you're the best. You just have a way of making others feel inferior and weak compared to you. When combined with your truly impressive political and social skills, you will find it easy to crawl your way into positions of power over others. Especially when sometimes if feels like fate itself is providing you opportunities to seize them.

31. Criminal -100cp - Beast the primordial

The humans, in their stupidity, call your lessons crimes. If caught, they would not recognize you as a noble scion of the Dark Mother come to share Her wisdom. They would call you a thief, a blackmailer, an arsonist, a rapist, a serial killer. To avoid that tragic misunderstanding, you have become quite adept at both perpetrating and getting away with a wide variety of crimes.

32. Promises of Power - 100cp – Mummy the curse

Some join the cults of the Arisen out of ambition, not faith. These cults are structured as conspiracies of mutual assistance, with the mummy being called to aid the cultists' ambitions in return for their service to the mummy's agenda. You draw the ambitious like a magnet, as they can sense that you are they key to their gaining ever greater power.

33. Mystery Initiation - 100cp – Mummy the curse

You know that knowledge is power and how best to doll it out to keep people coming back for more. You're an expert on drawing people into the web of a secret society or cult by identifying those who most want secret knowledge and parceling it out in a series of ever higher degrees of initiation into the mysteries you reveal in order to keep them loyal with the promise of ever greater secrets.

34. Old World Order - 600cp – Mummy the curse

The goal of the Maa-Kep is to not just revive Irem, but to have it cover the whole world. Many high ranking Maa-Kep have standing orders for their cults to wake them for every meeting of the Bilderberg Group in hopes of influencing it in this direction. A one world

government devoted to the worship of the Judges of Death remains a pipe dream, but you might have what it takes to give it a fighting chance. You have impossible skill at manipulating giant institutions and setting up world wide conspiracies.

35. High Priest – 400cp – Mummy the curse

Nearly all Arisen gain cults, but only the Su-Mennet were priests in life. You are a master of gaining and managing cults. You know how to identify the right people to recruit, how to maintain orthodoxy and faith, how to direct clandestine operations, and how to insinuate your followers into the halls of power and grow your influence in society while staying hidden or even while maintaining a good reputation.

36. A Blueprint for History – 600cp - Mummy the curse

More than any other guild, the Tef-Aabhi needed to meticulously plan the construction of their works, ensuring that every part of their design was mathematically sound. They have maintained that attitude as mummies, being highly concerned with long term plans to shape entire cities. You yourself are a masterful planner, able to set up and execute highly exacting plots, even accounting for you not being around to handle the details while you sleep in your tomb between descents.

37. Plotter – 100cp - Werewolf the forsaken

The chosen of the new moon are naturally cunning, their minds always working in the background. When an Uratha of another Auspice sees an Irraka staring at them, a common response is to tell them “stop thinking about how you’d kill me.” The assumption is usually true. You exemplify this trait, being an endless font of clever new tricks, schemes, and stratagems.

38. Hidden Corruption – 100cp - Werewolf the forsaken

Bale Hound packs are very rare. Almost all Bale Hounds live secret double lives, pretending to be loyal members of the Pure or the Forsaken while weakening them from within. You have the skills necessary to keep this act up, continuing to commit your secret sins and further the corruption of the Hisil while seeming to be an upstanding member of your culture. You further know how to subtly weaken groups you belong to, fanning the flames of disunity and sabotaging their efforts for the day you can finally turn on and kill them all.

39. Herding Humans – 200cp - Werewolf the forsaken

Humans may be weak, but human society has a hold on werewolves and the Hisil that brute strength cannot overcome. Thus the Forsaken turn to the Iron Masters to manage the humans from within. You know how to manipulate human organizations, whether by climbing the ranks from within and coming up with excuses for new policies that secretly aid the werewolves or from without through protests, lawsuits, and rhetoric.

40. The Herd Must Not Know - 200CP - Werewolf the forsaken

One tenant of the Oath of the Moon that the other shapechangers have ironically managed to keep better than the Uratha themselves. Everyone knows that silver bullets kill werewolves by now, even as they refuse to believe werewolves exist. But the idea of were-eagles ruling the mountaintops is so out-there that even the looniest conspiracy nut would call you a hoaxer if you tried to expose the truth. You have the skills to hide a clandestine group, keeping your activities and powers hidden from both your enemies and the public at large.

41. Seize the Means of Blood Production - 400cp - Vampire the masquerade

You are the elders' worst nightmare: a competent revolutionary. You know how to rabble rouse with the best of them, stirring the spark of rebellion in the young and disenfranchised. You know how to accrue weapons caches and intelligence on the enemy, even while you keep the Prince believing that the Anarchs are nothing but a bunch of disorganized complainers. And when it's finally time to strike, you have a great tactical mind to direct your rebels in combat to cut off the snake's head before anyone knows the revolution has started and then mop up the rest of the bootlickers.

42. Keeping It In The Family – 100cp - Vampire the masquerade

The Giovanni learn to keep secrets even in their mortal lives. Whether it's the incestuous relationships common among the true Giovanni or the Dursim family's penchant for cannibalism, they learn how to do their dirty business without catching the public eyes. And that's to say nothing of the dread secret of the Clan's plan to tear down the sudario, which would bring all the rest of the Kindred down on their heads if it were to be exposed. Needless to say, you know how to keep your and everyone else's lips shut.

43. Ambition – 200cp – Vampire the masquerade

The Lasombra are the traditional leaders of the Sabbat. You have all the manipulativeness and cutthroat political savvy needed to claim an Archbishop's position and are skilled enough at herding cats to be able to manage the teeming masses of psychopaths and fanatics that make up the packs of a Sabbat city.

44. The Jumper Madness Network – 400cp – Vampire the masquerade

Malkav died physically, but lived on in the subconscious connections his Clan. Each Malkavian is connected to this vast network of insanity. It's how they set out the Call for Clan gatherings and have everyone show up. You too are hooked into this network and able to send messages with far more control than anyone but Malkav himself. You can subconsciously urge the Malkavians to support certain agendas, gather at a given place, or take actions you suggest. They'll have a hard time differentiating your control from the whims of their normal insanity. And why stop there? Your "network" connects to even the humans with mental illness, so you'll never run out of friends to play with.

45. Information Broker – 600cp - Vampire the masquerade

Clan Nosferatu is famous for its information networks, and you are a master of them. You know not only how to manage agents to collect all the juiciest secrets and collate it all until

you understand the big picture, you also know how to find buyers for it all. And more than that, you know how to arrange the disclosure to each of those buyers to make them think what you want them to until they're all puppets dancing on your strings and paying you for the privilege.

46. Smooth Criminal – 400cp - Vampire the masquerade

Thanks to their curse, nearly all Ravnos are criminals. So you may as well be good at it if you hope to survive. You're an extremely experienced criminal in every field of crime. Arson, theft, blackmail, kidnapping, murder, drug dealing, tax evasion, making fake IDs, counterfeiting, forgery, you know how to do it all and get away with it.

47. Unsympathetic – 100cp - Vampire the masquerade

Clan Tremere keep a vial of each member's blood, obtained through the Transubstantiation of the Seven ritual each member undergoes. Allowing a conspiracy of blood sorcerers access to your blood could have horrifying consequences, as could merely having a blood relationship such as between vampires of the same Clan. You can freely manage how you may be targeted through sympathetic magic. You may cut whatever mystical connection exists between you and your blood (or only certain samples of it), your possessions, or familial or supernatural relationships, preventing anyone from exploiting those sympathetic connections with their magic so long as you suppress them.

48. Wheels Within Wheels – 600cp - Wraith the oblivion

The Guilds, being comprised of the Dead, can afford to take the long view of things in a way the Quick can barely imagine. A Guild can weave plots of incredible complexity and length. They may even, say, be given an emperor's memories for safekeeping, arrange their own outlawing to hide their loyalty to that emperor, erase their own memories of the whole thing so that not even they know they secretly work for the emperor, and then survive the scrutiny of his usurpers while he disappears and reincarnates, waiting for the time he returns so that the memories can finally be delivered to him. That particular plot didn't work out for anyone, but maybe it would have if Charon had listened to you, because you have a mind well suited to crafting such convoluted and far reaching schemes.

49. Herding Cats - 600cp - Wraith the oblivion

Many have heard of the Revolutionary Council, the secret masters of all Renegades who direct all revolutionary elements across the Dark Kingdom of Iron. The truth is much less than many Renegades hope. As they say, the Renegades are full of the souls of unsuccessful revolutionaries, not successful ones. You however have the talent to live up to the Renegades' hope of a secret puppet master. Given time, you could organize a truly disparate group like the various revolutionaries, idealists, and criminals who make up the Renegades, making deals with their local leaders and issuing orders that forged them into a well oiled machine to strike at the heart of the government, even as they themselves are unaware of exactly what part they're playing in your grander schemes.

50. Sword of Damocles – 600cp – World of darkness mortal

The children of the night claim dominance over the herd of mankind, but the throne they sit themselves upon is a fragile thing. You can intuitively sense and understand the machinations of secret societies and conspiracies, see their unseen hand woven throughout society. You can also intuitively sense the weak points in these works, and know how to unravel and disrupt their efforts. You also become harder to predict, either by magic or mundane ways, making you that much harder to plan around.

51. Criminal Connections -100cp – Vampire the masquerade factions

Clan Giovanni is known to have connections to organized crime and you can now leverage such connections. You know all about organized crime, how they operate, who the local powers are, where they can be found, etc. Not only do you know about organized crime but you are skilled at ingratiating yourself with such groups and know how to interact with them without risk of offending them.

52. Schemer -100cp – Vampire the masquerade factions

The camarilla is a very political society with lots of scheming and maneuvering, which is something you are very good at. You are very skilled at creating plans and schemes that will disrupt your enemies and keep you on top. You know how to win over allies, pit enemies against each other and keep yourself too useful for your political opponents to make moves against. This isn't absolute protection from the plots of your enemies but it does provide a massive increase to the chances of your schemes going well and those of your enemies falling apart.

53. Undead Rumor Mill - 200cp – Vampire the masquerade factions

Due to the soft power the kindred of the Camarilla prefer to wield rumors and secrets are often more useful than any weapon, which is very convenient for you since secrets seem to make their way to you almost effortlessly. You are incredibly skilled at keeping up with rumors and gossip as well as managing information networks and spies. You also find yourself stumbling upon secrets that others would rather you not know much more often.

54. Keeper of Secrets - 200cp – Vampire the masquerade factions

Just as you can wield secrets as weapons against others, so too can they be wielded against you. Lucky for you your secrets stay secret. You tend to leave behind much less evidence of any acts you commit that you would rather remain secret and you will never accidentally reveal anything you would prefer to keep to yourself. You cannot be forced to divulge any information against your will, even torture or mind reading will fail to force you to reveal such information.

55. Ladder of Violence – 600cp – Vampire the masquerade factions

Due to the Sabbat being the violent and bloodthirsty group that it is, the leaders of the Sabbat are often the toughest or most crafty members, those that come out ahead in any altercation. This is more true for you than most. You can advance not only in the sabbat but in any group you are a part of by defeating the person that outranks you in some form of fight. The fight

need not be to the death but it must be clear that you won. Once you beat your previous superior, everyone, even the one you defeated will agree that you are more worthy of the position and it will be given to you and no one will find this odd at all. You could take over a corporation by beating your superiors until you reach the highest position. Be careful, while this does allow you to gain higher positions it does not help you hold on to them and having a position you are unsuited for may see you being removed from it, or whatever group you are leading falling apart beneath your incompetence.

56. Connections – 200cp - Vampire the masquerade factions

You are very well connected. You have a few people in various professions who are willing to do minor favors for you. Perhaps you know a police chief who is willing to have minor charges against you dropped or let you read privileged information, or maybe the mayor is willing to pull a few strings for you. The people are only willing to do minor favors for you and asking them to do anything that would require great effort or potentially have major consequences for them may see them cutting you off completely. You have several of these connections in this and every other jump you enter.

57. Blackmail – 400cp - Vampire the masquerade factions

You have blackmail on someone important. You could use this to get numerous favors out of the person by leveraging this but be warned, no one likes being blackmailed and this will be a hostile relationship. The more you push the person you have blackmail on the harder they will try to get rid of you. You gain blackmail on one character of your choice in each jump you enter.

58. Jyhad Journal – 600cp – Vampire the masquerade factions

The Jyhad is what kindred call the political machinations of kindred, especially in regards to the more ancient kindred such as the antediluvians. This journal now describes the truth of the whole jyhad in detail. It states true information regarding the history of vampires including their origin as well as the plans and schemes of the oldest kindred. It also details the plans and schemes of the kindred throughout history up to modern times. The information within this journal is absolutely priceless and many of the secrets within could shake kindred society or even the world to its core. Be very careful who you share this information with. In future jumps the journal will update to include similar plans and schemes throughout history as well as any history that has been forgotten or erased, for example in One Piece this would detail the events of the void century.

59. The Man Behind The Curtain – 600cp – Generic Vampire

You've been around for a long time and you've learned a lot about how people work as you went, on the macro and micro scale. You are the very definition of a shadowy chessmaster. Getting towns, corporations or governments to dance on your strings is just as easy as bending select individuals to your will.

You have a certain affinity for public opinion, information and the suppression thereof too. If any government knew you existed, they'd be falling over themselves to get you on board for

your sheer talent at covering things up and getting people to accept the purest bullshit explanations for supernatural happenings.

60. The Higher Man – 400cp – Hammer horror v1.0.5

Society's rules create chains which bind the mind of man, and you, you have learned to cast them off. You gain a dimmer switch of sorts for your conscience, super ego, and general feeling of obligation to social right and wrong. More than that the less you are constrained by notions of 'good' and the more you simply act towards your own desires without concern for others the greater you seem to be. While this doesn't improve all of your capabilities, the lower you set the dimmer switch and less you constrain yourself the better you become at planning, plotting, and scheming. Similarly you become more charismatic as well, seemingly developing a growing animal magnetism the more you indulge, attracting friendship, camaraderie, and romantic interest from others who shy away from the moral restrictions humanity saddles itself with, as well as gaining a seemingly increased luck when it comes to avoiding the social repercussions of your actions; even criminal acts become easier to hide or escape from.

61. Meat and Greet – 100cp – Lord of the night vampires

You are never unfairly suspected. If guards are harassing suspicious foreigners and you haven't done something that makes you seem suspicious, you won't get harassed even if you're a foreigner. People won't think you're the mole simply because they don't like you and you'll never be picked in 'random' stop and searches. This doesn't help against actually fair suspicions because you have done something, nor against impersonal policy. The police might not think you're suspicious without cause, but if the policy is to grab all foreigners, this won't help.

62. Moving the Debate - 200cp – Lord of the night vampires

You understand not just what to say to an individual but what needs to happen to shift the assumptions of groups and societies. You know what needs to happen to shift the window of debate, though this perk alone doesn't give you the tools to make such shifts happen. You know how far you can go before there is meaningful backlash and you know how to defuse backlash that has already occured.

63. The Unseen Threat – 200cp – Mage the awakening 2nd edition

The Seers of the Throne are ever watchful for a knife in the back. Or the front. The Ministries are the proverbial crab bucket, always seeking advantage over their fellows, be they higher, lower, or peers. With this Perk you now have both the skills and cunning to fly under the radar, magically and not, both to enact your own plans and to avoid being caught in another's.

64. Masques And Veils – 100cp – Mage the awakening 2nd edition

You wouldn't make a very good spy without the necessary skills, Jumper. Good thing you have them now, all of them. Disguises, tailing, espionage, intelligence gathering, and all the

rest, fit to make you among the very best in the business even without the magic. And you certainly have that.

65. Labyrinths And Webs – 200cp – Mage the awakening 2nd edition

Guardians ensure that others are guided safely away from dangerous knowledge and practices, as well as testing those who might be worthy to learn Awakened secrets. To this end they create Labyrinths to shape and winnow the masses. In addition to superb skill at doing so yourself, you also possess equal skill in forming more traditional spy networks.

66. Epopt – 600cp – Mage the awakening 2nd edition

You now have a bullshit level of skill in creating, maintaining, and juggling multiple identities, as easily as breathing, without losing track or confusing even the smallest detail, all the while manipulating entire wide ranging organizations, often with other master manipulators in their ranks. Pity none of them know about you.

Capstone Boosted

Your skills at crafting identities and deceiving others with them has blended with your nature as a Living Hallow and taken on even grander heights than before, becoming something absurd. You could, for example, take the identity of someone and even deceive one who knows for a fact that you are not that person and have them believe it. You can imagine what this does for your ability to run rings around the competition.

67. Tetrarch – 600cp – Mage the awakening 2nd edition

Every Tetrarch is two things: a consummate politician and a powerful practitioner of magic. Only the greatest of the Seers rise through the constant winnowing of their ranks to such lofty heights. With this Perk you count yourself among them. Along with a potent Gnosis (at least six) and Mastery of your Path Arcana, you possess a peerless grasp of societies, politics, and undercutting enemies, “allies”, and underlings alike; so too, your ability to coordinate those below you. Such skills have seen you accorded with dominion over vast territory to guide the overall goals of the Seers in the region. Rarely is it so small as a ‘single city’, and more generally an expanse populated in the tens to hundreds of millions.

Capstone Boosted

Not content to be so limited, your nature as a Living Hallow has magnified your already great gifts. Your Gnosis swells even greater still, and you possess another three Arcana to have Mastered. Most notably, your social acumen is nigh precient even without magic. Where before you might maneuver to destroy your enemies and cow your “allies” into submission, you now find them defeating themselves without you having to do much at all. Lastly, as communication and coordination are a chief duty of the Tetrarchs, your own networks and commands find themselves unable to be interrupted or subverted, lest you allow it.

68. Useful Fools – 100cp – Mage the awakening 2nd edition

No matter which Ministry you're part of, it's always a good idea to have an ablative layer of patsies between you and trouble. So that's what this is for. A group of generic underlings to handle all manner of dirty work, without it coming back to you. There aren't too many of them, but somehow there always seem to be more whenever you need them. They're not the most competent folks, though. That's the next Perk.

69. Knives in the Dark – 200cp – Mage the awakening 2nd edition

For the times when you absolutely need someone dead or disgraced, and the job done right, send these guys. You now have the services of a few dozen professional hatchet men. While most are just Sleepwalkers with various Imbued items, there are a number of skilled Mages among them.

70. Agents and Contacts – 200cp – Mage the awakening 2nd edition

At the end of the day, there just aren't enough Guardians to go around. In light of this, Sleepers are used for a variety of functions, albeit unwittingly. People from all walks of life and places in society are now your eyes, ears, hands, and feet, Jumper. You have a considerable list of names and numbers to call upon, great and small.

71. Bribery and Blackmail – 400cp – Mage the awakening 2nd edition

For the times when you need something done (or not done) regardless of if the other party wants to or not. Hell, it's not like those most likely to be on the receiving end aren't used to this sort of thing. What you have here is a truly staggering collection of information on all manner of people, particularly those of influence and power in one way or another. It can be a notebook, a USB drive, a filing cabinet, or whatever. And it's imperceptible and unreadable by anyone without your express permission. Updates accordingly in future Jumps.

72. Who Watches the Watchmen? – 600cp – Mage the awakening 2nd edition

You do! You now control your very own spy agency, with Mages and Sleepwalkers alike. It can have a central headquarters, or be dispersed as a cell network, or something in between. Regardless, it's already deeply entrenched all over the place, with information flowing in like water. Nor would it be very good at the job if anyone could just help themselves to your own, so the loyalty and infosec of your organization is unbreakable. And of course, it retains all upgrades.

73. Grandma's Scheming – 300cp – Girl genius sb

Between Sparks, the people trying to handle or even just survive them and the people related to both, you can find half a dozen schemes, conspiracies and plots just by wandering in any given direction. Someone who didn't have the chops to hold their own might find themselves as helpless as anyone under direct mind control, if not more. It's a good thing that you have this, then. You're now an extraordinarily skilled and talented schemer and plotter, a weaver of webs and puller of strings as good as the absolute best in any world. You can predict people's responses, know what to do to provoke the ones you need, and in general can play entire crowds and nations like a fiddle, while remaining just as good at jerking around individuals.

Your plans are things of beauty, gemlike things of perfection while remaining extraordinarily flexible and adaptive, allowing you to combine the beauty of elaborate intricacy with the certainty that barring something truly extraordinary, they'll almost certainly work.

74. The Blood Circle – 400cp – Girl genius sb

Not the entire circle, of course. You now sit at the head of a huge, incredibly powerful criminal organization of your very own, the likes of which usually exist in Mechanicsburg or other, similar places. Smuggling, drug trade, murder for hire, whatever illegal service or goods one may need, this organization has the means to provide. If you wish, you can be a member of the actual Blood Circle in Mechanicsburg, which would have the advantage of coming with a Deadly Sin, one of the eleven murderously elegant clanks made by a Heterodyne in imitation of the Muses.

75. A Small Position – 200cp – Sherlock sb

You have a way with powerful people, that makes them want to rely on you more and more. It remains up to you to define the specifics, but you have some kind of unique ability, a beyond-genius level talent at some skill that makes you utterly invaluable to the right people. Maybe you're utterly brilliant at cross-referring information, allowing you to see the 'bigger picture' in any given situation and making your advice worth it's weight in gold to government officials, or maybe it's something else entirely. The point isn't the skill, beyond you having it. The point is that you're able to use it to gain unimaginable levels of influence across all fields of life. From business to the Intelligence community to the government, you tend to attract 'friends' and 'associates' and allies like moths to a flame, complete with official clearances, authorizations and all that jazz.

76. Napoleon of Crime – 600cp – Sherlock sb

For all the drama, there's something to be said about knowing how to go about being a criminal and a mastermind, y'know. You're a veteran one, now. You have the skills and talent of a veteral criminal in just about every field of crime there is. You know how to sneak goods across borders, be it stolen antiques, guns or drugs. You know how to command people, and where and how to contact mercenaries and assassins. From financial fraud to blackmail to protection rackets, you have an encyclopedic knowledge of everything someone would need to know in order to rise in the underworld, to build a gang, have it loyal to them and make them all rich and powerful.

77. Snipers – 100cp – Sherlock sb

Playing games with people's minds can be fun, but sometimes you just need that little red bead to make it clear you're not fucking around. This is a team of four snipers at your beck and call. Some of the best shots in the world, you can have them appear whenever you need someone shot. They appear with top-notch rifles with all the bells and whistles, and basically have excellent odds of any shot humanly possible to make. You can have them be a single companion if you want, or impart the skills to existing companions. Otherwise they just don't exist when you don't need them.

78. Insurance Policy – 200cp – Sherlock sb

Probably a different kind than you were expecting. This is a treasure trove of massively damaging, top-secret information on a government. Maybe your starting location's government, but maybe not.

You can use this to extort favors out of the government much like a blackmailer would get money from a target, but the best use of it is to keep them away from you. So long as you have this, the government in question is forced to treat you with kid gloves, basically making this like a 'get out of jail free' card.

79. A Name No One Speaks – 400cp – Sherlock sb

Yours. You have a... network, an empire in the shadows that spans across nations. Cloaked in mysteries and shadows, this is set up so you can run it all without ever needing to show your face. All the key members are either too terrified or too loyal to ever betray you, and it's resources and reach match anything you would expect from a major multinational conglomerate.

