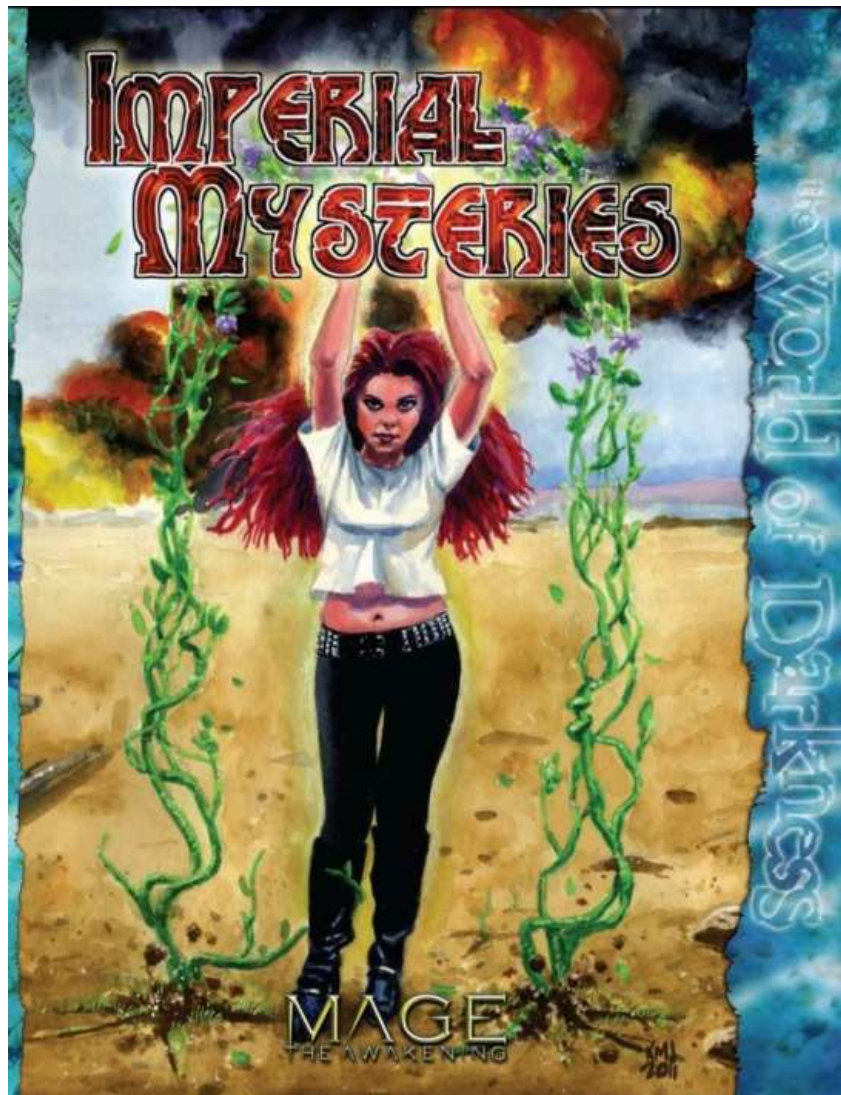




NWoD: Archmage

Immediately after Awakening, anything feels possible. The new mage feels a transcendent empowerment that offers control over the cosmos if he works to understand it. Once the shock subsides, the limits of the Arcana appear: Spells cannot be made to last on living beings. Masters can only apply their most powerful magic in person. The dead must stay dead. The road to the Supernal is forever closed. Querying these limits with his mentors, our apprentice hears of Archmastery for the first time. They tell him that archmasters are power unbound. The Golden Road of the Imperial Practices offers the fulfillment of any wish.

Years pass. The apprentice is now a master and has heard more. Perhaps he's met a cabal who had a mentor who once met one of the Invisible Masters, or read a grimoire penned by one. If he's a mystagogue, he's heard of the "Corpus Author" who founded the modern order. If a théarch, he knows rumors that archmages conceal themselves in the order's Magisterium. If he's exceptionally lucky, he might even have encountered one of the archmages himself. This Jump is about those rare, driven mages who dare to leave the Path of their Watchtower to forge their own

Golden Road to the Supernal. The risks are great, but the prize is greater: archmastery of the Imperial Practices, command of the fundamental forces of the Fallen and Supernal worlds and, ultimately, perhaps Ascension itself. A new archmaster finds herself a member of a very exclusive club. The transition to archmastery is called the *Threshold Seeking*, and is so shattering to one's worldview that it is rightly described as a second Awakening. After years of mastery, the new archmaster discovers that she really knows nothing at all about how the world *really* works.