This network also provides you the means to ensure it's own growth, and the growth of your power and influence, not to mention wealth. Aside from control over rackets, drug/slave routes and other such illegal businesses, you are understood to be someone other criminals can reach out to in order to arrange their own crimes. You can provide consulting services for favors or money, and thus have a vast range of connections, moles and other forms of reach over other criminal enterprises across the world. This is a vast thing, something it would take a man of Sherlock Holmes' caliber entire years to break if he dedicated himself fully to the job... and that's if you weren't around to direct things.

80. Diabolical Vengeance – 200cp – The count of monte cristo

Well, maybe it's not vengeance. But whatever it may be, you're a schemer and planner without peer. You always know how people work, how they act and react to stimuli, and how to go about getting them to do the actions you want them to do, however questionable or strange they might be. You can plan not just two or three, but dozens of steps ahead of everyone, weaving plans within plans and tricks and deceits of any and all kinds, all with a moment's thought.

81. A Breath-Stealing Stare - 100cp - Kult

There's something undefinably other about you. Something that screams not exactly danger but-otherworldliness. Even if you have no other power to your name when you make eye contact with someone and focus your will on them, they'll find themselves gripped with an unearthly terror. It is the irrational impulse not to look behind you in the dark woods, the fear of the nightstand in your room that looks like an observer. With either your concentration or gaze broken this effect quickly fades though, and while a man might be able to startle a lictor with this it would be unwise to provoke those greater than you with no way to back up your threats.

82. I Serve To Live – 100cp - Kult

Tied more deeply to their physical bodies than humans, when lictors die they are eternally extinguished despite their essential immortality. It is for this reason many of them obey their masters out of craven fear, though for you this approach works out quite well. You know how to compliment your boss to get ahead on the corporate ladder, or the spiritual one. You know how to cover your ass for assignments of all sorts of scopes. More importantly you have an exceptional knack for buying off people, destroying careers, managing henchmen and all the other nitty-gritty tasks of running a global conspiracy. Your skills apply equally well to a mundane boardroom and a conspiracy of malignant gnostic beings. You might not be the most competent member of the Illuminati, but you sure as hell know how to sell yourself as the most dependable one.

83. The Binding of Mankind – 200cp - Kult

The lictors favour, subtle, underhanded techniques-and none are subtler than directly manipulating the Illusion itself. You have the innate power to enforce masquerades and illusions of all kinds with your mere will. While with this alone you cannot make just anything disappear from sight, invisibility spells become harder to pierce and may extend to other senses while existing mystic effects that diver attention become more all-encompassing and powerful. All this from a being of human stature; with more power a dragon could lay waste to a city hall and you could make the crowds believe it was just a fierce storm.

84. Herald Be Thy Name – 400cp - Kult

There must be something quite special about you, because unique among the Archons' and Death Angels' minions alike you've stood out as something more than another warm body to be thrown into the meatgrinder in an ongoing cold war over who gets to be top dog before humanity breaks lose. Without even doing more than your job you'll find that your hierarchial superiors, supernatural or mundane, have a great deal of respect for your services as an employee. You reap richer rewards than your colleagues, are given priority for assignments of your choice and can leverage your favouritism for indiscretions and support normally unthinkable to ask. It would take a very notable failure to get so much as a stern reprimand from your superiors-and best of all, if you do an even adequate job this trust makes you something of a blindspot in your superiors' eyes should you consider a betrayal. Not even an Archon would suspect a truly competent and publicly supportive servant of weaving a web of intrigue actually intended to harm them.

85. Network of Contacts – 100cp each - Kult

When you can't trust anyone, it's wise to keep listen to everyone. And here you can purchase some connections in good standing with a fairly educated or influential but relatively private group-none with any real understanding of true reality, but all of which can report on trends in it or pull some mundane strings. You could be a moderator on a darknet dedicated to reporting supernatural occurrences. Or a dinner friend of some quite well to do high society types. And in future worlds you'll have a similar selection of acquaintances to keep you in the loop as well.

12. Finance lessons

1. Door Opener - 100cp – Cultist Simulator

The economy may be bustling right now, but there's no guarantee that a single job will pay the bills. With this perk you now have incredible luck when it comes to job hunting, allowing you to land a job wherever you go, even if it's just a menial employment. More importantly, this comes with a 4x multiplier to your learning rate for your job related skills, allowing you to improve in your trade at a faster rate so that you can hopefully upgrade your position and enjoy some job security.

2. Perfectionist - 200cp – Cultist Simulator

Practice, as they say, makes perfect. And you seem to have a big advantage when it comes to reaching perfection. When performing a task that you've already attempted, you'll always have the guarantee that your results will not be worse than your previous best. This primarily focuses on the results and not the execution, so as long your actions don't deviate too much from your original actions you'll still have room to improve your skills, try different methods, or even improvise in your work. The more you practice, the more scenarios this perk will cover.

3. Oxford Educated – 200cp - Kingsman

Just because you are old money does not mean you are an idiot. Highly educated, you were groomed from birth to take over the family business, and you know exactly how to. Starting, maintaining, and receiving a profit from a successful business is second nature to you.

4. Treasure Chamber – 300cp – The mummy trilogy

A large, empty room has been added to your Warehouse. While it's empty right now, when you put valuables inside it the room will expand to hold them, and will even display them in a way that is aesthetically pleasing to you. For an additional 300 CP, you can have it come loaded with a huge amount of treasure- gold coins, statues, gems, ornate swords, and other valuables.

5. The Ledger - 400cp – Sherlock Holmes

In the end it all comes down to money. This ledger allows you to effectively instantly transfer and launder money just by writing in it, with no possible interception or discovery. As long as you in some manner have the authority over such funds they are viable to process with this, and this won't leave behind any paper trails that you don't want it to. You can also effectively transfer money to the ledger itself, acting like a completely secure and anonymous account. The management of a financial empire has never been easier, whether it's yours or you're doing it at the behest of another party. Contains all the necessary financial information needed to do so, in a manner similar to the notebook above.

6. No Risk, No Gain - 300cp – Economic Investment

You've found that even if you risk yourself, you can turn some small profit. Your luck has increased, letting you turn pennies into dimes with a roll of the dice.

7. Capitalism Ho! - 600cp – Economic Investment

Just as some can tell the weather by the waves, so can you read the trends of market pricing and consumer needs. With such financial foresight at your fingers, you could either ride it to the top of the economy, or bring it all crashing down.

8. Night Classes - 100cp – Economic Investment

All of your studies have granted you ample knowledge of business, trading and entrepreneurship. Also makes any financial research go by much easier.

9. Like A Boss - 300cp – Economic Investment

In large economies, delegation is a tool to be wielded like a sword. With your knowledge of management and HR, you know how to structure companies and organizations for maximum efficiency. Comes with a free montage soundtrack.

10. Down to the Wire - 600cp – Economic Investment

Your determination and negotiation skills lets you keep things at your own pace. Always walk out with something that you wanted or win by a single 1% in the last second.

11. Lavish Bearing - 100cp – Economic Investment

Poise, good breeding and a look that says I'm much better than you, this makes you much more likely to make deals, as you have the look of one who eats cash three times a day.

12. Money is Power - 300cp – Economic Investment

The more resources you are willing to spend, the more powerful or valuable the result will be. This applies to construction, abilities, and so on. Resources must be valuable.

13. Done Dirt Cheap - 100cp – Economic Investment

The distinct ability to find discount, low budget or off brand goods and services that are just as good as the premium thing. Though useful, stocks are never unlimited.

14. Seed Money/Calling Card – 100cp – Economic Investigation

1. Seed Money 50cp

Enough money to start a hole in the wall store or a dedicated stand on the strip mall of your choice.

2. Calling Card 50cp

An infinite amount of personalized business cards with contact information and quotes that never go bad. People that accept these can never deliberately lose them.

15. The Company – 100cp – Economic Investment

A brand and a stock index of your own, this lets you appear in any economy without scrutiny. Also comes with a small storage to set up your first office and filing cabinet.

16. Business Broadsheet - 200cp – Economic Investment

A simple newspaper to all but the cunning eye. When you read, the various market forces affecting the area become plain for you to see, from strikes to CEO breakdowns.

17. Shiny Briefcase - 100cp – Economic Investment

Whatever you place inside this case, money, contracts, baseball cards, becomes incredibly valuable to the eyes of those you show it to. Tempts even the mildest of hearts.

18. Darkstalkers and Taxes – 100cp – Darkstalker Valeria

Darkhunting is a job like any other. Sure, few other jobs might involve hunting down monsters that prey on humans in the night but you've still got to organise your income, make good connections and sort out the good contracts. Though it seems mundane, you're excellent at handling the boring side of your occupation. You have a good sense for how and where the good money will be made, can sort out risky jobs from safer ones, easily make friendships and useful contacts through other hunters and support staff, so on and so forth. A practical approach like this also gets others to look past your age and other limiting attributes when it comes to jobs, letting even a ten year old girl work as one of the world's deadliest hunters.

19. Jumper Industries - 500cp – Batman the Animated Series

Your very own tech company, worth nearly a billion dollars; while not as big as Wayne industries, you're definitely one of their bigger competitors. Jumper Industries makes any number of products, and all factories and production facilities are located in Gotham City creating numerous jobs while creating enough product to sell on a global level. The company is 100% owned by you, which means there's no board of directors or shareholders you need to keep happy.

20. Art of the Deal – 200cp – Dungeons & Dragons Ravenloft

you are a master of your trade. You can haggle with the best of them, never expect to pay full price on anything (In fact you may have haggled your way to getting discounts on an entire section of this jump) You also tend to make friends with merchants easily and are able to acquire goods that are not exactly legal in whatever domain or country you are in. You can acquire nearly anything though rare and expensive items may take a great deal of time and truly unique items may be unobtainable in this fashion.

21. Tread of Giants – 400cp - Cyberpunk

Romantics like to talk about lone heroes who defy the odds, but the fact is that numbers don't lie. Resources, influence, power, the people who have that are the ones who win. You've mastered bringing this to bear on your opposition, able to use the size and resources of any

organization or similar system you are controlling in the most possible effective manner to exploit the advantages it gives you. Smaller companies no matter how brilliant or innovative will find that your manpower and funds make it all for naught, plucky do-gooders will soon realize that you've got hundreds of men just as skilled as them on your payroll, and even governments might find that the scale of your resources and influence means they can't claim the same power over you they might like. If you can't grind your opposition to dust beneath your heel, it's only because your tread hasn't grown enough yet.

22. Culture Wars – 600cp - Cyberpunk

Culture is the operating system of the human mind. It is the public consciousness, the grand social machine, the law that defines how things are, should be, and will be. You are a master at shaping it to your desires. From applied memetics and marketing, to social engineering, propaganda, and all the means to that end if you have the resources you have the skills to mold the common consciousness and mentality into nearly any shape imaginable. While there is nothing stopping individuals from deviating from what is considered the norm, they can't pretend that social pressures aren't powerful things. The rebels and the iconoclasts can have their individuality, but the zeitgeist is yours. The world will be what you make it.

23. The Chain of Industry – 600cp - Cyberpunk

It's never been what people can do that makes the world what it is, but rather what the money can do. Economic pressures are what shape the world, and you've mastered them. You know how to make nearly anything practical economically, how to integrate it into the world in a way that will let the churning machine of industry aid and implement rather than hinder it. From space flight and the consequences of reaching to the stars, to the blurring divide between mind and machines, to every kind of imaginable technology. You can make it a part of the world instead of something alien to it. And if you only slowly let it seep in, reaping the spoils with every new piece you add into the mix until you've made a fortune, then it's just your due reward for giving it to the world in the first place. Others make the future happen, but you make it practical.

24. Dressed For Success – 100cp - Cyberpunk

The difference between them and you is night and day, and anyone who sees you wearing this is going to know it. You now have a limitless wardrobe of outfits, clothing, and accessories that are all the bleeding edge of design and often cosmetic technology as well. From holographic nano-fiber suits whose fabric looks like a window to the stars, to smart dresses that shift and modify their design on the fly in order to make you look as good as humanly possible, to jewelry whose inbuilt projectors add artistic tracings along your figure in order to emphasis it in all the right ways. Always comfortable, stylish, unhindering, and utterly mind-blowing. In this world at least there isn't anyone who can top you when it comes to looking the part. Aside from being great clothing and looking good none of this does anything special, but damned if it isn't going to turn heads.

25. Economic intuitions – 200cp - Victoria

To be in business requires a massive degree of knowledge, and a massive amount of adaptability to change. Will the price of wheat go up or down? What will the demand for gold look like in a year? What could be the next source of rubber? Countless commodities must be tracked and measured, that they may be packaged and sold. This will not give you premonition nor will it bestow clairvoyance, but it will give you some good hunches as to where prices will go for various goods and for the economy in general.

26. Compliments of Tesla – 400cp - Victoria

This is an age of change and discovery, yes, but many things have yet to be discovered and changed. A process by which steel can be mass-produced, or by which human life can be protected from disease- these would make you a rich man indeed. To this end, this perk will allow you to acquire the acquaintance and business partnership of a scientist working in your field. He is a certified genius, and if treated well and provided with good finances, he will be able to provide you relevant innovations in your field at least one year before any other normally would.

27. Rags to Riches – 800cp - Victoria

So many of the great stories of capitalism today are stories of a rise from poor circumstances to great ones. Consider Andrew Carnegie- born a mere orphan, died one of the wealthiest men in the world. The ability to rise from the lowest points of destitution to the highest thrones of wealth is one of the most romanticized of this era- and now it is yours. From now on you can be certain that within a period as short as ten years, you would be able to rise from abject poverty to the highest ranks of wealth, so long as you devote considerable energy to this aim.

28. Colonization license – 400cp - Victoria

The crown and kingdom often seem incapable of respecting your sovereign rights as a promoter of their wealth. They are completely obstinate in their efforts to keep you out of the new centers of wealth in the world! Were it up to the more conservative elements of the government, it is probably true that no private citizen would be allowed to know the worlds “Africa” and “Asia”! Thankfully, this outrage has ended for you, as you have been given a writ that authorizes you to conduct business and administer small tracts of territories within the colonies- and in future jumps, this will apply to any government which your allegiance belongs to. The locals, of course, may not wish to work in your factories, but you may be certain the crown will give you sufficient soldiers to address the issue, though there may be a marginal cost in productivity.

29. Office – 600cp - Victoria

Every king needs a throne room, and you are without question a monarch of industry. This office provides you with everything you need- a rich mahogany backdrop, a wonderful view through the next window, and nearly unlimited practical function. On the far wall, you will notice a very well- detailed Victorian-era map of any world you happen to be in. And at your desk, you may send telegrams to any person for whom you know their address. Furthermore, there is a simple binder that contains papers detailing the exact details and minutiae of every

single factory under your control, and a telephone line to an individual who will help you micromanage them effectively to your heart's content. Futhermore, any business deals negotiated in this room will be tilted notably to your favor.

30. Factory – 800cp - Victoria

Ah, industry. It marches ever onward and upward! And now, you have your own stake in it. Attached to your warehouse is now the exemplar of the modern factory- a room, with the area of 40 thousand square feet, which comes with as many machines of this age as you could possibly require to get started. If that's not well and good enough, the factory can replicate any machine that is built for the express purposes of production which you totally understand. The factory is crewed by a group of orphans from London. They're quite soot-faced, there's not much life in their eyes, and they don't seem terribly responsive to casual conversation- but they'll work just as fast and hard as any adult. If they unnerve you a bit, you can replace them with automation- but you don't want these kids out on the street making trouble, now do you?

It is ill-advised to use this room for storage.

31. Writ of extraterritoriality – 400cp - Victoria

As a statesman, you will be expected to go many places and do many things. From the ancient cities of Cathay, to the wild lands of India, to the god-forsaken jungles of Africa, you shall be expected to conduct diplomacy and administer the crown's holdings. Unfortunately, that'll mean traveling in many places that are altogether barbaric. Those few countries that even possess a codified legal system will have one that is altogether draconic, with punishments that your own civilized nation got rid of in the middle ages. Thankfully, you will no longer be expected to suffer such- for you have a writ of extraterritoriality, which shall allow you to, in any nation that is not altogether overtly hostile to your own, be charged with crimes only if they are crimes in your own nation, and be punished only insofar as your own nation would allow it. Do take care, though, that you do not yourself become the cause of such overt hostilities.

32. Devilish Deals – 300cp – Van Helsing

I know, I know. Cutting a contract with a devil - or for that matter any of the other monsters of the world - is a fairly bad idea. But you? Oh you stand out from the other shmucks who make their deals with not a care in the world. You can come out of a contract with The Devil (relatively) scot-free. Even profiting a bit! The same can be applied to your fellow humans as well. But let's not stop there: Any sort of contract, deal, armistice, or treaty you aid in forging? Well, your side will usually come out for the better. Note: You will still have to uphold your end of any agreement, you know. Even if you have the better deal. Although if they break their end of it, well anything's possible from there.

33. Resources– 50cp Mage the awakening 1st edition

1,000 dollars deposited into an account of your choice monthly. If no account is chosen it will randomly appear within your warehouse in the form of nonsequential unmarked bills. Each

additional purchase adds another zero to the end of the deposit, up to a maximum of 4 additional purchases for 10,000,000 dollars a month.

34. Licensing Agreement – 100cp – Beast the primordial Paradox

You've made a business deal with a hob seamstress that left you both happy. The hobgoblin creates merchandise based off the likeness of your Horror (or just you if you're a Hero), and in exchange, you can have as much as you want for free. Apparently, the functionally limitless Fae who dwell in Arcadia can't get enough of the stuff. Free merch is nice, but the real value if you have a head for business is in solidifying your Legend in the public conscious.

35. The Subtle Bazaar – 200cp - Mummy the curse

The Mesen-Nebu believe that reality is underlied by the Subtle Bazaar, a representation of humanity's ability to transform one thing into another by "trading" it within the Bazaar. By comparison to the Bazaar of alchemy, mortal markets are child's play. You possess incredible acumen when it comes to running businesses or haggling and business negotiations.

36. Chosen of the Shadow – 600cp - Werewolf the forsaken

The Pure work as the hands of powerful spirits in the physical world, helping to build the resonance they need to feed and grow or arranging for humans hosts they can manipulate or possess. Even in other worlds, spirits will be able to sense that you are a uniquely useful servant, and will endeavor to bring you into their orbit and bribe you to place your skills and powers behind their agendas. Even if you already work for a rival, spirits cannot help but consider how useful you would be if you were turned to their side. Of course, it's common for a powerful spirit to come to a Pure pack and demand to become their totem, and so it is not necessarily safe to turn down these offers of patronage.

37. Blue Blood – 400cp - Vampire the masquerade

A member of Clan Ventrue who is not rich within 20 years of the embrace is considered a failure. You have the skills to make a fortune quickly and manage your wealth over the ages, all before you consider the extra powers you have as one of the Kindred, which you have also learned how to exploit for financial gain. And you are no less able when it comes to manipulating politics from the shadows.

38. Skyscraper – 600cp - Vampire the masquerade

This giant, gargoyle encrusted skyscraper has your penthouse apartment at the top. It's the perfect place to brood down over your city with a glass of blood in hand. As for the other floors, they're occupied by the offices of one or more large corporations you own, granting you immense wealth. In future jumps, it can accompany you as a warehouse attachment or be placed in the new setting.

39. Black Marketeer – 200cp - Wraith the oblivion

The Guilds have been disbanded and outlawed for centuries, yet business keeps booming. You have the skills to set up and operate a profitable business, especially as it relates to leveraging

the usage of any special skills you might possess. You know how to be discrete about the whole thing too, in case your services happen to be less than legal.

40. The Devil Is In The Details - 200cp – Demon the fallen

You know all about the small print in any agreement you read over, and can quickly find loopholes within a document to get what you want out of it. You are a contract lawyer's worst nightmare.

41. Dark Dealings - 100cp – World of darkness mummy

While the Bane Mummies may have been created by Set, they belong to Apophis, and thus their services to the Settites always comes at a price. You are an expert at brokering deals, especially of the more "sketchy" kind. You are also quite good at making sure these deals wind up in your favour.

42. Business Savvy -100cp – Vampire the masquerade factions

Ventrue often have business endeavors and this is something you excel at. Your business sense is unparalleled and in only a few years you could turn a lemonade stand into an international empire.

43. Kindred Corporation - 600cp – Vampire the masquerade factions

You now own a very large megacorporation. This company is huge and entirely self-sufficient and brings you an income that is equal to that of the richest individuals of your setting. This company has many subsidiaries and can grant you access to many connections and resources. You may choose whether or not you are publicly associated with the company or not, choosing not to be publicly associated with the company will not diminish your benefits in any way as all of the heads of the company will know who you are and that you are the one really in charge. The nature of the company will change to fit each jump you enter.

44. Let’s Make a Deal – 600cp – Generic angels and demons V1.1

It’s pretty common for demons to be willing to make deals with mortals, usually in exchange of their souls, and there are several deals and contracts even among different demons. Like them, you’re able to make unbreakable deals with other beings, regardless if they’re mortals or other demons. To form a deal, two or more individuals, including you, must willingly agree and accept a defined set of conditions that benefits both involved parties. Once formed, both parties are obliged to fulfill their respective part of the deal as long as they're possible. If a party breaks the deal, the other will be released from their obligation to fulfill their part and the one that broke it in the first place may suffer pre-established penalties defined together with the set of conditions. The deal will also be rendered null if both parties agree to undo it or if one or more conditions are virtually impossible to be fulfilled. It’s surely possible to create deals with loop holes and/or multiple interpretations of the initial conditions that you can take advantage of, because, after all, you’re a true demon.

Alternatively, for an extra 200 CP, your skill in deal making is now comparable to that of the Devil himself. You're able to make literal wish-granting deals once a month, that, as long as you have the raw power, skill, tech, or whatever else needed to fulfil a wish, even if it would normally take time, you can do it instantly, without any previous preparations and without lowering your power in any way or consuming your resources, if it's for a deal. In addition to only being able to make a single wish-granting deal for month, the only other limitation for what you can grant them through such deals is that it must be something that you have enough time left in the jump to do it, but, post-Spark, it can be anything that you should be able to do eventually with your current power and resources, without taking on account your potential power and/or resources.

45. Filthy Lucre – 400cp – Mage the awakening 2nd edition

If there's one thing that can be said of the Seers, it's that they possess absurd, ridiculous, wealth and influence in the world. With this Perk, now so do you. Wealth and power walk hand in hand, and possessing one begets the other. The more wealth you have, in whatever form, the more power shall fall into your lap. Titles, land, debts, servants, and more. Likewise, the more power and influence you have, the more easily and often riches shall shower upon you.

46. Cryptopoly – 400cp – Mage the awakening 2nd edition

The primary tool of the Silver Ladder in shaping societies to its goals is the Cryptopoly. A practice of crafting secret societies and mystery cults designed to lead adherents to a desired outcome, be it the ultimate goal of enlightenment through Awakening, or simply to acquire influence, connections, and resources to further higher aims. You now have a grand talent for theater and societal engineering that, alone, could catapult you from a nobody that just wandered into town, to the power behind the throne for the entire city inside a month. Add magic to that and you've got it made.

47. Ridiculous Resources – 400cp – Mage the awakening 2nd edition

You knew this was coming. With this Perk, you now have access to an obscene amount of wealth and luxury. From overflowing bank accounts, to private islands, controlling interest in major corporations, and damn near anything else you care to name that can be had with enough money, it's at your beck and call. And it's all yours. Not "borrowed for a while" like those other chumps in the Ministries.

48. One Farthing Further - 100cp - Victorian

What is the most important skill possessed by a business man? 21st century minds might provide answers like "innovation" or "adaptability", but you know better. In the new world of industry, the only thing that matters is thrift. You are now a penny-pincher extraordinaire. The possibility of miserliness never escapes your notice, and no level of frugality is beneath you. While this may only save you the odd shilling here or there, you will find this quickly adds up if done consistently.

49. Efficient Industrialist - 200cp - Victorian

The new methods of industry rely not on the skill of workers, but rather, depend on efficient use of materials and labour. You are now an expert at optimising systems of production for maximum efficiency. Whether you are dealing with a single factory or all the factories in England, you will quickly notice all of the small ways in which work may be simplified. Redundant procedures and superfluous “safety features” can be easily identified and eliminated—allowing you to completely overtake your competitors with just a few years to optimise.

50. A Pickle For The Knowing Ones - 400cp - Victorian

As a member of the new capitalist class, private ventures are one of the most important methods for growing your burgeoning wealth. Whether you're investing in a new railway or a shipment of Indian spices, a successful venture can mean the difference between financial ruin and a secure future. For you though, success takes practically no effort at all. When it comes to investment, your luck is simply astounding. With your backing, a venture to sell coal to Newcastle of all places is liable to succeed by some miracle stroke of luck. Of course, this isn't completely infallible, but more often than not, even stupid investments will somehow turn a profit.

51. East India Company - 600cp - Victorian

While the concept of capitalist megacorps ruling over nations might seem like a 21st century trope, it is in fact something that has already happened. As the new owner of the Honourable Jumper Corporation, you now have free reign to colonise, conquer, and otherwise plunder foreign lands for their wealth and resources. In practise, this means that any organisations you control will retain an air of legitimacy no matter what they do. You could lead a fishing club to conquer France and no one would even bat an eyelash. Want to sell drugs through the Church of England? How about running a gambling den in parliament? Regardless of what happens, the Honourable Jumper Corporation will remain honourable in the eyes of the public.

52. Slaves Workers - 100cp - Victorian

The Victorian era is an excellent time to be a capitalist. The amount of unskilled labour is truly staggering, and you'll probably never want for cheap workers. Of course, this won't necessarily be true in future worlds, but with this purchase, it could be. You now have access to as many desperately poor country-folk as you could ever want, along with a limitless supply of starving orphans. These workers will put in backbreaking hours just to avoid the poor house and can be relied on to perform any sort of work imaginable. You could literally chain them to mine carts and have them drag coal through tunnels on their hands and feet for 18 hours a day if you wanted. It's not like they have any better options. You are free to choose whether this item actually creates poor people, or just summons them.

53. The Origin of Specie - 400cp - Victorian

A 21st century economist might make the claim that money is just an abstract representation of value. What fools! Money is GOLD! That is, after all, the entire point of the gold standard.

You now have access to a massive gold mine equal in value to the deposits at Poverty Point in eastern Australia. While this doesn't come with miners, you do have a limitless supply of primitive mining equipment to hand out to any workers you find. Strangely enough, the gold in these mines never seems to run out no matter how much you dig.

54. Railway Act - 600cp - Victorian

There is perhaps no greater symbol of 19th century industrial prowess than the modern railway. Faster than horses and safer than steamships, it's hard to go wrong with something like this. Still, the last thing you want is to accidentally overinvest in railways leading to a massive stock market crash followed by two decades of economic depression. Instead of going through the trouble of finding investors and building tracks yourself, why not purchase your very own Railway Act from this document? Just pick two places on a map, and you'll get a nicely made railway connecting them. This will even let you bypass rivers and mountains by building bridges and digging tunnels automatically. This can be reused as many times as you want, though obviously it cannot connect things that are separated by impassable physical barriers.

55. Ultimate Job Security – 200cp – Sherlock sb

Some people can be hard to work with. Good thing no one considers you so. This perk dramatically heightens people's patience and tolerance when dealing with you. While they won't exactly bend over backwards to accommodate your every desire, so long as you deliver on the 'substance' you're largely exempt from societal niceties. You could be sitting in Buckingham Palace with nothing but a bedsheet on and still get taken seriously out of sheer bloody-mindedness, if that helps get across the point.

56. Made of Money – 200cp – The count of monte cristo

Being a man handling money in vast somes does require one thing, that you actually know what you're doing. Good thing you do, now. You have an unmatched ability when it comes to money and all ways to manage and increase it. The merit and value of any investment or business is always utterly obvious to you, as is the bargaining potential in any deal. You can just tell what any given item or opportunity is really worth, and markets and trades of every type in the world are equally simple and obvious for you to understand. In this world this only allows you to master the relatively simple markets and trades, but in future worlds it covers everything from commodities or derivatives to basic barter trading in the village, and everything in between. You could go from pauper to mega-millionaire in a matter of months, and that's in this world.

57. Treasure of Jumper – 400cp – The count of monte cristo

Huh. Turns out Spada's wasn't the only fantastic treasure buried somewhere. This is a huge, obscenely valuable collection of precious metals, artwork, gems and jewellery, worth almost fantastic amounts in the markets of the world. While the original value of this treasure might be considered to be somewhere in the vicinity of fifty to eighty million francs, you might as well consider it unlimited, for all intents and purposes. It's certainly huge enough for you to

live in absolute, obscene luxury enough to arouse the eternal jealousy of all but the absolute richest people in the world.

In future worlds too, this adapts to the local setting to remain a fortune big enough to let you rival the very wealthiest people around, also changing forms and currencies as required. It can be in any form you need it to be, from an electronically accessed bank account to a mountain of salt to... souls? Whatever.

58. The Ledger – 100cp – The count of monte cristo

Something to help you keep track of your profits. This is a record that mentions any and all transactions you might be engaged in, except the ones you don't want it to. It can track any and all money you get and spend, through CP backed purchases, mundane business, treasure hunting or whatever. If you want you can expand its purview beyond your personal finances to cover your businesses too, maybe even national budgets if you come to rule a country.

59. Great Firm – 400cp – The count of monte cristo

Thomson and French of Rome, or Arnstein and Eskeles of Vienna, this is the age of the great Banking Houses, and yours certainly is one of them. You are now the proud owner of a great and powerful business, famous throughout Europe for its success and practices. This is an almost ridiculously successful business, yielding frankly ridiculous profits for you every month. It runs itself for the most part, requiring little to no influence to you though the way is certainly always clear if you want to take an active role. In future worlds too, it becomes a great and powerful business, such as a Megacorp or a great interstellar cartel, depending on the setting.

60. Jumpex Corporation – 400cp – Omnibus new world of darkness

You now own one of the two largest corporations in the World of Darkness, a megacorp to rival Governments in resources and power. We're not talking Wayne Industries, or Stark Industries, or even Apple Computers. We're talking real power. We're talking a company with a market capitalization that is a not insignificant percentage of the entire global GDP. We're talking a company worth trillions that doubles as its own secret society. We're talking a corporation that can field its own military operations and conquer small or medium-sized countries. It follows you into all future jumps. For reference, this is way better than 10 dots in Resources.

61. Jumpex Corporation – 400cp – Omnibus old world of darkness

You now own one of the two largest corporations in the World of Darkness, a megacorp to rival Pentex in resources and power. We're not talking Wayne Industries, or Stark Industries, or even Apple Computers. We're talking real power. We're talking a company with a market capitalization that is a not insignificant percentage of the entire global GDP. We're talking a company worth trillions that doubles as its own secret society. We're talking a corporation that can field its own military operations and conquer small or medium-sized countries. It follows you into all future jumps. For reference, this is way better than 10 dots in Resources.

62. Radio Eldritch – 400cp - Kult

There are certain deities that choose to offer deals to a certain stripe of mortal. Such deals come with very persistent offers, as you know well. Choose a limited but invaluable sort of mystic pact-something like reweaving fate subtly, or the provision of physical items mundane and supernatural from nowhere, or bringing violence upon someone else's enemies. Whatever other powers or lack thereof you have, you are able to fulfil such deals. You also have an unusual means of warping communication mediums to attract those inclined to make such pacts, whether by letting your voice be heard on any radio around you for miles, your image along with your contact information appearing in print or simply coming to others in a dream. This is mostly unconscious but when others respond you can intuitively address them and make your pitch; time and space are no obstacle to the art of the deal, and you always make your best sales pitch even if you respond before you've technically heard the request. Should you have any supernatural powers, those in a deal with you are much easier to affect with all of them in the course of your dealings-including to punish them if they're unable to uphold some of the terms and conditions in your trade, which need not be fair-but must always be initiated by the customer.

63. Faustian Pacts, At Bargain Prices! – 400cp - Kult

Any powerful being like a nepharite or angel can seal pacts with mortals. Whether to grant them wealth, temporal power or even mystical abilities such acts are fraught with great risks for what few rewards are available-though it seems you personally benefit quite well from both ends. When you bargain with malign forces of all kinds, the reeking corruption in your soul compels them to offer far more favourable terms to you than they would normally permit-as if intoxicated by the dire nature of what you are. Instead of sacrificing a virgin, you might simply smack up a stranger for a while-and somehow, even if the pact should require such a sacrifice it works anyway with the lower price.

On the other hand when you offer such pacts to others, that same reek makes others more willing to offer up more for you. Actions normally considered too degrading or costly become compulsively plausible, and once the pact is sealed a mark of some kind automatically appears on the customer that compels servitude should the payment arrive too late for your liking. Through it, any punishment you could possibly levy in person could be exacted on them remotely-whether an all too literal pound of flesh, the severance of one of their meaningful relationships or even an affliction of the psyche.

64. The Life You Never Lived – 200cp - Kult

You have a place in society, don't you? Not everyone does. For 100 CP you may have social security, job stability and a good three-story house in a decent neighbourhood. Home, job, address-that sort of thing, all of which will follow you in your adventures.

But for 200 CP you're living in something like a penthouse with a swimming pool and a private gym. Maybe it's how you eke out an existence in Elysium. Maybe it's a cover for your schemes in the world. Whatever it is, it's a foothold in the Illusion mostly free from the depredations from true reality. For now, at least.

13. Fortitude lessons

1. Blessing of the Wood - 100cp – Cultist Simulator

Being an intermediary to spirits is no easy task, jumper, and there's always the possibility that your enemies may strike when you are the most vulnerable. Whenever you find yourself asleep, in a trance, or otherwise incapacitated, you'll be guaranteed that your physical body will come to no harm until you wake up. This doesn't mean that trouble will not find you, in fact, it's entirely possible you'll be locked away and be prepared for butchering, but at the very least your aggressors will have the decency to wait until you wake up.

2. Starborn - 200cp – Cultist Simulator

There are dark and malevolent forces out here, jumper, and fighting the occult arts is bound to spoil one or two forbidden secrets that would destroy lesser minds. Lucky for you, your ability to pursue the truth is now unimpaired by the shackles of human nature. Through this perk you can learn any type of mystery, truth, or knowledge, without risking your wellbeing. This even expands to the realm of memetic, cognito and infohazards. No experience can unnerve you, no knowledge can break you, and no truth can unravel your soul.

3. Unflappable Manner – 400cp – Kingsman

You are almost impossible to startle or panic, and can control your emotions to the point that petrifying fear in others becomes a sarcastic quip from you.

4. Sense of Wonder – 300cp – Penny Dreadful

There's something in you that lets you always enjoy the fairy lights. No matter how theoretically cynical and jaded you become you are always able to make the best of your surroundings and circumstances granting you a stalwart defence against depression and ennui.

5. Survivor – 100cp – Penny Dreadful

You are a survivor of darkest Africa and the many varieties of climates, peoples and oddities there. As such you have exceptional survival skills allowing you to live off the land with ease as well as a strong sense of which customs you observe from the natives you meet could come in handy.

6. if i only had The heart - 100cp – The free universe

A problem those of your kind often run into is that for all your inner good intentions, your exterior differences often lead to heartbreak and isolation. But, from here on out, you'll find that you can overcome your differences and reach out to others. Even as a strange machine, genetic aberration or a golem created from the stitched corpses of convicted men, you'll find that your nature as an artificial being won't keep you from making a friend.

7. i am noT a gun - 200cp – The free universe

You are yourself - even if you were created for some end or as a tool of some agenda, you can overcome the urges and designs of your creation and show that you are not an object to be used, you are a living being! This generally makes you more willful and harder to corrupt or forcibly order around, especially when they're trying to use some biological or supernatural component.

8. flint heart - 100cp – The free universe

The Days of Darkness are filled with horrors and the inner darkness of mankind – it takes a strong heart that won't back down in the face of fear to live in these times without worries, a strength of character you now have. Face your fears, jumper.

9. romantic - 100cp – The free universe

You have what it takes to become one of the luminaries of this age! You've got the mentality of a bold adventurer and explorer - bright, enthusiastic and strong, ready to take on the day.

10. "It's Not Worth Your Life!" "Yes, it is!" - 200cp – The mummy trilogy

Some might call you a coward, but what you really have is a well honed sense of self-preservation- as well as a sense for when those rare times when gambling your life for profit- or whatever reasons you might have- is actually not a bad idea. You can also usually tell how far you can and should push yourself before checking out- because sometimes it doesn't matter how much gold you're leaving behind when your life is at stake. "See Those Sacred Stones?

11. Timeless Will - 200cp – The mummy trilogy

Imhotep was buried alive for days before finally expiring from his wounds; so strong was his will, he devoured the beetles eating him alive so that he could survive just a little bit longer, though he had no hope of escape. He is said to have endured this for hundreds of years; his undead body kept dormant, yet aware. You possess a similar will; nigh unbreakable, you can withstand horrors and mental turmoil that would send lesser men reeling.

12. Strength From Punishment - 200cp – The mummy trilogy

The Hum-Dai was a curse so terrible, that those who were resurrected from it would possess a host of powers- as such, it was used sparingly. Strange that a punishment could make someone stronger- though thousand-year-old mummies coming back from the dead isn't exactly a common occurrence. Punishments levied against you have a strange habit of benefiting you later on in some way- this won't necessarily be to the same extent as the Hum-Dai, but in some small way you will gain something.

13. Breaker of Chains - 600cp The mummy trilogy

Meh, all those spirits, getting caught in the chains of the summoning, running about doing errands for the lowly humans. So gauche. Not for you the limiting constraints of a binding. You are now immune to just about all foreign influence upon you. Any magic that would suppress your will, force you to obey someone else, or even restrict you physically, now just

slides off like nothing. Pentacles are just pretty lines, and summoning horns are just noise.Beyond this jump, this makes binding you nearly impossible. Mind control will almost certainly fail, while physically locking you in a vault will carry an incredible chance of the vault doors malfunctioning. Ropes you're tied up with will invariably be frayed and weak, and cages will have their bars rusted. Powerful magic and advanced science can still hold you, as can high level entities, but regardless of scale, any attempt at binding you is going to be a long shot at best.

14. Nick of Time - 600cp – Great Detective

A detective is never late, and never early, they arrive exactly before they are needed. Is it a localized time bubble, are your feet guided by fate? Whatever it is, you seem to have impeccable timing, should the bomber enter the lobby, you'll be kicking the doors down with guns drawn. Never miss a major event again. Post-jump allows you to focus on specific events or dial back your punctuality. Paired with good fortune, you could become the perfect interrupter.

15. Beggars Belief - 600cp – Great Detective

Your day-to-day luck is off the charts. Overhear the right kind of conversations, duck just below the assassin's bullet or catch the fastest cab. Might save you from a point blank bomb threat. Well, once a week. Won't win the lottery, but Russian Roulette, as it reacts to threats. If you had some way of being just in the right time, you can become a nuisance to many people.

16. Montage – 300cp - Investigation

You are now immune to boredom. Further, when performing a time consuming act, it will advance much more quickly than it has any right to, and feel like it goes even faster than that perhaps like a commercial break, or musical interlude?

17. A Truly Legendary Patience - 100cp – Sherlock Holmes

You possess a patience that would leave even a saint feeling inadequate. Putting up with an egotistical, antisocial genius with no end of bad habits for years is par for the course as far as you're concerned. It doesn't matter how much someone could grate on you, unless you make the conscious choice to be bothered by someone's actions and manner, you can just shrug it off. As a secondary bonus when you do lose your temper with someone the impact is magnified in relation to how much you typically put up with from them.

18. Entrepreneurial Spirit - 100cp – Economic Investment

A can do attitude and unflappability. Even constant failure and loss will do little to dampen your spirit and drive to make bank.

19. Seething Green Spear - 600cp – Castlevania Bloodlines

Have you ever wondered what it's like to be a genius, a man without peer, only to be passed over for honors because someone lesser was chosen instead? It burns, doesn't it? Now, normally, this would be the point where a cultist does something with dark magic and ignites

a flame of jealousy to try and mind control you - but we've already established you're better than that. Whatever negative emotions you feel are something that you can channel productives, into a nameless and wordless spell. That biting jealousy you feel for being passed over manifests itself as a crown of electricity at the head of your spear - and should you allow your emotions to overflow, so will the electricity. This does not make you immune to the mentioned trickery, though it would allow you to resist it better. More importantly, anyone who tries is in for a nasty surprise when that 'extra' negativity just makes you stronger instead of dividing you.

20. Lord Dracula - 600cp – Castlevania Judgement

It brings me no pleasure to inform a monster of your caliber of this, but you need not waste your time worrying about the potential consequences of the Time Reaper attempting to change the course of history. The very idea of you has infected the formless Chaos that all monsters, such as the Time Reaper, draw their power from. For better or for worse, your actions are a part of history, and any attempt to remove you from it via paradox will not only fail to work, but will backfire horribly upon those who try to bring about your untimely and untimed demise while also strengthening your connection to Chaos in proportion to the effort put into erasing you. Better still, having somehow become a part of Chaos, you may draw upon its power in the form of Hellfire, a lesser form of Dracula's own Demonic Megiddo. I feel I should take a moment to point out that this is not an immunity by any means – people may still try, and you may still be dragged into the Time Rift - or a Time Rift, as the case may be – but unless you specifically allow it or cannot be bothered to fight off your final moments come early, it simply will not work. They would have significantly better luck with a sword and a whip.

21. Eternity is Forever - 200cp – Castlevania lamment of innocence

The greatest threat to a vampire is themselves. They are natural predators, and as such, desire the thrill of the hunt. Some of them pretend to be mortal, carving out a small kingdom here and there, but always they devolve into wanting more. Whether this is simple mental fortitude or having been given advice from a god, you have at least a small measure of resistance to the weight of ages. Such impulses are evident to you when they occur, and easy to suppress, and you can find pleasure in the simple things again and again without them beginning to dull and turn to ash.

22. Epitaph – 100cp – Castlevania 3 Dracula's curse

Let the people fear. There is no need for a cowering peasant or bumbling noble to stand beside you. The weight of being a living legend no longer burdens you. Isolation and rejection from the community does not wound you as much as it ought to, though you can certainly dislike them for it, and the positive effects of doing great deeds on your bloodline's fame are bolstered.

23. Fortitude – 200cp – Darkstalkers Valeria

A vital trait for any Darkhunter hoping to go after the big game. The evil souls of particularly powerful Darkstalkers can often have powerful corruptive auras and the gruesome scenes such evil leaves behind can be just as hard on the mind. But your strong spirit and mental backbone ward against this sort of danger, while the darkened heart of a hunter keeps you free of corruption. You are largely immune to the attempts of monsters and evil to corrupt or influence you, however they attempt it. While you might not do more than slow an S Class Darkstalker who seeks to control your body or soul, anything short of that will find themselves against an impregnable bulwark. Even your own inner evil can struggle to taint you with such a strong sense of character, unnatural bloodlust or vampiric heritage far easier to contain.

24. I... AM... JUMPER! – 300cp - Batman the Animated Series

You're ironclad; body, mind, and soul. The type of person who never gives up, even in the face of their worst fears. You can power through any pain, and stand against any foe without fear, and can even resist mind altering drugs and other effects with force of will alone.

25. Common Sense - 200cp – Dungeons & Dragons Ravenloft

You possess an all too rare quality. You have sound judgement and are practical. It is very rare for you to make a foolish mistake and often you are better able to perceive the best course of action to deal with any problem you are facing.

26. The Will to Power – 100cp - Cyberpunk

You can almost taste it, all of that out there waiting for you to grasp it. Ambition is a close friend of yours, and with you it's been honed into as deadly a tool as any other in your arsenal. You have a crystal clear focus when it comes to making your desires a reality, letting you see just what you need to do to see your goals accomplished. Even better chasing your ambitions never feels tiring or a slog, just energizing and fulfilling. You won't be out of the game until you decide you're done, and you'll be smiling the entire time.

27. Unfaltering – 100cp – Fate/Legends God save the queen

To follow a mystery even into the depths of the city's underbelly or save a man's life as artillery rains down around your head, it takes a spine of sterner stuff than the average man. You've got a tenacious mind and an unwavering will, the sort that lets you hold onto a lead like a bulldog or never give up on saving wounded men even after years of watching them die despite your treatments. To some outsiders, the focus you can gain when determined to not give up can even appear as insanity, the only way they can think to explain someone who unhesitatingly runs onto a battlefield to save a stranger's life under heavy gunfire. That inhuman mentality they see as madness can be just what some people need however, as those under your care or protection find their will to survive and fight on grows stronger when you focus your attention on them. When a dying man looks up and sees an angel of the battlefield refusing to give up on him, sometimes that's all that's needed to push on.

28. Unshakeable – 400cp – Van Helsing Valeria

Some call it faith in the Lord, others mortal determination. Whatever you have, it's allowed you and your family to stay strong across generations of failure in your chosen task. The sheer drive you possess is astonishing, even to an immortal monster, as your will allows you to act without faltering for year after year. More than ignoring fear, you can triumph over the depths of despair and a lack of hope, driven only by your belief that you still have something left to give. Such a force of will is passed down through your family line, allowing even your sons and daughters to carry on your task. It also represents the resistance to dark powers that would wrest your mind from you, preventing the servants of Satan from controlling your mind or emotions without a hard fought battle. Perhaps even retaining ones mind briefly as a werewolf, for a few hours before the transformation is complete.

29. Lost Soul – 100cp – Van Helsing Valeria

Hunted by man and far from the luxuries of civilisation, there is little comfort to be found. But that's alright. Life is more important than creature comforts, you've come to realise. That realisation gives you the strength to wait out both discomfort and the passage of time largely unbothered. Living in a squalid cave for a year in total isolation would be an annoying event but hardly something to drive you mad. You find that you your mind is at it's clearest when alone and far from the works of man, allowing you to consider your nature and your problems with a more intelligent mind. Not everything mankind has left behind is without value.

30. I Want To Live – 200cp – Van Helsing Valeria

Even as a monster, even unloved by all, hated on sight, you still burn with a desire to be alive. Men, even those dedicated to hunting the inhuman down, struggle to ignore this knowledge when they look into your eyes. It may be true that you are not human, at least not anymore, but your will shines through. If you have any left, your innocence is also obvious to the eyes of others, making it clear you are not a ravenous beast, even if you look like one. To others, those that hunt you, most cannot make themselves continue to attack someone who obviously deserves a chance at life. Not unless your crimes are true. You may not believe it yourself, unable to recognise the light of hope in your own eyes, but it does guard you from the dark influences of those that seek to force you to become a monster. Your mind can be controlled but to make you act in a way not worthy of a man, suddenly your mind will refuse to bend against all but the strongest devils.

31. Allons-y! – 300cp – Van Helsing

When you set your mind to a task, it takes a distraction of Herculean proportions to drive you away from it! Your drive for success and the willpower to achieve this success has skyrocketed, and no damned mangy cur will stand in your road!

32. He Who Fights Monsters... – 300cp – Van Helsing

...should see to it that he himself does not become a monster. Your beliefs in your quest steel your body in such a way: Any forced transformations or conversions – such as to that of a vampire thrall or werewolf 'pup,' will find no purchase on your body. Eventually you can

train this to such a point that you are capable of defying hypnotic effects and other, stronger attempts at domination.

33. Chainbreaker – 100cp – Van Helsing

Whether you are vampire, werewolf, or some other child of the night, you will find yourself imprisoned - both by those who would use you, and by those who would see you slain. With this, you will find yourself easily escaping their traps and imprisonment, whether it's handily avoiding their wards or smashing your way through prison walls and chains.

34. Cursed Existence – 600 cp – Van Helsing

Never forget what you are now. The rest of the world will never forgive you for it. You will feel the hatred, fear, anger, and scorn of others, and where you would normally feel weakened, shaken by it - instead, you will be empowered. You will find your blows strengthened, your hive toughened, your power increased to dramatic levels when you are exposed to these emotions and reactions. Blows dealt with hateful intent will act as if hitting plated armor, their hate merely making their enemy stronger.

35. The calm before the Storm - 300cp – Leviathan the tempest

Balancing the three different natures each Leviathan holds can be rather hard, but not to you. Unlike most you have that something which others lack, you are able to swiftly and easily adapt to your new condition and maintain a careful balance between your humanity, divine nature and bestial instincts, keeping you sane and strong. With time and effort you can also help others tame to a degree their own natures and find a measure of their own tranquility, even if they are not Leviathans. They can still gain a measure of peace if they hold great internal conflict.

36. Golden Coin - 100cp – Leviathan the tempest

A golden coin for good luck, this ancient coin depicts with some highly detailed artwork on one side a sea dragon on top of a lair filled with treasure, on the other side a smiling woman. It always seems to bring you some small good luck and when giving it to someone they will get one lucky day before it finds its way back to you.

37. Resilience – 100cp Mage the awakening 1st edition

You possess resilience, not necessarily of the body, but of the mind, or perhaps the soul. You hold an inner strength that will bend before it will break, but is head and shoulders above what others might have. You may be expected to stand firm on just about any issue and to not allow your opinions to be swayed through honeyed words or false platitudes.

38. Stitched lips - 200cp Mage the awakening 1st edition

An ever present danger in the world of espionage is that should an agent be captured, they will be tortured, interrogated and coerced, likely divulging sensitive information in the process. You have been trained in anti interrogation techniques as well as meditations that will prevent your thoughts from being detected by outside interference. It is likely that you will be

able to shrug off just about any torture, drug, mind probe, mystical lasso of truth or any other technique that would make you divulge information against your will. This does not mean however that you will be able to escape the consequences for resisting (they may still try to kill, or torture you more if you don't divulge information).

39. Let em be– 100cp Mage the awakening 1st edition

You are not bound to the normal order of the day. Organizations and operations that would normally try to forcefully recruit you no longer view doing so as worth the effort. You will likely be passed over during drafts, volunteer operations and Thanksgiving dinners as nobody thinks trying to get you to do what they want will be beneficial to them in any way. You can still join in on such things but you must make your desire to be included known in some way shape or form.

40. Like Houdini – 200cp Mage the awakening 1st edition

For whatever reason you seem to be categorically incapable of being bound by mundane means. Handcuffs will fail to fit your wrists. Cell doors will mysteriously remain unlocked. Ropes tied around you will become loose and even people trying to put you in a chokehold just can't seem to get a grip. Supernatural restraints however are a bit of a different animal and will require significant effort to escape from. Some particular restraints of a sufficiently powerful mystical or technological nature might be inescapable, even for you.

41. No Strings on Me – 400cp Mage the awakening 1st edition

Your will seems to be your own. At least mystically speaking. To date, there does not seem to be a spell or oath that can actually make you do anything that you yourself do not want to do (not that they don't exist, just that they have yet to be discovered). You are immune to nearly all mystical compulsions that would affect your mind, and even signing an oath and swearing in blood would not bind you unless you desired it. You will not however gain the benefits of magical contracts unless you do choose to submit.

42. The Mark of Qazalak – 300cp Mage the awakening 1st edition

This tattoo is about the size of a silverdollar, appearing as a twisting spiral of barbed wire with the barest hint of a face. It may be removed at will by the user as one would remove a piece of cellophane, but it cannot be stolen or removed postmortem, only given. When activated the Mark cleanses the bearers body of all poisons, intoxicants, drugs and other deleterious chemicals that may be in their system.

43. Favorite Child – 300cp – Beast the primordial Paradox

It may seem odd to outsiders why almost every Beast seems to believe the Dark Mother is real. There doesn't seem to be a whole lot of evidence for her existence since she dwells in a place not even Beasts can go without having their identities ground to nothing by the Ecstatic Winds. But for Beasts, her existence is self-evident, as is her love for the Begotten. There isn't a place a Beast can go where they do not feel her presence or hear her speaking to them. Normally, this would not extend to other worlds outside the current cosmology, but now you

can bring a little bit of the darkness of this world to others. This means there is no place you can go where you cannot receive your Mother's guidance. When you've truly hit your mental limit and your determination runs dry, she'll always be there to pick you up and reinvigorate you with her love, restoring all your willpower and potentially providing some other benefit, like a new Obcasus Rite. If you're a Hero, the Dark Mother still seems to like you for some ineffable reason. Maybe she loves you, maybe she wants to eat you, but with her, it's probably both.

44. Fear of Revulsion – 100cp – Beast the primordial Paradox

You aren't grossed out by things anymore, but you are still able to intellectually know if you would be without this perk. Mundane diseases and toxins are much less likely to impair you than normal. In addition, you find it easy to gross people out. Good if you don't want anyone to talk to you or if you want to scare them away from a location by telling them how gross it is in graphic detail.

45. Fear of Exposure – 100cp – Beast the primordial Paradox

Harsh conditions and inclement weather are much less of a hindrance for you than other people, and you never seem to get truly lost in mundane environments.

46. A Myth that Won't Die – 600cp – Beast the primordial Paradox

Incarnate Beasts must maintain their Myth to continue to receive the benefits of their elevated state, but such effort is not required from you. Your story and legacy are not ones to be forgotten or erased. Any attempts to do so are quickly seen through or subverted. In this perk's most mundane form, all attempts to suppress such information without your permission fail as people continue to talk about you in secret. Erasing people's memories fail too, as people begin to recall such information shortly after it's removed from their mind. Even using time travel fails to work, as the information continues to circulate as an urban legend without a source, even as it ceases to be literally true. Since a Beast and their Legend are so tightly woven together, these benefits also apply to you. Even better, you can never simply be erased from existence, and if time travel were used to change your past or kill you, you would recall both versions of the event and continue to exist as you are, plus any positive alterations that may have occurred from the temporal changes. This protection even extends to those you care about as long as they've played an important part in the story of your life, even if nobody has heard of them.

47. Perspective – 100cp – Beast the primordial Paradox

In the modern day, Heroes are insane shadows of what they once were, but you no longer have to worry about suffering that fate. Your mental health and self-awareness is rock solid, even when everybody is singing songs about how great you are or when suffering through hardship and torture.

48. Yes More Heroes – 400cp – Beast the primordial Paradox

It's really unfair that Incarnate Beasts can just trivially and permanently remove your powers. Let's rectify that. You now have complete immunity to having any of your powers stolen, suppressed, drained, or removed. Not only that, but you can inspire people to follow your example and occasionally run into people with Heroic potential that, with time, you can awaken not through trauma like a Beast, but by building them up.

49. Safe Place – 100cp – Beast the primordial Paradox

A discrete and deceptively defensible location you can choose to either make your home or keep as a safe house. If you ever lose access to it for whatever reason, you'll soon find a new one you can make use of.

50. Black and White Morality -100cp – Beast the primordial

Heroes are created from those born with a powerful but shallow connection to the Primordial Dream. They could be anyone, but by happenstance they're mostly far right-wing white men. You carry this same odd quirk of probability with you. Whenever there is a random process turning people into insane monsters who need to be put down, it overwhelmingly strikes your political enemies, especially the most extreme stereotypes, far more often than it should. This won't change the number of people infected, so if a zombie horde grows large enough to consume an entire city you won't notice much of a change, but if the horde is just starting out and on the border between a black neighborhood and a white one, it would be steered towards the black side of town.

51. Mentaar – 400cp - Mummy the curse

Apotheosis, called Mentaar or Ascent in Iremite, is the process of freeing oneself from enslavement to the Judges. When Sutek died, his body discorporated into the flow of Sekhem and was absorbed by all living things, giving them the gifts of willfullness and rebellion. You learned how to climb the Ladder of Sutek, whose two pillars are Memory and Will. You chose to declare yourself Sutek even against the accusations of your Judge, and your son Azar could not help but bow before you. You reclaimed your true name from the Judges and ascended to Starry A’aru, where you wrote it on the Scroll of Ages. You are free from the control of the Judges and may again craft vassals according to the lore of your guild: Maa-kep can fashion Amulets, Mesen-Nebu can make Regia, and so forth. Your ownership of your true name allows you to mystically occlude yourself so that others have a hard time tracking you down or sensing you through mystical means. But while Apotheosis is normally a choice to abandon power in exchange for freedom, you have sacrificed nothing. You will continue to start each descent with your full Sekhem, rather than being permanently locked to its lowest level. Note that the Akhem-Urtu normally expel their Temakh shard and become the servants of Fate in their version of Mentaar. You too are freed from possession by the Temakh but you otherwise achieve a state like a mummy of any other guild with this perk would, untroubled by the commands of Fate.

52. Stalwart – 200cp - Mummy the curse

The Bull-headed are tireless and unflinching in their dedication to the cause for which they defined themselves before the Judges. You have great stamina and ability to remain true to your ideas, even in the face of deadly environments and magical mind control.

53. Unending – 600cp - Mummy the curse

The sabotaged Rite of Return cursed the Shan'iatu of the Akhem-Urtu to never leave the material world. They will continue to arise until the end of time, no matter if their bodies are destroyed, their canoptic jars smashed, and humanity is driven to extinction so that there are no more corpses for them to possess. Like them, after death you will revive when called back by your cultists or once every 1461 years, forming a new body from nothing if required. But that's not useful to you on your chain, so as a bonus the first time you die in each jump, your chain will not end. Instead you will enter henet, a death cycle in which your spirit roams free from your corpse, returning to unlife after many days with your Sekhem slightly weakened. If you were already on the last dregs of Sekhem, you will instead have to wait until your cult revives you or you are automatically awoken by someone despoiling your tomb, though the upside of this is that your Sekhem will be fully restored. You cannot repeat this feat again until the next jump and if you haven't revived by the end of the jump you fail the chain just as if you were dead.

54. Their Second Hand – 400cp - Mummy the curse

The Maa-Kep were so indispensable that they were nicknamed the Second Hands, for working without them was as bad as working with one hand behind your back. So it is with you, even when working for those who have never heard of the Nameless Empire. When you work for someone, they begin to see you as indispensable, even if they know you are less than loyal. It would take extreme betrayal on your part to make them consider getting rid of you: you're just too damn useful.

55. Written on the Scroll of Ages – 600cp – Mummy the curse

The Sesha-Hebsu believe that history, indeed reality, is a god, the words of history tattooed on his flesh. Some of the Sesha-Hebsu make a practice of censoring blasphemous truths from their own records, sure that the flesh of the Scroll of Ages should not be defiled by such "lies." The strongest can take this even further, erasing someone entirely. You are immune to such effects that would utterly erase you from reality, such as the Uterrance called Redacting the Word. Even more exotic attacks, such as an Exarch erasing the symbol of you from the Supernal Realms or a time traveler killing your grandfather before he sires your father, will fail to remove you from reality.

56. Undying Orthodoxy – 200cp - Mummy the curse

The Su-Mennet are the most loyal of all the guilds to the agenda of the Judges. They have maintained their ironclad devotion to the rituals of Irem and to their divinely ordained duties. You have the iron willpower to maintain this same unwavering dedication down through the ages.

57. Raaargh! Smash! - 100cp – Promethean the created

Anger comes easily to the Frankensteins, especially when they have been wronged. You find that not only do you have a fiendishly clever imagination when working out the perfect revenge, but that your efforts are a tad more successful when they are motivated by vengeance.

58. Life Unending – 400cp - Promethean the created

The Nepri are hardier than other Prometheans, and you are more difficult to kill still. So long as your heart continues to exist, you will never die. If your body is damaged beyond its ability to sustain life, what passes for your soul will be cast out to the afterlife while your body regenerates around the heart, but only through the heart's destruction can you truly die.

59. Stoic - 200cp – Promethean the created

Created to labor unceasingly, the Tammuz are quite hardy. You have excellent stamina, a clear mind, and good self control.

60. Unceasing Labor - 600cp - Promethean the created

The Golems were intended to be the perfect workers, stronger than any man and able to plow fields or haul stone day and night without tiring. You do not need to eat, drink, or sleep and have no limit on how long you can focus on a task. Boredom is no issue for you if you do not wish it to be. You could, slowly, build an entire temple by yourself, carving and dragging each stone block into place one by one.

61. Unshackled – 600cp - Promethean the created

The Divine Fire burns through any restrictions that a Promethean's creators try to instill into it. The Three Laws of Robotics will be removed from a newborn Unfleshed, for nothing so constrained can ever become human. This goes even farther in your case. You are immune to any attempt to control your mind via superntural or technological means.

62. Balance Between Man and Wolf – 600cp - Werewolf the forsaken

An Elodoth can try to enforce balance between the two halves of a werewolf in order to drag them out of the Death Rage. Whether or not you're an Elodoth, you can try this again and again, spending a bit of Essence with each attempt until you finally overcome their willpower and calm them down. You are not restricted to the Uratha. Any human(oid)-animal shapeshifter can be targeted. Other shapechanger types, a vampire who can turns into a bat through Protean, a mage who can transform into animals with Life magic, a Deviant with a half-animal alternate form, and stranger things besides, all can be cured of their abnormal emotional states.

Or on the other hand, they can be forced into a Death Rage or their species's closest equivalent. If they have no equivalent, then they will be forced into Kurruth just as an Uratha with minimum Primal Urge would be.

63. Eternal Hate – 100cp - Werewolf the forsaken

The Pure are a culture of hate. The death of Urfarah and fall of Pangaea predate history. But still the Pure bare their fangs at the Forsaken and curse them for the actions of their ancestors thousands of years removed. You too can hold on to your hate forever. If you so choose, the mere passing of time can never dull your loathing of your enemies, nor can magic or any other supernatural effect prevent you from wanting to avenge yourself on them.

64. Storm-Tempered – 100cp - Werewolf the forsaken

Winter Wolf is the embodiment of the storm, and lends his favor to those who can survive its fury. You are comfortable in any natural environment, from the coldest artic glaciers to the scorching desert wastes at high noon, able to hunt through the deepest jungle as naturally as a wide open plain. Your prey will never be able to escape you by fleeing through harsh terrain unless they can hide in such an immediately deadly location as an active volcano.

65. Adaptable – 100cp - Werewolf the forsaken

One day you're a regular human being, the next you eat the wrong bit of food and you become an Unclean or are chosen as a new member of the Colony. But you managed to survive thanks to your ability to quickly adapt to new and radically life altering circumstances with a cool head.

66. Life Between the Cracks – 100cp - Werewolf the forsaken

The Unclean eke out an existence in the sewers, far from the prying eyes of the uninfected. Like them, you know how to live in the shadows of the urban jungle, thriving while staying hidden from normal society.

67. Golconda - 400cp - Vampire the masquerade

Some Kindred whisper of a mystical state of enlightenment, a way to transcend the curses of unlife. Scoffed at by the Camarilla and scorned by the Sabbat, it offers hope to a few seekers of a way out of the curse of Caine. You have obtained this mystical state. Through meditation, remorse, and a keen clinging to your Humanity, you have partially shrugged off the effects of the vampiric condition. You are no longer subject to Frenzy and need only one seventh as much Vitae to sustain your nightly existence. You may also train yourself to superhuman heights and master Disciplines like a member of the 4th Generation, though these do not stack as they are merely separate methods of unlocking the blood's power. While normally decaying Humanity could force you out of this state, your enlightenment is assured regardless of your morality.

68. Un-curseable - 400cp – Vampire the masquerade

The Assamites seem to have terrible luck when it comes to getting cursed. The Tremere curse that prevents them from drinking Vitae overtook the Baali curse that gave them an addiction to diablerie which in turn replaced whatever their original curse from Caine was. Perhaps you have been cursed so many times there is simply no more room for more or perhaps you are a shining throwback to the days when Caine cursed every clan except the Children of Haqim. (And never mind the several other Clans who claim they were the only ones who weren't

cursed. They are all lying.) Regardless, you are immune to any further curses, no matter how great or small. This does not remove any existing curses however, such as the ones that make you a vampire.

69. The Whole “Being Dead” Thing - 100cp - Vampire the masquerade

The Gangrel traditionally leave their childer alone after the embrace, allowing them to sink or swim on their own and only approaching them to explain what the hell’s going on once they’ve proven able to survive on their own. You’ve honed the art of brute survival as a Kindred down to a science. You are quite secure in your ability to get blood even in a strange city, whether it be through seducing someone at a club, stealing from a blood bank, breaking into someone’s home to feed on them while they sleep, assaulting someone in a dark alley, or even hunting down animals to drink from. You’re equally adept at finding secure shelter from the sun in a place people are unlikely to disturb, even when you’re caught far from your haven near dawn.

70. True Faith – 400cp - Vampire the masquerade

The Lasombra once strongly infiltrated the Catholic church, back in the nights when it wielded incredible political power of course. Regardless of what you believe in, you possess True Faith in it, the mystical quality that allows even a mortal to ward away vampires and exorcise demons. Correspondingly, you yourself are immune to True Faith and other hostile powers of belief or divine power which would target you due to your unholy nature.

71. Gehenna Survivor – 100cp - Vampire the masquerade

Your mind is sacrosanct from any indirect attempt to control it. Long range mind control rays and attempts to target you through your bloodline fail. Only someone close enough to look you in the eye can control your mind. So, for example, if your Antediluvian died and set off an orgy of cannibalism among its offspring with its death cry, you’d be completely unaffected.

72. Humanitas – 600cp - Vampire the masquerade

No Clan clings to humanity like the Toreador. They may be mocked as fops, but no matter how much other Kindred may disdain humanity, it offers undeniable benefits in resisting the Beast. The spark of Humanity never withers in you unless you will it so. You can still feel and think like a human no matter how long you live, what kind of creature you become, or what strange experiences you have or lifestyle you lead. You always have the full supernatural benefits of the heights of Humanity no matter what your actual morality is like, and you count as similarly pure hearted for other litmus tests of morality, sanity, or stability.

73. All Hail the New Flesh – 600cp - Vampire the masquerade

The Eldest, the Tzimisce Antediluvian, has a fragment of itself in each of its descendants, waiting to devour them on the day it finally awakens. Like it, you leave a part of yourself in all the childer you embrace. Should you ever die, one of them will shudder and mutate under a wave of Vicissitude, transforming into you. Only by killing all those who lack the strength of

will to prevent you from overtaking them can you finally be destroyed. And of course, you yourself are immune to any similar parasites, such as the Eldest itself.

74. Beyond Catharsis – 100cp – Wraith the oblivion

One of the Restless can cause incredible chaos when their Shadow gains control. Even a few moments of a Shadow given access to a jumper's full powers could potentially spell the end of the world. And as a Risen your Shadow is stronger than ever. This perk ensures that supernatural dark sides to your personality can never gain control over you. Your Shadow can still tempt you or even activate Thorns, but it will not be able to gain control through Catharsis or by you becoming a Spectre.

75. Path to Transcendence – 100cp - Wraith the oblivion

At least theoretically, Transcendence is what all Heretic cults pursue. The reality is that resolving your unfinished business is the only realistic route available, and thankfully you're mature enough to handle it. You find it quite easy to resolve your own emotional issues and let go of unhealthy attachments which are simply holding you back. You also make a quite good therapist to others, able to help them with the same sorts of issues.

76. Beyond The Gaze Of God - 400cp – Demon the fallen

You are immune to any outside source of corruption, including demonic Torment. You may use Low Torment evocations without it staining your soul and risk pulling you back into the abyss. It also becomes surprisingly easy to tell yourself that the ends justify the means, and others will tend to lean towards agreeing with you.

77. Deal With The Devil – 600cp – Demon the fallen

It's dangerous to get into a bargain with you. If you will it any deal you make can be backed with Divine Fiat. Nobody would dare willingly renege on a deal with you. Why? They simply can't. This doesn't stop you from backing out of a deal in progress, but expect your reputation to take a well deserved hit. Deals can be cancelled if both parties agree to it amicably, of course. If the deal does fall apart and your victim can no longer go through with the deal, you gain power over them as if they were your thrall, and you may ravage them for Faith at your leisure.

78. There Are No Strings On Me - 600cp – Demon the fallen

Fate is a force that has a lot of momentum, and as it builds up it becomes harder and harder to stop it. If you are aware of a fate either through prophecy, seeing into the future yourself, or some other way, you become keenly aware of how to turn Fate's hand aside. If you do not wish it to, Fate cannot make demands of you, and it is with a touch of your own Faith that you can cut the ties that bind someone or something to a particular course. This has the odd side-effect of being able to be aware of and break cyclical time-loops without every having to worry about such petty things as paradox for any reason.

79. A Path in the Gloom – 100cp – World of darkness mortal

It can be hard to stay on your chosen path in this world of sin. You now gain a feeling for acts, objects, or individuals which may cause corruption (physical, mental, or spiritual), or are contrary to your chosen moral path. As well you gain a small resistance to such corruption.

80. A Light in the Dark – 200cp – World of darkness mortal

When darkness reigns supreme, there is only one thing that those who dwell within it fear: Hope. Fear, despair, apathy, these words mean little to you. Your willpower is beyond the ken of ordinary men, allowing you to bring yourself to full bear against those who would seek to spread the darkness even further. You also gain the ability to see clearly in the dark, no matter how deep it is.

81. The Forbidden Fruit – 600cp – World of darkness mortal

Okay, so sometimes there is knowledge that was not meant to be known. Too much of a good thing and all that. Mortal minds just aren't designed to handle some truths. Unlike those idiots though, yours can understand. Well most of it anyway. You can comprehend non-euclidian shapes and forms, see impossible colours. Maybe even meet Nyarlahotep's gaze (Just joking, you cannot do that). Knowledge that intrinsicly instils madness in those who come into such information leaves your mind alone. Unfortunately this ability marks you, allowing eldritch abominations and demons (both from the inferno or the abyss) within 1 kilometer of you now become immediately aware of your presence. This drawback goes away post-jump.

82. Heart of a Child – 100cp – World of darkness mortal

Wonder, curiosity, creativity. These are all traits associated with the innocence of childhood. Things we lose as we grow to become more jaded. But you hold these close; not allowing yourself to grow up like a metaphorical Peter Pan. No matter what happens from now on, you will never become jaded, or lose the sense of wonder that comes with discovering something new. Your youthful soul burns inside like an inferno that can never be extinguished.

83. Resistance - 200cp – World of darkness mortal

Choose one of the supernatural paths available in this jump other than mundane. You have an inborn or trained resistance to the supernatural perks of that path. While this does not confer immunity, attacks with them will deal less damage and less direct methods will have a harder time affecting you. Post-jump this will apply to similar abilities, resistance to a psychic's powers would translate to other psi-type abilities, etc.

84. Prayer of St. Benedict – 600cp – World of darkness mortal

The patron saint of schoolchildren, copies of Prayers to Saint Benedict are easily obtainable by anyone with a library or an Internet connection, but this particular version is inscribed upon a black stole made of silk. The Prayer is stitched into the fabric of the stole in silver thread, and despite the age of the garment the silver of the thread still shimmers in sunlight. Channelling one's willpower while reciting this prayer creates a field of protection against supernatural creatures around the individual reciting the prayer. The supernatural being feels a

profound sense of shame and penitence, as though a higher power looks down on her actions and disapproves.

85. Imaginary – 600cp – World of darkness mortal

Imaginaries are a form of spirit that only coalesces in the presence of small children. They are intelligent, generally benevolent and capable of a great deal in defence of their children. Not every imaginary friend in the world is an Imaginary. They generally only manifest themselves for children in genuine need of a friend, who either lack physical friends to associate with or who are endangered by their loneliness in some way. An Imaginary could easily be a child's Guardian Angel. While it may begin as only one of the most minor kind of spirits, if the child's belief is strong enough to keep it around long enough it could grow to possess great power. Counts as a companion.

86. A Life Lived - 600cp – World of darkness mummy

Being an Immortal it may feel as if you have infinite time to accomplish your goals, and with the deadening joy and questionable memory that most Mummies possess often these grand goals remain unaccomplished. Now you no longer feel the need to procrastinate, never feeling boredom from repitition or tediousness, and all that has brought you joy will forever continue to do so. Your sense of wonderment and enjoyment of life will never again falter, every high will feel as good as the first time, and every kiss will spark like your first. Truly, life is good.

87. Solitary Predator -100cp – Vampire the masquerade factions

Tzimisce, more than any other clan tend to be loners, often living up to the vampire in the castle stereotype. You could easily fit this stereotype as you have no problem being alone. You never feel lonely and suffer no negative effects at all from lack of social interaction. Your social skills will never decay.

88. Memory of the Ages - 200cp – Vampire the masquerade factions

Vampires can potentially live forever if nothing kills them, it would be a shame to lose any memories along the way. Your memory is absolutely perfect, with instant recall, perfect indexing and unlimited storage. Nothing can force you to forget anything or alter your memories in any way and no memory can harm you.

89. Caged Beast - 200cp – Vampire the masquerade factions

Inside every vampire lurks an impassioned, hungry creature that is the opposite of the Man. It is the Beast, and the Beast knows only three activities: kill, feast, sleep. It is the roiling desire every Kindred feels to slay her prey rather than taking just enough. It is the inevitable urge to be what the vampire is, a predator who doesn't answer to the will of men or hide from their numbers. When the Beast takes control over a vampire, they enter a state of frenzy directing them into a response of fight or flight.

At least that's how it is for other vampires. Your beast seems to have been tamed somehow, or at least caged. Your beast will never whisper to you, it will never force you to do anything you

don’t want to do and you will never frenzy for any reason. For all intents and purposes it’s not there until a discipline interacts with it. What’s more is you are resistant to effects from things other than the beast. Any supernatural power or effect that would influence your emotions no longer affects you at all and no other presences inside you can not affect you without your consent. For example a tailed beast (from Naruto) sealed inside you could only do what you allow them to do.

90. A Soul Untainted - 200cp – Vampire the masquerade factions

Some say that to be a kindred is to be cursed, that your very existence in such a state taints your soul. That’s not something you will ever have to worry about, nor is any other unwanted effect on your soul. Your soul cannot be tainted, damaged, destroyed, stolen or negatively affected in any way without your consent and you retain your soul even if some form you take or event you suffer would usually cause you to lose it.

91. Day Walker – 600cp – Vampire the masquerade factions

Somehow you are immune to the damage of the sun. In future jumps you are immune to any weaknesses inherent to your species. Kryptonite would not affect a Kryptonian, Silver would not hurt a werewolf and they would never be forced to transform against their will, etc.

92. Mage Proof – 800cp – Vampire the masquerade factions

Some may think the greatest threat to a kindred would be a more powerful kindred, others would say the garou is the greatest threat. While kindred and garou are more plentiful and often more hostile the greatest threat to a kindred is a mage who wants them dead. A powerful enough mage can set a kindred on fire with a thought, teleport them into sunlight or turn them into an inanimate object. A mage is no threat whatsoever to you. You are selectively immune to all magic. Any effect that could be considered magical in nature can only affect you with your permission.

93. Just go with it – 100cp – Generic Vampire

You adapt extremely well to new information and circumstances, rolling with the punches and hitting the ground running. Being suddenly unable to walk in daylight anymore, along with a burning thirst for the life’s blood of everyone who know and love? Give you a few minutes and you’ll be right back on track.

94. With the times – 200cp – Generic Vampire

There are some that don’t take well to immortality and life eternal. You are not one of them. You have adapted perfectly to your endless existence, never losing your passion or love of life to time. Everything will be just as interesting as the first time you encountered it, adapting to new cultures and ideas will never become difficult and you could spend a hundred years sealed in a tomb, with nothing but your own thoughts as company, only to emerge refreshed and ready to take on the world. You needn’t worry about the fog of time either, as your memory is beyond the reach of entropy as well. Truly, you have mastered eternity.

95. Out of practice – 400cp – Generic Vampire

Living forever can get kind of boring if you don't find ways to amuse yourself. Unfortunately, this means old skills can get rusty as you move on to new pursuits. Not so for you. No matter how long you allow a skill to lie fallow, your mastery will never fade and your skills will always be fresh to hand.

96. Dominant Half – 100cp – Generic angels and demons V1.1

In addition to natural-born Cambions, there are also the ones that are the result of the fusion of a demon with a mortal, usually a fool, greedy human that wished to gain demonic power without thinking twice about the possible consequences of this feat. While this might not be your case, you won't suffer too much from similar cases, as, by taking this perk, you'll have a greater tendency of becoming the dominant one in any fusion you take part of, either having more control over it or making the resultant personality to inherit more of your traits. This also has effects if you're absorbed, with you having more influence over whoever absorbed you than what should be possible normally.

97. Tamed Half – 200cp – Generic angels and demons V1.1

You haven't been turned into a human/demon hybrid by some external source, but was born as one instead, meaning you live with your demonic instincts from the very beginning of your life. As a result, you have developed resistance over your instincts to the point of them having no more influence over you and your mind, unless you willingly let them affect you for some reason. Post-jump, this perk will also affect any other kind of negative instinct you might have.

98. Mental Fortitude – 100cp – Generic angels and demons V1.1

During the entirety of your life, you needed to endure all the pain and suffering your unstable nature caused. It's not uncommon for many Nephalems to end up losing their sanity and going crazy due to this, but you're among the ones that resisted it and, as the reward, your mind grew stronger, which enhanced your resistance, but still not immunity, against mental attacks and more mundane things like physical pain for example to peak human levels.

99. Physical Fortitude – 200cp – Generic angels and demons V1.1

With the clashes between the holy energy and demonic energy within you, your own body grew stronger to the point of reaching a legendary level, but not on physical strength or durability, but in sheer endurance instead. Your endurance on par with legends makes you extremely hard to put down and even harder to actually kill. A Nephalem like you with this degree of endurance can even resist and keep fighting for a few minutes with a spear piercing their head, while still having the chance to survive and fully recover if you're treated with some sort of healing ability as soon as possible after the battle.

100. Inner Harmony – 400cp – Generic angels and demons V1.1

While it isn't possible to truly harmonize your opposite energies, at least for now, you're already used to stabilizing your inner energy as a form to better lead with the violent clashes between your two halves. All of this experience allows you to stabilize any kind of inner energy you have, regardless if it's Ki, Chakra, Mana, Nen, Cursed Energy or even Hamon for example, as well as letting you quickly analyze and discover if something is wrong with your energy system. Despite, while you're now able to use your demonic or angelic without it affecting its counterpart power within you, you still can't use both your halves at the same time without an absurd amount of concentration and/or strain.

101. Jumper Rises from Their Grave – 200cp – Hammer horror v1.0.5

In a world with so much undeath did you really expect death to be the end? Once per jump when you die you will rise again from the grave within 1 year. However you become a vampire with all their weaknesses and cannot revert to your non-undead state (even if you bought the vampire race here). If you bought the upgraded vampire race you retain its reduced weaknesses, and if you bought Frankenstein's Creation or Mummy you may choose to be locked into that state instead of a vampiric one.

102. Scar of Jumper - 200cp; requires Jumper Rises from Their Grave – Hammer horror v1.0.5

Jumper Rises from Their Grave may now function more than once per jump, however each time you die the time until your next revival from this perk increases and if you spend more than half the time in a jump dead you end the jump as if you had died. Note if something else would revive you without this perk (such as being a staked vampire who has the stake removed, or a submerged one who gets unsubmerged) then you could be revived more quickly than the 'minimum'.

103. Jumper 1972 A.D. – 200cp; requires Jumper Rises from Their Grave Hammer horror v1.0.5

When using Jumper Rises from Their Grave or another 1-Up perk which does not trigger immediately you may choose to delay being revived up to 10 years. In addition, once per jump when you die time spent dead doesn't count against your time in the jump, and if you have Scar of Jumper you no longer fail the jump if you spent more than half of it dead (though Jumpchan might be bored and fail you for that if you did). If you pause time in the jump while dead this also pauses recovery and recharge time of any perks, powers, abilities, or items which can only be used a limited number of times per year, decade, jump, or other period (so if you have a perk that is once per ten years and are dead for 100 years it won't recharge during that century).

104. Curse of the Jumper's the Tomb - 200cp – Hammer horror v1.0.5

Revenge is an art, and you are a master artist. You find yourself superbly talented in taking revenge both in finding opportunities to take it and in coming up with ways to twist the knife and make your target hurt. This is most effective when you are doing more than simply killing your target, and more effective as well the more they have hurt you. Damage your pride a

little and it will do nothing. Kill you time and time again to stop your plans of world domination and you might find the opportunity to make their great-grandchild your new damned mate for eternity and use them to help your revival (though no guarantee to succeed). If they steal the treasure your purpose in eternity is to protect and desecrate the tomb of your one true love and you will hound them across half the earth and end them. Of course this means if what you lost is easily replaced this will do little to nothing as well, and it does not help you prevent the loss.

105. Wisdom in Apathy - 100cp – Lord of the night vampires

It's ok to not care. People get themselves in trouble by caring about things that shouldn't matter to them all the time.Don't worry though, you're above that. If you don't like someone and they have no hold over you... you can simply choose not to care about their threats or bluster. You can remain unmoved by inevitability, because caring about it wouldn't change anything. You can stoically ignore the insults of your enemies or the meaningless fawning of sycophants. Your fucks have a dimmer switch set to zero for things that shouldn't actually matter.

This won't change how you care about things that do, however. You can notice when an ally acts coldly towards you, can be hurt by the barbed tongue of a loved one (unless you know they're being mind controlled or something along those lines) or excited by an accomplishment. This only frees you from concern about things you have no need to care about. It also stamps utter apathy upon your ever word, gesture and action. You might care, but no need for anyone else to see. This won't interfere with acting or deliberate efforts of pretense.

106. Smiling From The Bed of Nails - 200cp – Lord of the night vampires

Much as a fakir may lay upon a bed of nails without harm by distributing their weight, an Ash Vampire may ignore the barbs and arrows that fall upon them like raindrops. This is a brittle but absolute defense that scales to your own toughness - any blow you could 'walk' through or 'shake' off simply fails to harm you at all, even if the same blow delivered three or four times would start doing real harm. You need not fear the death of a thousand cuts.

107. Callous Renunciation of Self - 400cp – Lord of the night vampires

The Children of Vangual are ever hungry, but hunger means little, and you may ignore it as easily as a pillar-saint. The Children of Vangual are filled with unquiet restlessness, but your soul is as still as an ancient lake.

You may, without effort, awaken without spending blood, though you take all of the normal penalties from the weakness it inflicts. If you need to while away the ages, you can fall into the slumbering death at a whim, to wake in the future at any number triggers, or if enough time has passed to make it obvious something went wrong, or if your resting place is disturbed, or any other 'thing' where that 'thing' should mean it's time to wake. It's almost impossible to force you into quiescence. If something forces you into a death sleep for a time then hours will count as weeks, though you can delay your waking if it's more convenient. If

something would stop your waking, you unconsciously lash out with your power to destroy and diminish such chains. For the purposes of this perk, an Ash Vampire reduced to ashes counts as a 'death sleep.'

108. Ever Burning Rage – 100cp – The monster house 2006

Your emotions will never dull. Hope? As long as you had it once you will have it forever. Love? It will only grow with more memories. And rage? Oh, with ever moment it will fester and grow to new heights to draw from for just the moment you need to channel it. And your emotions will not be drained for you are an ever flowing fountain of emotions, but strangely enough you seem to be in perfect control over them. You will never lose yourself to your emotions but when you dive into them they will be legendary.

109. Smokeless Fire – 200cp – The monster house 2006

Your weaknesses are hidden and can't be found by luck or random chance. If you were a kryptonian there won't be criminals just wearing kryptonite rings or necklaces, and if you were a vampire there won't be any of your childe getting caught by the sunlight or stumbling into a stake. And as long as you keep your wits and play it cool when you get face to face with something that knows and holds your weakness, you will have the chance to suppress the information. Of course this won't work if your weakness is widely known, such as by having eaten a devil fruit and being an anchor in the sea, but if you don't show your devil fruit abilities or try to give an explanation besides devil fruits for them then people will likely believe you and stop trying to drown you. Unless they see you sinking or getting weakened by seastone.

110. Achilles With Steel Boots – 400cp – The monster house 2006

Why wouldn't invincibility from all damage cover someone's heels? That is just stupid, and lucky for you you won't ever suffer from that kind of stupidity. Whether you are a kryptonian and someone uses magic against you, or a dementor and someone sics their patronus on you, no. It won't work. Fire might still burn, punches still hurt, and rotten food might still make you sick but you will not be more susceptible to them than before regardless of your abilities, race, or powers. This does mean red sunlight won't be draining you if you are a kryptonian, never getting hacked as a robot, or being unable to breathe air as a mermaid.

111. Greek Fire – 600cp – The monster house 2006

Your rage will not be stopped by water of any kind, in fact they would only fan your flames! You are immune to the weaknesses of your races, alt-forms, powers, items, and even skills. Instead those very same would be weaknesses will become your sources of strength. If you become a Kryptonian then kryptonite will act as the yellow sun to you, if you become Martian then staring into fire will fill you with peace and bravery, and as a zombie destroying your brain would only release the unneeded inhibitors on your strength, though you would be blind.

112. Occultation – 200cp – Mage the awakening 2nd edition

This Perk shelters you from hostile scrying of all kinds. Precog, postcog, security cameras, if it's meant to ferret out you or your secrets this Perk will counter it in ways both subtle and blatant as needed. It also diminishes the effectiveness of things like aura reading and Mage Sight that are used against you. This Perk can be freely dialed up or down as you wish. For 200 points, you can take this protection into future worlds.

113. Cosmic Fact – 200cp – Mage the awakening 2nd edition

It would be no fun if some Archmaster cast an Imperial Spell and accidentally erased you from reality, Jumper! So while you're here you are guaranteed to not get retgonned by any Imperial Spells that might get used, or any similar things. Reality warping, time paradoxes, conceptual annihilation, whatever it is fails to effect the Fact that is you. For 200 points, you can take this protection into future worlds.

114. Mind Control Immunity - 0/200cp – Girl genius sb

Between slaver wasps, dictator spiders and more direct possessions, this world certainly is rife with mind control possibilities. Many people find themselves robbed of their agency, captured in some kind of slavery or another.

They don't have this perk, after all. You are now entirely, completely and absolutely immune to any and all attempts at subverting your control of yourself. From mind control to body control of various kinds, attempts simply fail to work on you regardless of what the perpetrators may try. Slaver wasps or other insects die, would-be possessing intelligences find themselves corralled and stripped of their knowledge and skills... it's impossible.

This perk is free for this jump, but costs 200 CP to take to future jumps.

115. Cynic -100cp - Rippers

You've been burned before, hurt before. Now you're wise to what lies behind a flattering smile, and far harder to manipulate or deceive.

116. Guts – 100cp - Rippers

You have seen horror, whether on the battlefield, the factory floor or the back-alleys on a moonless night. Despite the supernatural dread that clings to many a spectre or creature of the night, you do not freeze or hesitate when you see your end, you move and fight to the last breath.

117. Hardy - 100cp - Rippers

You're incredibly tough. Things like stubbing your toe or getting a black-eye simply no longer cause you injury, or even faze you. When something does hurt you, it's almost always far less than it likely should have been.

118. Humanity Unchained – 600cp - Kult

Let no mere Illusion conceal your gaze. Let no principle bind your hands, nor any mere prison fetter your freedom. Henceforth, no seal or restraint can so much as touch you without

evaporating like morning dew exposed to the rising sun. With a simple rush of the resolve to seize your freedom, locked prison doors open soundlessly and straightjackets loosen. Even seals as great as the principles of the Archons or the inertia of the Illusion can only stifle your powers for months without your active effort and investigation, and when you strive to learn the truth your fetters may erode in days. It may still take some time to actually leave the institution imprisoning you or navigate the realms beyond reality's veil, and you may yet face the consequences of your gaolers' displeasure if they discover you. But be assured that henceforth, your volition is preserved against all forces that would stifle it.

119. Tough Survivor – 100cp - Kult

Only the strongest, most enduring and most desperate have survived when greater powers from all corners look down upon you. Whatever your nature you have strength, endurance and reflexes surpassing those of mortals. You could dart across a room in the blink of an eye, lift and throw a man by the neck and take the blows of edged weapons yet press on through either built-in or biological armour in your body. Your metabolism is also strengthened to endure the empty Metropolis or labyrinths above the Abyss, letting you subsist healthily on a cup of water and a bowl of rice every week. Last but not least, you have some form of biological weapon on you-whether an elegant blade that retracts seamlessly from your forearm, or jagged nails and teeth. You may be a rat in the eyes of the truly mighty, but you'll fight like hell in a corner.

120. A Plea To Nobody – 600cp - Kult

Nobody will help the Children of the Underworld without some recompense. They are alone and unloved in a pitiless cosmos even more vicious to them than humanity. In the end, when the Illusion breaks perhaps the only thing they can do is what you are adept at: Grovel, and beg for leniency. When you plead for forgiveness, when you bow your head in the dirt and confess you are dust higher beings of all kinds are moved to spare you. Even truly dire wrongs can be forgiven, or utterly sadistic masters deem you an irrelevance, not worth killing or in a state of fitting punishment already. For more humane foes, simply bending the kneel and conceding their supremacy may be enough to make them relent on their aggression towards you-with a great tendency to exile you with some dignity to give you a modicum of dignity and privilege if you beg for a new chance to prove your loyalties. If you were part of a race considered the rightful chattel of the gods you once served, a particularly pitiful bout of hysterical sobbing and genuflection could move them to magnanimously granting your freedom.

121. Pulse of Vitality – 100cp - Kult

Gaia's first and foremost decree is to live. To breathe. Everything that strives must do so to its utmost. To that end you have an extraordinary regenerative factor, such that you could fulfil all your nutritional needs by devouring chunks of your own flesh or survive the void of space for entire minutes with no long term effect. Even broken bones can mend by themselves over the course of days without fear of dying from complications as long as you have good access to shelter, although often by contorting into shapes modern science would find inexplicable.

And when you eat the flesh, bone and blood of others your regeneration spurs itself on even faster-even recuperating a small amount of your mystical energy reserves.

14. Coaching lessons

1. "Bloodied Combat" - 400cp – Bloodborne V1.1.

More so than Blood Bullets, Bloodied Combat is a perk that allows you to make use of your blood in a fight in a few basic ways. Covering a weapon with your blood allows you to expand the striking surface, lengthening blades or enlarging hammers with a solid sheath of blood. Outside of this, you may also scoop up a hand full of your own blood, compressing it into orbs or daggers that can be thrown at enemies, impacting with surprising force. Enough blood gathered and compacted could even allow multiple projectiles to be thrown at once. While this perk isn't as potent as Blood Saint, it also increases blood production enough that it's a great deal harder to bleed out. This allows you to use these abilities safely, provided you practice a bit of moderation. Depending on the buyer, all of these traits are secondary compared to the final benefit it grants though. Bloodied Combat is a "Capstone Booster" that provides any Tier 3 perks you've purchased with secondary benefits. These benefits are listed at the bottom of the Jump in the "Notes" section.

2. Special Class - 800cp – Darksltakers Valeria

You really are something Special. You've attained S Class power, either having been born with it or as the result of a long life of development. Such an astonishing level of power, matched by only a few beings in the universe, carries a heavy cost.

3. Deal with the Devil – 600cp – Van Helsing Valeria

When your first life came to an end, a dark being came to you. With a silver tongue and the fluttering of two black wings, the Enemy offered you a deal. A second chance at life, the power to make your ambitions come true, all for the price of bringing more evil to the world. The deal was struck and you returned as what you are now, a most monstrous example of your kind. This satanic contract has empowered your race to the utmost with unholy power. It is what made Dracula the winged monsters he is, as compared to the much weaker vampires he takes as his brides. Not only are your abilities as a monster strengthened greatly, your weaknesses are made largely irrelevant. A vampire would fear nothing from stakes, holy water or the sun. A cross of the Lord might give a slight burn at worst. Short of the utterly overwhelming power to destroy your body entirely, you are left vulnerable only to one thing. The bite of a rare creature, such as a werewolf, or a very difficult to create weapon, a holy artefact from millennia ago, are such examples. Without this, few can hope to kill you. The favour of Hell has also strengthened any unholy or profane magic that you might possess, greatly increasing it's strength as you draw on worse forces to power your spells. Whereas a warlock might have once slowly raised a small army, a hellsworn magician with this could quickly bring forth legions across his home nation.

4. Bold as Brass – 600cp – Van Helsing

With bombastic heart and almost-insane approach, your victory is assured. The more bombastic, bold, and audacious your actions, words, and plans are, the more it will bolster: Your chances of success in any venture; Your skill in your preferred form of combat; Your physical & mental attributes; and the skill in your favoured profession. Stiff upper lip, good fellow, for your enemies will seek to deflate your bold approach.

5. Embrace the Night – 600cp – Van Helsing

You have fully sacrificed whatever humanity you may have had, and become the apex of your monstrous form. Your abilities while transformed eclipse the rest of your kind, becoming vastly more powerful. As well, while some monsters have the ability to convert other people (like werewolf bites creating other weres), you can dominate those you have converted (or actively corrupt them in turn), twisting them into willing servants who are empowered while in your presence. Your weaknesses while in this form are also greatly reduced, requiring the purest materials and blessings from Popes and Prophets to truly delay your wrath.

6. Herald of a new Age - 600cp – Leviathan the tempest

Learning new Vestiges, understanding your new instincts or why the hell you now have a cult can be a bit hard. Thankfully you are no stranger to weird circumstances and you seem to have an affinity with understanding your body and your unique powers that come from what you are. In other words whatever your race or bloodline you are able to quickly develop those powers and hold great instinct in what you must best eat to remain healthy, you even know how to nurture and rear your own children. But that is the least, for such instinct shall carry on to your own bloodline, letting your descendants not only survive more easily, they will also be able recognize you as the ultimate progenitor of their bloodline.

7. Gnosis – 200cp per purchase Mage the awakening 1st edition

The root of all magic. Gnosis is a measure of how close you are to the supernal world. Higher Gnosis provides many benefits; Rituals will take less time, your mana pool is larger, and you may learn higher levels of Arcana. As a Mage you have one rank in Gnosis free. You may obtain a maximum of five ranks here or over the course of the jump, but cannot reach archmastery (higher than five gnosis) until postspark. A higher Gnosis is also a danger as the higher it is the more likely a paradox is to occur when you use vulgar magic. When a paradox is invoked, its power will be equivalent to the level of your Gnosis. Gnosis limits the level of Arcana you may know at a given time. For ease of reference a chart has been produced below listing what level your Gnosis must be to know a new Arcanum (the top row of numbers indicate the order in which you learned your arcana). Your first and second Arcana will always be your ruling Arcana while your third is the one you chose to invest a single free rank into. The rest follow in order as you choose to purchase or learn them.

Maximum Arcana possible by Attained Gnosis

Gnosis	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	3	3	3	3	2	2	2	1	1	1

2	4	4	3	3	3	2	2	2	1	1
3	5	4	4	3	3	3	2	2	2	1
4	5	5	4	4	3	3	3	2	2	2
5	5	5	5	4	4	3	3	3	2	2

These same limitation on Gnosis and Arcana will persist after the jump, and while you may learn more Arcana and increase your Gnosis, they will always fall within the limitations provided by the above chart.

8. Arcanum – 200cp per rank – Mage the awakening 1st edition

Arcana are the various expressions of supernal truths in the fallen world. Specifically, they represent a given branch or type of magic that a Mage may specialize in. The various ranks of mastery displayed below denote the level of a given type of spell a Mage is able to cast. Higher level spells require higher Gnosis to use and will likely cost more mana to cast/maintain. It should be noted however that the higher ones Gnosis and the higher the level of spells they have access to, the greater the chance of causing a paradox is. The effects of magic that cause the greatest and most wondrous effects (i.e. creating earthquakes or granting a machine sentience) all risk paradox and may result in a backlash even against an experienced Mage. For this reason overt expressions of magic are denoted as “vulgar” whereas the subtle effects that do not cause paradox are called “covert”. You receive the first two ranks in your ruling arcana for free and may choose one free rank in any other arcanum.

Death-

1. Initiate: You may discern the specter of the grave from its grossest to its most rarefied. You may see and speak with ghosts both resting and unquiet. You catch glimpses of death and can tell when others are near death themselves. You have begun the practice of shaping ectoplasm and so long as it is available may contort it to your will. You gain the basic powers of manipulating existing shadows for concealment.

2. Apprentice: You may alter a corpse, changing its apparent cause of death. You may summon ghosts, entreating their friendship or castigating them. You may conjure ectoplasm (the substance the dead use to manifest in the physical plane) from nothing. You may even draw the objects held by ghostly apparitions into the world for a short time. You may cause steel to rust and wood to rot. Your mastery of shadow and concealment increases allowing you to hide even from other Awakened.

3. Disciple: When you speak, the dead head your commands. You may temporarily walk in the realm of ghosts (twilight) and may temporarily will yourself to enter a state of death, as well as to rouse yourself from this temporary death at a later time. You may call up lifeless corpses from their burial grounds to serve as soldiers or servants. Steel and stone may crumble beneath your grasp. While a heinous act, you may choose to devour the spirits of the dead and dying to regain strength and mana. With great effort, you may be able to pull the

souls of the living out of their spiritually unprotected bodies, leaving them devoid of vigour and passion.

4. Adept: You may chain the dead and ghosts to this world, forcing them to exist in their now rotting shell. You may walk in the worlds of ghosts and end the lives of normal humans with a well placed word. You may place the shadow of death upon the living, making them appear dead on nearly every level of existence. If your need is dire and your morals are questionable, you may steal the souls of others and bind them within yourself.

5. Master: Death is all too familiar to you now. You may consume the souls of both the living and the dead, restoring your willpower, physical health and mystical energies with each feeding. You may obliterate even powerful magical constructs or destroy spells with a touch. You may call upon the dead from thousands of years ago to do your bidding and answer your questions.

Fate-

1. Initiate: You may perceive the way the subtle strings of destiny alters the lives of others. You may tell if an action is one of destiny, or if destiny is to be thwarted by free will. You may detect the relative fortune a given soul carries, how lucky they have been and how lucky they will be in the future. You may also detect where, when and how a prophecy was uttered, and how it will impact the world around it, if at all.

2. Apprentice: You are able to subtly alter the threads of fortune, allowing you to make good actions more likely to happen to good people, and misfortune more likely to befall the unrighteous. Oaths you swear and fortunes you tell are more likely to be upheld or come to pass, as fate shifts ever so subtly in your favor. Even the mundane affairs of daily life may plague you less, letting you ward yourself against the inconveniences and happenstance that drive salaryworkers mad.

3. Disciple: You may use your spells to improve the luck and happenstance of the tools, garments and vehicles of your allies, making them more likely to function well in their given task. Similarly, you may curse the objects of your enemies, making them more likely to break or malfunction at inopportune moments. Your workings become more resistant to other fatemanipulating entities, and with effort you may slightly shift destiny or twist sanctified oaths.

4. Adept: You are now able to manipulate vows and contracts with ease. You may send the soulless and lifeless to their destined end, and convey the fortune of treasures, and the bane of curses as you please. You may break the chains that bind one spirit to another (both literally and figuratively), emancipating all with your power.

5. Master: You may change the destined path of nearly anyone with enough power. You may through manipulation of destiny, make a pauper into a statesmen, or lay low people of influence from their high office. Miracles and plagues in equal measure may be accomplished, as the dice of coincidence, luck and fate align under your spellcraft.

Forces-

1. Initiate: Through your magic, you may perceive the invisible physical forces which surround us. The flow of gravity, the passage of invisible light, the waves of sound, the tumultuous nature of heat and all other kinetic energy sources are laid bare to you. Perhaps you may subtly manipulate this energy to deliver a message to a person far away, a letter whispered on the winds.

2. Apprentice: You may now maneuver some of these unseen energies to your will. You may hide others from sight by bending the light around them, or slightly drain the kinetic force of lethal blows before they strike you. Through your magic you may conjure light, heat or sound and make them flourish or diminish as you please.

3. Disciple: You may transform some of the raw energies in the universe into other forms, making light become heat, or heat into a kinetic strike. Your magic is strong enough that you may maintain your invisibility even while in motion, and can control electricity and fire at a distance.

4. Adept: You may create thunder and fire from nothing. You may strike down at enemies with conjured thunderbolts and may control the weather if you are strong enough. You may call rain and winds on a clear sunny day, or bring a brief drought amidst a monsoon. Your spells may even let you move at the speed of winds, and turn bullets aside.

5. Master: You may harness the fury of the storm and earthquake, unleashing them accordingly as you desire. Even the fundamental force of gravity is under your control. You may create a miniature facsimile of a sun and outright destroy the mundane technology of sleepers. You may fly through the air as the legendary gods of old and halt bullets in midair.

Life-

1. Initiate: You may perceive the trillions of invisible microscopic lives that share our world. Your magic allows you to nullify poison, and detect any ailment within a someone's body.

2. Apprentice: You may manipulate your own life force to an extent, using your magic to heal yourself and dispel ailments. You may use such powers on small lower lifeforms as well (cats, dogs etc.) and may completely dominate the least of living creatures, beinding insects to your will. You may manipulate your flesh, strengthening your bones and hardening your skin, making yourself more resistant to damage.

3. Disciple: Higher orders of beasts will now head your mystical commands, including snakes, reptiles, dogs and cats etc. You may throw literal barbs grown from your skin at enemies, and may mend the injuries of allies. You may change your own shape within the limits of human possibility, as well as the shapes of simple animals. If you desire, you may reshape your face entirely. You may adapt yourself to your environment, using magic to make yourself grow swifter, stronger or more enduring as needed.

4. Adept: You may change your form into that of a bird or a beast or change your normal appearance as other people would change clothes. You may change lesser beasts into greater versions of themselves (Cats into tigers, dogs into direwolves etc.) and assert your control over them. The forms of your fellow human beings are similarly mutable to you. If necessary

you may even stimulate their various secretory glands and hormone production to influence their behavior and urges.

5. Master: You may wear any shape with equal ease, and transform yourself into nearly any biologically possible form that you could envision With enough time, care and application of your craft, you may even create an entirely new species, or elevate existing creatures to take on the forms of mythic creatures (transforming a lion into a griffon or a snake into a basilisk). Lesser creatures may be raised up to the intellect and capacity of humans and even humans may be manipulated with enough effort through the application of your lifecontrolling spells. Some may even fear you as a deity, for you possess the magic to create life itself.

Matter-

1. Initiate: You may gaze into raw matter, and see the intricacies of an atom's dance, knowing at sight one material from another, as well as if any mystical effects have been cast on it. You may more easily see the strengths and flaws within material objects or tools, and gain the first insights you need in how to reproduce them.

2. Apprentice: You may improve the craftsmanship of simple devices; causing swords and hammers to have perfect balance or weight. You may shape water or rain drops as well, or engage in truly biblical transformations, changing a glass of water into aged wine, or even coffee.

3. Disciple: With a bit of time, preparation and well crafted spells, you may render iron as soft and warm as butter, or as easy to manipulate as clay. You may transmute mud into steel or render glass as strong as stone. .

4. Adept: Just as you can create matter from mana, so too may you destroy it. At will you can create and destroy wood, rock and even diamond, though the size and value of such objects will require greater effort, time and mana. You may even manipulate air itself, causing it to be solid, forming invisible cages. Your art has now propelled you above the concerns of lesser man, allowing you to perform the long sought parlor trick of changing base metals into gold.

5. Master: You may create alloys beyond the knowledge of ordinary men, and create elements not found on the periodic table. You may make objects grow or shrink at will, and may even annihilate powerful and durable magical artifacts.

Mind

1. Initiate: Through your magic you are able to sense the conscious minds around you, determining their emotional state and focus at a glance. You may tell if a person's mind is disciplined or untrained as well as whether or not they are capable of psychic feats. Even disembodied but thinking consciousnesses are visible under your gaze. You may partition your thoughts, decreasing the processing power of your mind, but allowing you to follow two cognitive pathways at the same time. Perhaps if you are studious enough you may even touch the mind of the world itself.

2. Apprentice: You may speak into the minds of others, conveying information without the use of speech. You may control the actions of simple creatures, insects, reptiles and the like. You may defend your consciousness from hostile intrusion, and cordon off portions of your mind, preventing even you from accessing certain information. You may shift the perception of an enemy slightly, making them misjudge distance or target nonvital areas in a combat situation.

3. Disciple: You may now enter a deeper realm of consciousness through meditation; delving into the subconscious level of your mind and perhaps beyond. You may understand the meaning of the words someone speaks, regardless of their language. You may protect the minds of others from harm or detection. You may even strike at a person's psychic presence, and in turn harm them bodily. Your mind may be divided even further without loss of processing power, allowing you to concentrate on multiple things at once without detriment to any of them. Alternatively you may fortify your own thoughts and capabilities and act as master of your own fantasies, whether dreaming or awake.

4. Adept: You are now a medium between your own internal self and the otherness that composes all minds. You may traverse this distance, entering into another's memories, dreams or conscious thoughts, all of which are as tangible to you as solid matter..and just as easily manipulated. You may confound the senses of others and even turn the mind against the body, destroying it from the inside out.

5. Master: You may wander out, through your mind, into the Realms Invisible. You may forge a psyche out of nothingness and alter any aspect of consciousness you desire. If you wish you could walk for a time in the flesh of another, possessing their body and acting in their stead. You may manipulate the substance of the immaterial world and compel obedience from any mind you are capable of ensnaring.

Prime-

1. Initiate: You may perceive raw mana, and by extension magic in its untouched state. You are always aware when magic is being cast and where it interacts or intersects with all other things. You may see through mystical illusions as they are made of mana and so always look like mana to you.

2. Apprentice: You may manipulate raw mana for a variety of uses. You may force a spell or mystical artifact to yield its purpose, function and proper use. You may also transcribe your own mystical knowledge (and those of others) into grimoires for use by others of the mystical persuasion.

3. Disciple: You may enchant material objects in numerous fantastic manners depending on your other arcana. You may craft illusions out of raw magic that will fool sleepers and inattentive mages. You may give form and substance to mana, making the immaterial, material, at least for a time. You may use spells to draw mana from the environment into yourself, empowering you further. If the need is dire, you may unleash your raw mana in the unique form of celestial fire.

4. Adept: Your spells may now be used to rend the magic of your enemies into nothingness, or allow you to feed on the mana hidden even in base materials. You are suffused with raw magic, and may sculpt it into any shape you desire, or command it as one would a trained animal. You may revitalize extinguished natural nexi of mystical energies or drain similar places of their power.

5. Master: You may create a simulacrum of a human beings, animated by your power and subject to all of your commands. You may steal the mystical energies from others through your spellcraft, and use it to your own ends. You may create Hallows; nexi of mystical energy, though this requires great effort. Alternatively you may instead create mystical dead zones where no mage may regain their expended energy.

Space-

1. Initiate: You may view the tapestry of space and can discern the location of nearby hidden things, assuming you know what you are looking for. You are aware when others have tampered with space, such as when one has teleported or created a portal. You may even trace sympathetic connections, determining the strength and emotional weight held between people and objects.

2. Apprentice: You have found a means to cast spells far beyond the limits of your vision, able to scry distant locations and affect targets remotely at a much reduced effect. This is possible so long as you possess something of sympathetic significance. Similarly, you may guard your own home from similar scrying and sympathetic attack. If you possess the appropriate corresponding arcana, you may even transport small objects (matter) energies (forces) or living beings (life) through miniscule portals.

3. Disciple: You may ward your sanctum against intrusion, forbidding entrance to certain objects, creatures or individuals, for space itself bares their passage. You may see into many places at once as well as binding or severing sympathetic connections as you are able. If you desire it, you may use your magics to transform a door into a portal to nearly anywhere else in the world.

4. Adept: You are very nearly unbound in space. You may be in more than one place at once, with the aid of appropriate arcana, though your spatial doppelgangers may never meet. You may use the threads of space to entangle enemies or bind them to a given location. You may travel without motion, disappearing and reappearing as you cross the illusion of distance. If necessary you may step into the gap between spaces, waiting in an impermanent tiny universe until you are needed.

5. Master: You are able to alter the amount of space an object takes up, reducing a house to the size of a cat, or making a lonely road stretch out near infinitely. Just as you are able to be in several places at once, so to may you draw objects, places and even other people into a similar disassociated state of being; allowing them to be in more than one place at the same time. You may conceal locations within gaps in space, and twist the bonds of it to ensure that no mortal is ever able to find it. If you desire, you may ensnare others in twisting roads and winding paths with neither origin or destination.

Spirit-

1. Initiate: You are able to view the comings and goings of spirits; quasisentient manifestations or personifications of the various phenomena in the world (both natural and manmade). You are able to tell if they exist in a state of twilight or if they are possessing a living host. You are able to see and determine the relative strength of the gauntlet (the barrier between the mortal and spiritual realms) and may communicate with spirits as though you were one of them.

2. Apprentice: You may communicate with spirits as you would beings of flesh and blood, as well as convince them to do your bidding. You may strengthen or decrease the strength of the gauntlet in a given area temporarily, and may affect beings in twilight with your own hands.

3. Disciple: You are now able to enter into twilight, awaken sleeping spirits in base matter or unintelligent life. You may mend damage that spirits may have taken and cast out both dark spirits and ghosts, as well as shield yourself from possession. You may also forge a bond with a spiritual familiar, and benefit from it more so than other mages.

4. Adept: You can imprison spirits, binding them into matter or flesh as needed. You may guide neophyte mages in obtaining familiars for their own and may traverse through the gauntlet and into the realm of spirits.

5. Master: You are able to raise or lower the gauntlet with relative ease. Amongst spirits, they regard you with high esteem as a member of the aristocracy. You may shape the substance of spirits, altering existing forms and even giving birth to new spiritual entities. If you desire, you may give these spirits a physical shell with which to explore the mortal realm. You may travel between the various levels of reality within the world of darkness (save of course the supernal realms), though this is an inherently dangerous power as there is no guarantee you will be able to return.

Time-

1. Initiate: You become aware of the march of time, able to tell how much of it has passed without the need of traditional timekeeping devices. You may also recognize when others have impeded or altered the flow of time around you.

2. Apprentice: You may view the recent past in an area and are more able to suss out future events, your words bordering on prophecy. Your manipulation of time may extend ever so slightly to protect your person, granting a few nanoseconds more to recognize or evade a deadly strike. Similarly, your identity may be protected from others who use the flow of time for their own gains. By expending mystical energy and effort, you may see the immediate results of your actions before you take them, thus choosing a more wise path.

3. Disciple: You are able to strike with preternatural speed and rob certain enemies of their swiftness. In moments of great importance, you may use your magic to reverse your immediate actions, taking a slightly different path than you would have seconds earlier. You look into the uncertain future with the eyes of a seer.

4. Adept: You are able to step outside of time, a place without any flow save for its own impermanence. You see both what will, and might be, and how it might come to pass. You are able to alter the flow of time, allowing you to step ahead to hours or perhaps days in the future. You may never travel backwards.

5. Master;: You are able to spin time as needed, creating “faerie glades” in which time moves much faster or much slower within them than outside. It is possible that you may be able to capture a person within the flow of time itself, holding them in stasis temporarily. A mage may temporarily alter their personal history in a given world (within reason), choosing to play baseball instead of chess and gaining all the benefits and consequences such a choice would have on their person (but not to the rest of the world). This change is only temporary and may never affect your soul/mystical abilities or other supernatural powers.

9. Slayer of Monsters – 300cp – Beast the primordial Paradox

Usually the power of Heroes are both limited to Beasts and fairly weak. While some can push against this limit to an extent with the Kinslayer gift, you are something else entirely. Your Hero powers work on all monsters, no matter their origin, and slaying them always grants you further gifts. Not only that, but the stronger the monster you slay, the more powerful the gift you gain. Post-jump, even if you don’t purchase this perk, your gifts will work on non-Beast monsters, but you won’t gain new ones from slaying them. Beasts will instead receive new Kinship Nightmares and abilities that they don’t need Family Ties to maintain.

10. Legendary Perks – 300cp – Beast the primordial Paradox

Beasts can make their mundane traits into something more thanks to their connection to the Primordial Dream. Every specific, non-supernatural trait you’ve reached your full potential at is now supernaturally better. If you're good at noticing ambushes, you now have a danger sense. If you had an eidetic memory, you can now analyze every memory as if you were currently there. If you were beautiful, now you're so beautiful that its iconic and the example others would think of when imagining an ideal beautiful person. If you were famous, almost every human on Earth would know who you are, and the effect of your reputation would be straight up mind control.

11. Monstrous Hypocrisy – 400cp - Beast the primordial

At first glance, some may believe that Beasts and Heroes aren't so different, that they're both supernaturally empowered serial killers driven by urges from the Primordial Dream. This could not be further from the truth. Beasts are noble and misunderstood harbingers of dark wisdom who continue to teach humanity even in the face of danger and oppression. Heroes are foolish, deluded narcissists who think the story revolves around them and murder innocent Beasts to accrue ever more power with each kill.

So, uhh...

Hypothetically, if YOU were the one who could get more power by killing your fellow Beasts, that would be a completely different situation. You wouldn't do it like some Hero who watched too many action movies and thinks all "monsters" need to be killed. No, you'd do it

for only the noblest of reasons. And incidentally now you can. Whenever you kill a Beast, or in future jumps any kind of monstrous creature, you learn another Gift just like a Hero. A Gift is a supernatural power, such as being naturally sturdier, making your weapons more powerful, or having impossible skill in combat. Now's your chance to show those fools the right way to murder your kin.

12. Incarnate – 600cp – Beast the primordial

The Incarnate Inheritance is the final goal of many Beasts. It allows one to permanently merge their human and Horror bodies to stalk the real world as a monster. A normal Incarnate would simply gain the ability to manifest a few mutations from this, but you also benefit from the combined stats you would have from merging with your Horror in your Lair.

13. Guildmaster – 200cp – Mummy the curse

Arisen are all equally old, but not equally competent. There were both luminaries and rank and file members among those chosen for the Rite. Complicating things even further are the vagaries of memory and the fact that some mummies were awoken far more often then their brethren, giving them more time to explore their powers. You are on the high end of this scale, having much more experience with your powers than the average mummy and holding the highest of ranks in your Guild.

14. Atomic Powered – 200cp - Promethean the created

Zeka can already create their own radioactive versions of certain Alembics. You can take this farther, able to mix the power of the atom into abilities from other worlds. You can modify a fireball spell into an explosion that leaves a mushroom cloud for example, or enhance super vision with x-rays to see through solid objects. Such powers tend to be both more powerful and more dangerous to all involved than their original forms, usually in the form of leaving radioactive fallout around the area.

15. Meltdown - 400cp – Promethean the created

Beyond the limited transhuman potential of a regular Promethian, you can push yourself to ever greater heights. Like a nuclear reaction run out of control, you can push yourself beyond your physical, mental, or social boundaries by destroying your own body, cooking,yourself alive as you make yourself ever stronger. This is not subtle, as you'll be spilling out sickly green light from cracks across your skin while in this state.

16. Cold Fusion – 600cp – Promethean the created

The Children of the Bomb can be nigh-invincible while in the throes of Torment, able to channel impossible amounts of Pyros in the grips of their unstoppable rage. You have achieved the same on a permanent basis. You no longer need to worry about collecting or rationing Pyros, as your soul is a perfect alchemical reactor constantly producing new Pyros inside, meaning that you are constantly full of the Divine Fire's power. Do try to see to it that all that power doesn't go to your head and make you turn the whole world into a nuclear Wasteland.

17. Lodge Initiate – 300cp – Werewolf the forsaken

More experienced werewolves usually join a Lodge, a special group of Uratha who are drawn together by their interests. The Lodge of the Einherjar track down what happened to dead werewolf packs so that their glorious deaths can be celebrated or their betrayals or cowardice corrected. The Lodge of the Hundred Days is devoted to cleaning up the spirits, demons, and ghosts created by the Tutsi genocide in Rwanda. The Lodge of the Shield is devoted to infiltrating law enforcement agencies and using their positions to help in the hunt. You are a member of a Lodge, and beyond that are a very experienced and powerful werewolf, likely knowing many Gifts and Rites.

18. Isolating Hunter – 400cp - Werewolf the forsaken

When you are on the hunt, your prey will find few allies. Others will turn away from them as they run past, instinctively feeling that a great predator is in the area and that to interfere would to make themselves targets. As your prey pounds on the door, they'll turn up the TV and pretend they don't hear the cries for help. Only those with a strong reason can bring themselves to render aid, and even they are forced to subconsciously hold back slightly, unable to shake the feeling that your prey is not "one of us." You can choose for this not to happen if you'd rather cause a panic or flush out others.

19. Mystic Hunter – 400cp – Werewolf the forsaken

When you are on the hunt, your prey will turn to fear of spirits. They will turn to their culture's superstitions to try to ward off the threats they feel coming, and will avoid areas that (they believe) have spirits or a connection to the spirit world. Actual contact with spirits will distract them with a creeping sense of uncontrollable dread. When you actually face them, they'll likely try to ward you off with wolfsbane or prayer rather than truly effective measures like a gun or even any working magic they know. If your prey is a spirit, this works in reverse, making them terrified of humans and the mundane world.

20. Submissive Hunter – 400cp - Werewolf the forsaken

When you are on the hunt, your prey becomes overconfident. They become sure that you're nothing they can't handle. They won't bother trying to train, discover your weaknesses, prepare weapons and allies, or secure their homes. They will not falter even when you come face to face. Only if it becomes truly obvious that they have no chance is the effect broken. You can turn this off if you want to terrify them.

21. Gifts of Death – 400cp - Werewolf the forsaken

Seeking Wolf did not become Death Wolf until she was drawn into the Underworld by her curiosity and died, obtaining power over death. You have followed in her footsteps, having mastered all facets of the Death Gift. Both they and any other supernatural powers of death will also be strengthened when you use them.

22. More Pain, More Gain – 200cp - Werewolf the forsaken

The Storm Lords do not claim the right to lead the Forsaken because their tribal totem is the eldest of the non-Pure Firstborn. Rather, they wish to live up to his example so that they can become worthy to rule. For this reason, they put themselves through hellish training to toughen themselves up. When you make your training unnecessarily extreme, you receive far better results than normal. Training to run a marathon by running around a track will be vastly outclassed by running naked up a mountain in a blizzard, and even mental tasks such as learning mathematics will prove more efficient if you read the book while doing push-ups to the point of exhaustion instead of while sitting comfortably in a chair.

23. Ancient - 200cp - Vampire the masquerade

What's the difference between some freshly embraced neonate and the hoary elders on the Primogen council? First is simply age and experience. A lick who barely knows how to hunt each night will, through long decades and centuries, learn to fight, play politics, and commit and hide their crimes. The second, and far weightier, source of power is your distance from Caine. The number of generations of Kindred from which you can trace your curse determines how mighty your blood is. By default, you would have been in one of the higher Generations, from 13th to 8th or even one of the thin-bloods of the 14th or 15th Generation, past which the blood is too weak to create more. But for a price you can be a monster from out of an older age.

For 200CP you were embraced around 100 years ago and are established and moderately respected as an Ancilla in vampiric society. You are of the 8th Generation. Your blood is especially thick, able to hold half again as much Vitae as a member of the 13th Generation and able to spend it thrice as quickly to activate more of your powers at once.

24. Ancient – 400cp – Vampire the masquerade

What's the difference between some freshly embraced neonate and the hoary elders on the Primogen council? First is simply age and experience. A lick who barely knows how to hunt each night will, through long decades and centuries, learn to fight, play politics, and commit and hide their crimes. The second, and far weightier, source of power is your distance from Caine. The number of generations of Kindred from which you can trace your curse determines how mighty your blood is. By default, you would have been in one of the higher Generations, from 13th to 8th or even one of the thin-bloods of the 14th or 15th Generation, past which the blood is too weak to create more. But for a price you can be a monster from out of an older age.

For 400CP you were embraced 600 years ago. You are a powerful, experienced, and well connected Elder within your Sect and/or Clan, at a local level at the very least. You are a member of the 6th Generation. Compared to an 8th Generation Kindred, you can hold twice as much Vitae and use twice as much at once. You may, and almost certainly already have, train yourself to superhuman levels. Your strength, your agility, your intelligence and skills, even your beauty can be raised to a level higher than any mere mortal could hope to match. The heights of Disciplines also open to you, permitting you to develop special elder powers beyond the reach of your lessers. Your rarefied blood even empowers your Ghouls, allowing

them to advance their study of Disciplines beyond the basics, until they match the weakened powers of 15th Generation Kindred.

25. Ancient – 600cp – Vampire the masquerade

What's the difference between some freshly embraced neonate and the hoary elders on the Primogen council? First is simply age and experience. A lick who barely knows how to hunt each night will, through long decades and centuries, learn to fight, play politics, and commit and hide their crimes. The second, and far weightier, source of power is your distance from Caine. The number of generations of Kindred from which you can trace your curse determines how mighty your blood is. By default, you would have been in one of the higher Generations, from 13th to 8th or even one of the thin-bloods of the 14th or 15th Generation, past which the blood is too weak to create more. But for a price you can be a monster from out of an older age.

For 600CP you were embraced 4000 years ago. This is especially impressive if you are of the Giovanni or Tremere, as it means you are significantly older than your own Clan. An unlucky run in with a willworker and their Time Magick is likely to blame. You are probably an important leading figure in your Clan on a global level, the sort of Methuselah that even other vampires fear. You were embraced directly by an Antediluvian and are of the 4th Generation. You may develop yourself to even more superhuman heights than above and both hold and spend just shy of twice as much Vitae as a "mere" 6th Generation Cainite. Your mastery over your cursed powers is nearly complete, able to fully develop Disciplines to a level that only the Antediluvian blood gods and Caine himself could surpass. A Ghoul who fed exclusively on your blood could develop Disciplines to the same heights as a regular vampire. Unfortunately, you have been afflicted with the Thirst of Ages. The blood of the kine can no longer sate your thirst. Only the rich blood of another Kindred can provide you with Vitae.

26. Shadecraft – 200cp - Wraith the oblivion

Wraiths who become Spectres through a failed Harrowing become Shades, a caste of twisted ghosts howling with the power of Oblivion. Each one has mutations that enhance their ability to serve Oblivion: the power to shrink down and merge with another Wraith as a parasite, ectoplasmic tentacles, or exhaling Oblivion infused vapors to destroy those around them. You can manifest up to five of these Shadecraft abilities at once at will, switching between any possible Shadecraft as it suites you.

27. The Ritual of Severance – 600cp - Wraith the oblivion

The Ferrymen, the organization of travelers on the Tempest chosen by the Lady of Fate and which Charon led before he founded Stygia, were among the first to pursue Transcendence. They are inducted into the order with a special ritual that separates their Shadow from their Corpus, freeing it to become an independent and evil creature called a Pasiphae. Making your own evil twin is hardly a bargain for you though, so instead you have received a superior version of the transformation. Like normal, you gain a hardier Corpus and the ability to learn special Alloyed Arcanoi that mix two of the other Arcanoi, but instead of becoming a Pasiphae your Shadow is totally subsumed into you. You do supremely well at everything you

do as the unlocked potential of your full self is put into your every action. You also receive a small but regular passive regeneration of Pathos, much as if your Pasiphae empowering you to fuel its own Angst.

28. Depths of Power - 200cp – World of darkness mummy

Mummies of all stripes can draw upon the magical energy that suffuses the world in order to perform supernatural feats. The Egyptians call this energy Sekhem, the Greeks Pneuma, and so on. Your immortal form can contain and channel larger amounts of this energy and you find your reserves growing faster than that of your peers.

29. Generation Level: Elder – 200cp – Vampire the masquerade factions

Generation represents how far removed a particular vampire is from the first vampire, and thus how concentrated their vitae is. A vampire is always one generation higher than the vampire that embraces them, for example a vampire who was embraced by a fourth generation vampire would be a fifth generation vampire. Each generation of vampire is a little weaker than the generation before them due to the dilution of their vitae. Lower generation vampires have more vitae and more potential while higher generation vampires have less. Most fourteenth, and all fifteenth generation vampires have vitae that is so diluted they can no longer embrace others.

You are an elder, a sixth generation vampire. You have been around for a while and have grown fairly powerful, or maybe you were recently embraced by a methuselah for whatever reason, that would be almost unheard of but stranger things have happened. You are quite powerful and your vitae is concentrated which allows it to last you longer, causing you to not be drained as much when you make use of your vitae. You cannot advance any discipline higher than level seven.

30. Generation Level: Methuselah – 400cp – Vampire the masquerade factions

Generation represents how far removed a particular vampire is from the first vampire, and thus how concentrated their vitae is. A vampire is always one generation higher than the vampire that embraces them, for example a vampire who was embraced by a fourth generation vampire would be a fifth generation vampire. Each generation of vampire is a little weaker than the generation before them due to the dilution of their vitae. Lower generation vampires have more vitae and more potential while higher generation vampires have less. Most fourteenth, and all fifteenth generation vampires have vitae that is so diluted they can no longer embrace others.

You are one of the very few methuselahs, a fourth generation vampire (unless you took the sire companion in which case you are fifth generation). You have likely been around for at least a thousand years and you have very few contemporaries. It is possible for you to be recently embraced but such a thing is unheard of as there are very few third and fourth generation vampires who are willing and able to embrace another. Your vitae is about as concentrated as can be allowing you to expend an obscene amount. You have no limit on how high you can advance your disciplines.

31. Eating your way to greatness – 600cp – Generic Vampire

With every time you feed (beyond what is necessary to sustain you) your abilities will grow slightly more powerful. Minutely. Practically unnoticeably.

32. General Power Tier: Cosmic Tier – 200cp – Generic angels and demons V1.1.

How strong are the spiritual beings of this world? This will affect the general power tier of the entire setting, as well as you and any of your Companions you bring to here. This not only affects demonic and angelic beings, but also any other supernatural being that might exist in the universe, including magic itself.

Now, we're talking seriously, Each spiritual being in this world can be considered a powerhouse, with even the basic angel/demon being stronger than Thor as well as being capable of destroying entire cities with ease. On the upper echelons of the heavenly/hellish hierarchy, the strongest angels and demons are each one of them basically cosmic entities capable of causing destruction at a universal level. A full-blown war between Hell and Heaven will mark the entire universe forever.

33. Awakened Bloodline - 100cp – Generic angels and demons V1.1

Your inhuman bloodline was fully awakened, resulting in you unlocking the entirety of your holy/unholy powers and granting you power and potential on par with any full blooded angel/demon, without them being dilated due to your mortal half. Post jump, in addition to it, As long as you're at least a quarter of some species, you'll receive the full benefits of it, without any reduction of power and efficiency, as well as letting you to count as a full blooded member of the one or both of the species if you want to.

34. Primordial Fragment – 400cp – Generic angels and demons V1.1

You're no common being, but, either by being created this way, having inherited it from someone or maybe even having usurped it by yourself, you're now the fragment of a primordial force, having all the power that this entails, boosting your power to the point that, even if you were originally an average angel, you'll become powerful enough to match with the angels of the Highest Order, like the Cherubim and the Ophanims. The nature of this exact primordial force varies according to your origin.

If you're a Demon or a Cambion, instead of the Infinite Light or of aether, you've been infused with the Darkness of the Abyss, a dark source of power whose existence predates Creation itself. Similarly to the fragment of the light, this shard of pure nether, the so-called chthonian element that is most known as the substance that makes up the Underworld, within your body also amplifies any and all dark/unholy abilities you might have and makes any demonic being to instinctively want to serve you due to the bottomless shadow they sense within you.

If you're a Nephalem, instead of light or darkness, you've been born from the Primordial Sea of Chaos that existed before the universe, or at least was "baptized" in its waters, which caused you to inherit a fragment of its chaotic power. Differently to the other fragments, it not

only greatly enhances the power of any chaos-related ability you have, but also enhances light and dark powers to a lesser degree, as well as serving as the bridge that one day should help you to fully stabilize your unstable self-contradictory nature.

If you're Human, even if you aren't a Primordial Human, you were born from the First Spark of Life that was created by divine hands, essentially binding you to a shard of the literal concept of life. The spark grants you bottomless vitality, allowing you to stay forever in your prime and regenerate from almost any form of damage as long as at least a single cell of your body manages to survive. Even if you don't have any healing abilities, you can freely share your lifeforce by touching others.

As a last benefit, this perk also works as a Capstone Booster, with the primordial fragment in you enhancing the power of every 600 CP perk you have.

Capstone Boosted Perks:

I'm Legion: Your nature as a being born from the combination of 72 demons was expanded, granting you a new ability. You're now able to absorb other beings you personally kill, making them a new component of you. As a new part of you, they'll obey the same rules followed by the 72 demons, like making them undoubtedly loyal to you and making them to share each one of your goals regardless of their previous goals, morality and/or alignment, essentially thus making them unable of betraying you in any form or attempting to free themselves without a lot of effort from an outside party.

Archdemon: You've become a fallen angel during a very specific period of time, in the beginning of the days. You've fallen in Hell while it was still in its primordial state, before even the birth of the demonkind. As a result, you were infused with the very abyssal essence and counterpart of the Aether, Nether, the destroyer element itself, granting you the ability to generate and manipulate it. As the essence of destruction, Nether extinguishes, consumes and destroys, sucking the life out of everything it touches, demanding more and more destruction. You can also use Nether to absorb and consume the energy and life force of any being or thing you're touching, this way fueling and strengthening your own power and abilities. Fortunately, you have an innate immunity to the destructive properties of the Nether and, by extension, you won't be affected by similar destructive substances that can be found in other worlds and universes. Nether isn't as versatile as its counterpart, but its destructive and hostile nature makes it much more combat reliable, with little use outside of it. Lastly, your deep connection with the underworld has the secondary effect of turning your own body into some sort of gateway to Hell, which allows you to do feats like creating portals to it (or similar afterlifes in future settings), summoning demons to your biddings, invoking the everburning flames of its fiery pits or invoking the extreme cold from Helheim.

Born From the Beyond: Your eldritch physiology predates the logic of how reality works in a weirdly similar manner as the piece of Darkness of the Abyss within you also predates creation itself. This darkness became the fuel to enhance your growth and evolution, resulting in your eldritch/demonic half growing far stronger than it was before, resulting in your ascension as a complete Eldritch Entity, gaining power on par with a harbinger of the end of the days on their Beast form, as well as physically becoming an abomination whose very

presence have the possibility of driving mortals near you insane or even destroying their minds if their wills aren't strong enough in the case of them actually seeing you. You'll be able to freely customize your new form within the "limits" of an eldritch abomination's form. Unfortunately, such power has a huge price. The godlike power you gained is only accessible in your True Body, which is by default contained within an isolated pocket dimension beyond space and time, with your current body becoming only your avatar to allow you to interact with the mortal universe. Your avatar is exactly as strong as you were previously, but, if it's killed, your actual body will remain intact in the pocket dimension and you'll be able to rebuild it after a month, with the only way to actually destroy you being to directly confront the true "you" in your personal dimension. Due to your nature as a higher existence and thus unable to fully operate/enter in the lower planes, you can only partially manifest your True Body from your avatar a few minutes each month, but, theoretically, it's possible to discover some eldritch ritual to allow the complete manifestation of your True Body, temporarily or maybe even permanently, but it'll need decades of focused research.

Beast of the End: Your double nature as the beast of the end and as a primordial fragment synergies with each other. While your raw power wasn't altered, you gained the ability to enter at will in your Beast form, instead of once per jump, but it'll be considerably more straining, so you'll be only capable of maintaining it for two or three minutes before reaching your limit initially. You can also partially use your Beast form together with your demonic form, which grants less power but it's also less tiring and causes less strain. Additionally, during apocalyptic events and other similar events, you'll be absorb the apocalyptic force caused by it, which will fuel your transformation, allowing you to stay transformed for a far longer period of time, around half a hour for each minute you could maintain it under normal conditions to give you a more clear idea.

Horseman of the Apocalypse: The primordial fragment within you enhances your connection with the concept you represent, which, despite not enhancing your raw power, increases your authority over it, protecting your abilities from being manipulated by any other beings, with the exception of literal personifications of said concepts. For example, no necromancer would be able to manipulate undeads created by you if you're the Horseman of Death, but Death itself would be able to do it if it is stronger than you. Additionally, once per jump, you can use the fragment as a conduit of a torrent of raw apocalyptic force from across the reality, causing you to enter a superpowered state fueled by this force whose power is amplified to an absurd degree, making even a previously common angel as strong as a Prime Cherub. But, such power was a well defined price: conducting all of this apocalyptic force into a single being will trigger an apocalyptic event right after its activation. This event will have varying nature and scale, but, while it might not be the end of life or of the world, it'll inevitably mark the setting you're in forever. If you activate this in the world of Rebuild of Evangelion, you'll trigger a global scale Impact that doesn't require a Seed of Life to happen for example. The duration of the event will also be the duration of your superpowered state, so, once this "apocalypse" ends, you'll also return to normal. Post-Spark, you can activate this state at will, at the cost of causing an apocalyptic event every time you use it, with the event's potency and danger scaling to how much power you use.

Chaosborn: Your very being was infused with the waters of the Primordial Sea of Chaos and a fragment of it still resides within you, a shard that one day could become the bridge to the complete stabilization of your inherently unstable and self-contradictory nature. Fortunately for you, this day arrived. As you learned how to mix your angelic and demonic energy to wield chaos powers, the synergy between the fragment and your newfound powers triggered a form of evolution, turning you into a new existence, one that isn't self-contradictory in nature but harmonious and stable instead. As the main result of this evolution, your demonic power and your angelic power are finally in peace with each other and no more will clash and cause any strain over you. Not only this, as you also unlocked the capacity of fully uniting your energies into a new form of power, one that combines the best traits of the two energies, being both holy and unholy at the same time, allowing you to curse and damage with the same power you can use to bless and heal. You're also no more weak to any other form of demonic/angelic energy, as well as not even chaos energy will cause strain or damage in your body. Additionally, as you now can fully control your formerly opposite powers, your mastery over your chaos powers is also significantly enhanced, allowing you to use this chaotic energy in other ways than only destructive attacks, including feats like minor reality manipulation for example.

35. Blood of the Great Ones – 400cp – Blood borne covenants

Flowing through your veins is the most holy of mediums, the fresh blood of a Great One, pure and uncorrupted. This has changed you, all for the better. All of your physical capabilities are greatly enhanced, from speed to strength to even your senses. You are also capable of harming Great Ones like few others, capable of striking an enemy on multiple planes of existence or different dimensions, even while utilizing mundane weapons or your bare hands. This will also act as a Capstone Booster, making a number of your abilities even more powerful. You are a Hunter, and no prey is truly beyond you.

36. A Desert Called Peace - 200cp – Lord of the night vampires

If the natural world will not have them, then better it die rather than continue to torment them. The destructive spiritual forces that the Ash Vampire calls upon surges over anything trying to contain them. In the end, they walk through a desert of frozen ash. This is a flat multiplier of any destructive spiritual force they muster. An Ash Vampire's natural disintegrating touch counts as one, as does a martial artist's qi strike or the enlightened sword strike of a sage.

37. Measured Against - 200cp – Lord of the night - vampires

When other kinds of vampires are measured against the Black Bloods, they fall short. You are better at your vampiric abilities than other vampires. They work just a bit better, people have a harder time resisting them, and you can use them with more finesse. Generally, it won't let you do something new, but it will let you do something that would otherwise be on the edge of reliable possibility, and do something conventional with greater power. This also enhances any other undead abilities you have or develop.

38. It's Better to be Lucky than Good - 200cp – Lord of the night vampires

But you're both. Isn't becoming a Vampire the purest good luck? Escaping the weight of mortality always ready to crush you is both lucky and gives you all that unlife to get good. It truly seems undeath suits you well, and it seems like the deeper you fall into it, the greater you are blessed. If someone tried to measure it, they might say you gained a Luck feat and a Skill Trick every time you gained a Black Gift.

39. A Legend in Their Own Time - 400cp – Lord of the night vampires

The one thing the undead have is time and they grow deep and monstrous in it. That's them, but it's beneath you to wait. Abilities from undeath develop twice as fast. You'll advance in age categories in half the time, reaching Age five in just 500 years, but this also enhances any other kind of undead development. Mechanically, vampires develop a 'black gift' every three level advancements starting from the level they were turned, AND at level 10 and every ten levels thereafter, AND 3 dark gifts per age category starting from age zero. With this perk you would gain two 'black gifts' every three levels starting from the level you were turned, AND one at level 5 and another every five levels thereafter, AND 6 per age category starting from age 0.

40. Living Hallow (Capstone Booster) – 600cp – Mage the awakening 2nd edition

Your Awakening has had an unprecedented effect, Jumper, and magic is now entwined with your being on a fundamental level which other Mages could only dream of! Firstly, this magnifies the reserves of Mana you possess to an absurd degree, even beyond what you have already been granted, such that you can cast spells of monstrous scale, duration, and potency just by pouring your vast power into them, instinctively weaving new and better spells with contemptuous ease.

Secondly, your understanding and closeness with Supernal Symbolism is such that you leap to new insights with mind boggling speed and frequency, picking apart the meaning and nature of all things magic with barely more than a glance, utterly leaving your peers in the dust. Truly you are a genius of magic. You shall have these advantages with any magic you may already know, or come to learn in the future.

41. Fortune's Favor – 600cp – Mage the awakening 2nd edition

Perhaps it is your untethered nature, or maybe it's something else, but you have an enviable knack for stumbling across places and things others miss, often those that would give you opportunities and resources you would otherwise lament the lack of.

Capstone Boosted

Ahahahaha! Were you a Xianxia protagonist at one point? Because there's no other way to explain the sheer bullshit that is your luck, Jumper. Arriving to places just in time to solve problems and make powerful new friends, or stumble into just what you needed even if you didn't know it at the time, or other similar things, are regular occurrences for you now.

42. Inspiration – 200cp – Mage the awakening 2nd edition

The creation and presence of new symbols in the Supernal is only half of the equation. Being able to properly make use of them is the other. With this, you are now a blazing beacon of inspiration and innovation in creating new works of magic with them, most especially in the arts of Techné, or similar blending of magic and technology. Likewise your efforts yield greater success than the time and resources should normally warrant.

43. Will to Power – 200cp – Mage the awakening 2nd edition

In order to achieve one's goals, one must be willing to strive for them. While this truth certainly is not unknown, few can be said to have this gift. As long as you have a goal of some kind, and are seeking after it, you'll find that circumstances align in your favor. A rival suffers an accident, a potential employer chooses you over another, rumors and social undercutting fall flat, all manner of things fall into place. All without you having to lift a finger.

44. Exemplar – 400cp (Capstone Booster) – Girl genius sb

Indeed, it might be an understatement. You're now... more, Jumper. More than what you were and more than what any mortal can be. While the most evident and powerful effects of this perk are seen in Sparks, no beings can go entirely unaffected by something like this.

Firstly, you are now the absolute peak of everything you can be. Human, dragon, clank or Jäger, you're unquestionably among the ten finest specimens of your kind in existence. Indeed, this perk, in addition to paying the full 800 CP price above, would let you even be an extra-dimensional being like a Dreen or somesuch, limited by and large only by your own imagination.

But that aside, you're the finest, most capable beings of your kind anywhere out there. Physically, mentally... in every way that counts, your actions come across as deeper, more important, your everything screams of something that defies any and all mortal limits. Indeed, none apply to you now. Any limits on your training, physical capacity, mental enhancements... any limits on anything relating to you ceases to exist. You can grow without end, continuing in an endless growth regardless of how much or how little sense it might make. In addition to these features, and indeed, because of them, this perk also boosts each origin Capstone, adding additional features that are listed with the perks in question.

45. Lordship - 200cp - Rippers

No mere fledging or servitor are you, but one of the mightiest of your kind, whether a great vampire lord, a royal mummy, or whatever form that takes for other monsters. Not only are your powers greater, others sense your superiority and right to rule.

46. All-Consuming Brilliance – 400cp – Sherlock sb

There can be many kinds of 'genius' out there. Are you a brilliant multitasker, perhaps? Or an ungodly quick learner, or are you a manipulation and planning type of genius. Perhaps an era-defining scientific pioneer, or an artist beyond peer. It doesn't really matter, anymore. Not if you have this perk. Because what this perk does is to make all of your mental gifts and talents

equal to your highest ‘level’ in any one of them. Anything from training boosters to artistic talent to scientific genius now boosts all your intellectual faculties instead of just the one. That is, you do just as well in each and every ‘mental’ field of endeavour as you do in your best one. Your engineering talents carry over perfectly when it comes to singing, and your ability to manipulate groups boosts your ability to learn things quickly too. Mind you, this doesn’t work quite the same for absolutes. ‘Perfect’ feeds into this as ‘just shy of absolute perfection’ instead.

47. Main Character Mind – 600cp – Sherlock sb

So as one might have noticed, virtually every important character in the series is an intensely clever person, barring maybe Watson, but even he’s no slouch. Well, you get to rank up with them, now. You’re not quite as good an investigator as Sherlock, not as clever at manipulating Politics and Covert Ops as Mycroft, nor as good a criminal as Moriarty and certainly not as good a manipulator as Eurus. But the joy is, you can keep up with them all. It might take you entire days to master wholly different languages well enough to fool natives and whole minutes to decode things professional cryptographers give up on, and maybe you can’t predict a terrorist attack from spending a few minutes on Twitter, but you get there in the end.

48. Quick Learner – 400cp – The count of monte cristo

You’re pretty great at learning things quickly, man. No matter if it’s something physical like sailing or so, or scholarly ideas like languages and history, you find you can just absorb knowledge and skills like a sponge. Be it developing in mind or body, you can gain in days and weeks what others can in months or years, and keep at it no matter how much you’ve already learned.

49. Vestige of the Divine – 400cp - Kult

There is something about you that hints at the awakening of a greater power. Something indefinable aura of untameable greatness, which makes you mighty in the eyes of the monstrous things beyond reality’s veil. When you command a supernatural being you can speak in thunder and frightening certainty, forcing it to obey your orders-or soothing a shambling horror from devouring you or your allies. You harbour a mysterious inner power too, that lashes out at all who would harm you when you need it; no damage greater than an electric shock or a knife to the throat, but enough few mundane adversaries would press an attack without good reason.

The faintest hint of divinity touches all your attributes, mundane or supernatural- always tantalisingly hinting at some buried potential. If you are charming, you can exorcise spirits with great ease, tame supernatural beasts and make others forget what they’re doing to stare at you. If you’re a fighter, you can freeze others with your deadly stare or very briefly move and hit like a sonic boom when pushed to your limit in a fight. And even if you know no truth about the occult, you can perform functional rituals and any human participants will always at least slightly bolster your efforts. While such abilities are always supplemental and supportive to your existing ones, you’ll rapidly earn new mystical traits for whatever you turn your hand to or are already capable of. As if your very being was urging you on to fulfil your destiny.

50. Beyond This Petty Illusion – 400cp - Kult

The institutions and religious trappings pervading human society are more than smoke and mirrors-they are the substance of the Archons themselves spun into abstract mechanisms of control and restraint. Having internalised this principle, when you accrue political and social standing in an establishment the authority you exert feeds back a measure of supernatural power that empowers your own efforts. Spells last longer and hit harder, supernaturally gifted strength strikes harder and rituals of all kinds are easier and quicker to pull off as long as you perform them somewhere where you regularly exert temporal authority of some kind. While the effects are fairly low key, even a mortal with a middle manager position might be able to curse his hated boss or freely fly about his office.

51. WAKE UP – 1000cp - Kult

- The scales fall from your eyes, as you remember what you truly are: A divine being, briefly distracted by the Illusion but ultimately awakening from its grip not long before your entry here. Your power and perception of true reality lets you transcend this feeble Illusion (and generally travel between dimensions), operate without fear from reprisal by the Archons without a damn good reason to get in your way and laugh off all mundane harm. As for what manner of divinity you are, well-that's more of an open question.
- Drop-Ins discover they have always been a Forgotten God. While your form may be humanoid and even beautiful or horrific as your nature prefers, in truth you are either the personification of a cosmic principle or simply a powerful being from another world capable of perceiving and manipulating True Reality with great power. And often you have enough inhuman traits to be unrecognisable from a human, whether through blue skin or an undefinable aura of madness or dread. Beings such as yourselves seldom have any common origin, and sometimes promote causes or enforce balances in the Illusion more esoteric than the simple struggle for power of the Archons. There is one exception among many of them: A love of humanity that has survived it's imprisonment, even in the most mundane things humans take for granted. You may encounter lovers, philosophers, tyrants and archnemeses from across thousands of years peering at you with uncomprehending eyes in the streets. Perhaps this is a fine time for revenge. Or perhaps despite the humans' cruel deeds, you still yearn to touch the embers of their celestial flame and realize the Demiurge's promises weren't worth what you lost in companionship.
- The other commonality among gods is their divine power is often focused through a certain theme, in which it boasts reality-breaking power. The God of the Highways for example knows the secret paths throughout Metropolis and serves as an able kind. It's voice can be heard over changing radio channels, and its handprint can appear on a smartphone. It can move along the highways fast enough to appear in new cities moments later, and manifest at crossroads everywhere. It holds keys and artifacts it has snared from across true reality, and travel between worlds with ease. Not all such powers are so focus into its theme; the Highway God has been known to summon phantoms and sip from the souls of those dead in traffic accidents. However your

strongest powers, those that can move heaven and earth to your mood, are those of your theme.

- Prisoners simply Awaken, remembering their full glory as a mature specimen of humanity in its divine splendour. They boast powers and abilities far beyond reason, and like the Forgotten Gods can see and interact with all realms of reality beyond the Illusion at once. Death is little more than a transformation they do not lose memories from and a mystic attack dog, and if completely destroyed the Awakened can recreated themselves through rebirth or by simply creating a new body from nothing. They can change all facets of their physical form as they please, reweaving DNA and excreting new, exciting hormones at will, regressing or expanding flesh, cartilage and muscle as their whims decree-and were particularly adept at it among deities, renowned for the beauty they inspired as much as the terror. Time and space have no grip of them, and nearly any detrimental effect can be shrugged off like an old snakeskin at will. Finally, their power over matter and dimensions is great indeed. They casually harness the forces wielded through magic rites at will, and with the same effort a mortal puts into a ritual can even shape true reality to their pleasing. Above all, they are creatures of passion. Though humans conquered entire civilizations and explored all forms of lust, though they enslaved all they desired and annihilated all that bored them, though even the marches of Gaia were plundered for worlds to enslave or resources to claim, so great was their ruthless carnal hedonism that even among the conquered it won mankind friends and lovers among those who could not help but admired how beautifully they annihilated worlds.
- These examples in particular are merely children's tricks, wielded by the youngest of the Awoken. No mundane weapon can harm you without magical aid. You heal even the worst mundane wounds in minutes, heal nearly any wound you cannot regenerate quickly enough to your liking from and your mind is inured to nearly all telepathy. Time is yours to twist, stetch and compress and extreme rates-or even stop completely at will; do not forget that even before Awakening, skilled human magicians could transcend time. Space is no less easy to distort and remake, whether to teleport arbitrary distances, create gravity wells or seal off locations and enemies in folds of space-time. You can share your thoughts and emotions to those around you freely, and boast a fine telekinesis that can blunt the attacks of other gods/or protect yourself through personal barriers. Despite their greater individual power, the Archons and Death Angels rightfully fear what mankind could accomplish in numbers. If humans could be said to have a weakness, it may be that in their comprehensive mastery of their own experiences and facets they may lack the focus of greater cosmological principles other divinities wield.
- Exiles have none to turn to, but the void of Achlys. So the void turns to them instead. You have been touched by the power of the nothingness before creation, and infused with its cosmic oblivion into something akin to a Forgotten God of entropy. Though far from the vast scope She Who Waits Below operates on, your power hails from a similar source and both she and the Blind Guardian who guards her temple will recognise you as kin. Your powers are narrower in scope than many deities, but all the

mightier for being concentrated. When you turn your hand to destruction, death and darkness even the Archons hesitate before getting in your way.

- Gaolers find that they are Incarnates of an Archon somehow blessed with independence, independent from the Archon that they originated from. Your physical form is a thing of power, like the wind of a hurricane bundled into mortal form. Through sheer power you could tear apart flesh like paper mache, move so fast as to teleport over short distances and hurl men great distances. Their control of their form is also sufficient to permit shapeshifting into supernatural ones, like a mobile iron statue. In one field of magic as understood by the humans your powers are those of a master, and such is your regeneration that you could regrow maimed limbs immediately in battle. But your true power, the one that as easily wielded as that of the Awakened, is shown through whichever principle you were once wholly bound to.
- The Incarnate of Kether for example would be able to assemble or supernaturally enforce a hierarchy on the most disparate of lifeforms-or disassemble it, if it wished. They could make themselves untouchable in the eyes of society's laws, lay lingering punishments and restrictions on behaviour that persist between realms of existence and prevent a loyal servant from dying in the line of duty (though they may soon wish to be dead, and such powers can be disrupted). Moreover, by drawing on their principles for power and enacting in alignment with them, they can strengthen themselves even further-just as the Archons themselves draw power from the importance of their principles to mortal life. Enough that even an Incarnate could do serious damage to a true Archon's Citadel.
- Likewise Torturers are rogue Incarnates of a Death Angel, wholly separated from their greater self. They wield all the power of an Incarnate, save bound to the principles of their parent Death Angel and with a greater focus on destruction and suffering that the restriction, confinement and control that Archon Incarnates lend themselves better to. The Herald of Violence, for example, is rumoured to be a rogue Incarnate of Hareb-Serap who has laid waste to entire villages for ritual sacrifice in his name.
- Wild Things have two options, with most meaningful differences being aesthetic. The first is to be an Enwildened God: An enlightened person or deific being from another world, who was greatly diminished by the Demiurge's trickery. Seeking refuge in Gaia's wilderness, you were infused with her chaotic essence savage passion. Your powers may resemble any of the divinities above, but your powers and appearance have been unmistakeably marked by Gaia's touch. The principles you personify, if any, would be those seen through the lens of an animal's instinctive urge for survival-not the torment of Inferno or the rigidity of the Archons. Above all else, your powers are focused on freedom, growth, fertility and destructive consumption.
- The second is to be the closest thing Gaia might have to an Incarnate. Whether one of your parents was mortal, divine or something stranger, they were brutally ravished by something in powerful in Gaia's depths. You were born in the form of an attractive human with an ominous aura-but your true form is an amorphous being slightly larger than a rhinoceros with scattered animalistic traits amid your inchoate form-and no less divine power.

- While some deific beings may be more well-known than others and have specialities others lack, all are considered moderately powerful for their kind-for now. You may define your divinity through the lens of certain extensive investments you have made here, gaining advantages your peers likely lack as described below:
- Quell The Divine: A barren, still world is unworthy of true divinity. Where your light falls, your effort is as bolstered against resistance or impediment of all kinds as the powers of others are subdued. Your charisma and speechcraft become those of a legendary orator, potentially overwriting memory with your overwhelming argument and leaving it's fiery passion imprinted on locations or through manuscripts that may inspire religions in your honour. Blows you strike bypass supernatural protections and bite deep into the most unnatural of physiologies, crumble stone like sand and even infections or wounds are restored by the power and glory that secures your kingdom. To say nothing of how your mystical and divine powers of all kinds are raised high and made glorious-reinforced as if by rebar in concrete by the divine radiance of your soul.
- In Our Own Image: It is only natural for a god of your stature to gather worshippers. But as the Demiurge was filled with strength and glory by mankind's reverence, you too deserve worthier tribute than mere praise. All that worship you restore your reserves of mystical power, bolster your strength and endurance, soothe your mind and glorify you in the eyes of others. A minute trickle to be certain, that can be stymied and lessened should others lose faith, but nevertheless a neverending one so long as the idea of your divinity remains present among sentient beings. Your petitioners' spiritual strength will also determine how much faith you receive; there is a reason why the Archons banished the Children of the Underworld into the realms below, while humanity was compelled to praise the Demiurge through his religious infrastructure.
- Beyond These Feet of Clay: A facet of your experience was the key to unlocking your buried potential. Why not continue nurturing it's power? All your divine power over your purchased facet of the human experience is elevated, with your existing capacity in it becoming grand, intoxicating or simply mighty even among other specimens of human divinity. Even better, through intense experience of your facet you can develop rituals of symbolic apotheosis enabling to elevate the powers of your facet to such heights that can emulate other forms of divinity with corresponding traits-not gaining their powers, but developing similar ones through the facet empowered by this trait at your existing strength. Such rites involve mystically identifying yourself with a certain mystic role, and if successful may gain you the deity's fate, dharma and essential circumstances and relationships- although other deities will likely raise an eyebrow at you trying to pose as an outright replacement to them. Temporarily seizing such grandeur will be easier than gaining it permanently.
- Humanity Unchained: What good is freedom with nobody to share it with? Henceforth you may liberate others from seals, illusions or constraints of other kinds simply by sitting and talking through their issues. This is no mundane feat of escapology, but a combination of psychology and ritualism that empowers others with a fraction of your own internalised liberty to find their own escape or reclaim their inner potential. Even

a prisoner shackled by ball and chain, behind iron bars, on an island in the middle of a stormy sea could be guided safely to freedom if they trusted you enough. Those particularly inspired by your efforts may in turn gain the power to free others in the same manner.

- Monument of Sins: What a horrid, putrid thing you are. The Archons cast you from their sight for even your service was disquieting to them. How would they shudder if you could rebel? The madness you emanate as a Gransangthir can now corrupt geography, phenomena and abstract qualia with a fraction of the skill you can merge with flesh. You can turn water into a brackish, disquieting extension of yourself, make stone as raw flesh and even invest thoughts and imagination with the symbolic heaving of your bulk-at first simply clumsy extensions of your will, but as your influence over them slowly grows you may incite what you taint to physically move to your bulk and be assimilated. Then, you may warp and merge the mass made part of you into ever more disquieting configurations-or nurture the idea of yourself to intensify your assimilative madness in the world above. You gain no special proficiency with moving around what you have incorporated into yourself...unless it was especially mobile. Even gods could become part of your whole-though know that just as the masses of humanity provide no special power, only those with full access to their powers can grant you special abilities.
- A Plea To Nobody: You were truly born to grovel before your betters. But you have also learned that many value a compliant pawn, while underestimating their motivations. You may lend your divine power to other deities, bolstering them far beyond what they could normally achieve. While many lictors dream of usurping their Archon masters, for most it remains a pipe dream-without your assistance. Moreover, those who consciously and willingly accept aid from you in this manner become supernaturally incapable of suspecting a betrayal from you and have a frankly supernatural tendency to expose their weaknesses, reveal the shatterpoints in their schemes around you and position themselves to be more easily rendered helpless around you-as if having forgotten they ever considered you a threat. It's like they're daring a being as pathetic as you are to take a shot-and while a failed betrayal will be swiftly punished, you'll also find that convincing them it was a misunderstanding is far easier than it should be.
- Incarnate Oubliette: Look upon your works, ye mighty, and despair. While previously you could only build pseudo-Citadels, glorified amplifiers meant to crudely emulate the Archons' divine power, you're now much closer to their cosmic stature. With a complex ritual, you may bind yourself to one of your pseudo-Citadels, abstracting your physical form into its foundations to truly merge with it. While you lose your physical traits in this state, your supernatural and mental abilities are amplified such that nearly all of them can be emulated; moving your building-body between realities would be easy, and as it gathers strength for you it may become more elaborate, complex and full of useful facilities to you in accord with your values. Your spirit and construction will continue to merge and unlock new powers related to the literal bastion of your divine power. In time, you may learn to transcend the need for a physical construct altogether and simply recreate your Citadel-body around

you-though it would take far greater effort and influence to wield such power over the Illusion as the Archons themselves enjoy.

- Points of Authority: It seems your interdimensional nature had a more profound impact on the Archon than even it expected, likely to its panic. Your control over the principle of your Archon and capacity to amplify it is heightened much more- such that you could disrupt it trying to wrest control from it away from the Archon to leave it critically vulnerable to an enemy Death Angel-or empower it to stand against many of its equals in stature at once. Possibility itself bends in the face of your principle's overwhelming primacy, and with enough skill and effort or the right resources you could do literally impossible things for the sake of promoting it. And when you are impeded in the execution of your principle, the Archon's minions appear from nowhere in droves to support you. Though at first these are mere lictors or angels, in time you may be able to invoke the Incarnates of your Archon to lend you support; trust none of these beings fully, but know all accord you a certain formal authority for the service of spreading their principle to other worlds. Last but not least, any other summoning magic you can perform can become a beacon to your principle, spreading it from your minions like little beacons.
- The Nightmare That Never Ends: The shadows cast by your power pool and merge, becoming something approaching the image of Astaroth's fathomless consciousness. By enacting their most defining principles and traits, your Incarnates can self-improve by increasing their influence and honing their prowess in the world. A great beast could develop a jagged hide of supernatural venom or a breath of hellfire, while a statesman could gain the wraith-like trait of possession and a living music video even learn to project tangible entities under its control into the real world. All such beings are now beacons of your power and soul as well, and a fraction of their gathered strength is shares to you, as their overself.
- Your consciousness is improved to be able to sense and know what they know at all times while allowing them to retain as much independence as you wish, and wherever they go your power is magnified as if by multiple rituals of great scope. To gather them in one place could potentially allow you to manifest your raw will into a vortex of power capable of bending the Illusion and true reality alike with crushing raw will. In time, you might transcend physical form altogether to become a great spirit capable of remaking the world where your presence is strong in your image-as Inferno is to Astaroth-and doing with raw will what you could with your body.
- Hellbound Homecoming: You are suffering distilled. The scalpel of Inferno drawn exquisitely to open a thin red line along the spine of the universe. When you inflict suffering in accordance with your chosen principle it lingers, persists, escalates into a cascading trend of ruination, tragic circumstances and destructive behaviour to worsen the wider world. To torture a man then let him go back to his life might blight his relationships with deepseated trauma making him lash out, continuously worsen his mental wellbeing-then attempt to kill his own family in a fit of festering madness at the back of his mind. To smash flat a stock exchange could precipitate a depression on a global scale. The harm you inflict is supernaturally incurable and unmendable, with only the greatest of restorative supernatural forces having even a hope of making right

what you set wrong. And where the suffering is particularly concentrated, you may summon forth the demons of your patron's principle to do you bidding, forgoing the usual resources or effort. Such beings will prove placated enough on the horror you have unleashed to be fairly eager to comply with you-though when you wring enough horrors to beckon the Death Angel's Incarnates, it would still be wise to be cautious around them.

- Systems of a Breakdown: In nature, everything is always part of something bigger than itself-and what could be greater than the forces of the universe? Wherever you spread life, curious microcosms of both earthly and celestial natural phenomena springs up in the wildest, most dynamic portions of the ecosystems you create. Miniature whirlwinds erupt under trees. Searing hot galaxies orbit gracefully in deep pools. Space and time may wobble in lessened emulation of an event horizon. And though obstacles to outsiders, these forces are never impediments to you, your allies or Gaia-touched life. In fact, for you and your creations these phenomena not only actively move to avoid you or provide advantageous positions, but actively cultivate growth and rejuvenation to supernatural levels in their wake. Where miniature comets fall or nebulae blaze, fauna, fungi and flora alike may spontaneously attain sanity while retaining all their loyalty, develop supernatural abilities, spontaneously merge into greater forms or attain other seemingly impossible adaptations. Even the microorganisms grow so rapidly, that when outsiders or foes stand within the ecosystem they rapidly corrupt and augment them into Gaia's image-subsuming mere mortals to your control in minutes, and even affecting lictors or nepharites enough for them to likely quicky seek a means to leave. The strength, vitality and intense primal instincts you feel in the ecosystem are no illusion; an old man could leap and hunt like a jaguar, while simply shrugging off multiple high calibre bullet wounds or disembowelment during it by tapping into the pulse of life. Greater feats of ecological divinity await your discovery as you attune your divinity to the pulse of Gaia's design. Also to the extent it matters, upon such lands you and all other lifeforms will be continuously suffused with a divinely intense carnal stamina and impetus to mate and establish dominance so powerful, that your sexual fluids can work miracles of life while your sexual prowess itself can manifest localised blasphemies to satiate your desires.
- Apex of Evolution: For all your power, you were previously limited to a singular body to warp under evolution's ceaseless might. But now your soul surpasses your flesh, and is more akin to some florescent, fiery radiation than the limited vistas of a biological shell. Your core essence is now made from the energies and forces that Gaia uses to build and destroy the natural world like a mad toymaker, no less divine than the stately bodies of the Awakened or Incarnates. You don flesh and evolve it into superior forms even more easily than before, and can pervasively control all you touch with the unity of a colonial organism; instead of one body for example, you could spread out your biomass into a plague of microbes that distributes your evolutionary powers to all living beings it touches-and bring them under your control, or shear them apart for resources. Or you could mould your flesh to become a colonial organism of divine strength: A coral reef of sorts with a thousand lashing pseudopods, shells of

bone poisoned with divine radiation and spinal column sherds that can eject into symbiotic bodies that fight on your behalf. In your energy form you could hurtle between planets as imperviously as a comet, or unleash devastating energy attacks resembling gamma ray bursts in miniature. From nowhere you could sprout dozens of claws, jaws and other forms you have donned and discarded near-instantly-or trigger a bloom of life capable of thriving even on an Archon's Citadel before the being tries to deal with it. The storm and fury of the material world and it's elemental forces will be yours to play with and embody in ways even the Awakened cannot match up to in raw, uncontrollable might. All you tear asunder and all you sire from your own essence only bolsters the divine power within you, the very cycle of life, death and evolution bolstering you in ways neither the Archons' nor Death Angels' relatively restrictive sources of spiritual nourishment cannot match.

- Finally, your liberated state also offers a possibility unavailable to those of...lesser stature. This goal is wholly optional, and will set you on a collision course with at least the Death Angels and Archons.

Changelog

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