You are such a Master, You have learned the secrets and the mysteries and taken the first steps into Archmastery. The War has already begun and you must choose a side. How Jarring this all must be, to help you the Powers that Be have granted you a boon, a stipend of power to aid you.

You have been granted 1000 CP to use as you wish in this jump.

Backgrounds:

You are joining a war, a war which spans the history of man and involves parties whose reach extends past mere trivialities such as time and space. As such you shall have to choose a side, or an Entente as they are called here. Ententes don't generally have a set order or structure (Only the Tetrarchs impose such rigidity here) and are generally made up of people with loosely similar ideals. You must choose an Entente for those who choose to not join one is looked at as an enemy to all and a threat to the entire Tellurian (The world and all it encompasses). Age and Gender have no meaning here. Choose them as you will. Drop in? Time is strange you may be a drop in for any background entente.

Choose Your Entente:

Alienated: An entente of archmasters focusing on the natives of the Supernal, aiding the Old Gods against the Exarchs.

Aswadim: An entente of archmasters who believe that the Abyss offers the only true freedom from a universe of forms and laws.

Bodhisattvas: An entente of archmages focusing on Wisdom and guiding humanity to Awakening, attempting to follow the example (as they see it) of the mysterious Oracles.

Exemplars: An entente of ex-Pentacle archmages remaining loyal to their orders, taking an interest in lesser Pentacle mages and performing feats of Imperial magic on their behalf when the Pax Arcanum will allow.

Siddha: An entente of archmasters focusing on the pure study of the Arcana.

Tetrarchs: The entente of archmasters claiming membership in the Seers of the Throne and serving the Exarchs in the Ascension War.

The Perks of Being an Archmage

Being an Archmage is a wonderful thing traveler and as such you are a special case even among them. As part of the boons spoken of earlier you may spend your points on the items, skills, and powers below. You will receive a discount of 50% on “perks” as I believe you call them for any under the purview of your Entente. Anything with a price of 100 cp or less is free to that associated Entente.

Generalized Perks

Things any and all archmages can (and probably should) have. No discounts here.

Golden Road of Ascension (free) – As an Archmage, one who successfully completed the rights and ordeals needed to ascend you have crafted your golden road. Your place of power that links the phenemonal (the fallen world) and the supernal. This road allows you to cross the abyss, leaving the world behind to traverse the broken realities and horrors unknown. Your golden road cannot be blocked to you, you may at any time cross onto your golden path leaving your current world to access your Cintamani, your place of power in the Supernal crafted from your own insights and soul. You may leave your Cintamani to travel across the abyss and travel to other places, other realities if you so wish and are skilled in navigating the path. Though until you are done with your journey this will only allow you to access worlds within your current “Jumps” multiversal structure. After you are finished your chain finishes you may use this as you wish. As part of this your “Home” or place of origin is considered to be your golden road should you be banished or cast out of your current setting. This road is part of you and as such you can sense it in its entirety at all times. This is both a power and a place and as such is also available in the item section for free to those with this perk.

A Mind Made of Symbols (Free) – Your mind is hardened by the trials of the golden road, by your experiences with the mysteries of the supernal, and by the guardian at the gates to your Cintamani. Mere difficulties such as looking at the pure symbolism which make up the cosmos are nothing to fear. When other peoples minds would bend and break your mind imposes new meaning. Your mind is indestructible and filters things you would normally be unable to stand in a way that you can. You could stand on the edge of madness and stare into the abyss and while it may not be comfortable you will see it in a way which not only can be interpreted by you, but can possibly be exploited if you study it well enough.

Seeker Of Mysteries (Free) – As an Archmage you have taken the first steps into understanding the power and form of Imperial Mysteries. As such you have potential to cast spells of such imposing power that they could change the world. These spells are called Imperial Mysteries and are powered by Quintessence. You now have knowledge of the first level of these great feats of power and have the potential to learn more in time and grow in power, you also have an uncanny ability to seek and find quintessence. Going on a quest for a quintessence to power a lower tier mystery could take you up too a half year of constant searching without help with the greatest quintessence’s taking only a decade to unearth without aid.

Archmastery (free) – You have achieved archmastery (shown as a sixth dot in your magical attainments in an arcana) And crossed the threshold of the golden road creating your own Cintamani. You are no longer bound as a normal awakened would be in your studies of the arcana, you can grow in knowledge and skill simply by studying the symbols present in the supernal without the aid of a teacher, though having a teacher would still provide a great boon. As an Archmage your spells no longer are susceptible to paradox unless casting Imperial Mysteries (Which are always vulgar and have potential to cause paradox) Your spells no longer cost mana to use when cast using this system of magic (so long as they are below the level of master) you still suffer the penalties inherent in learning and using spells from your towers inferior arcana though. An Archmage is in many ways a living expression of the watchtower they follow and will often take on characteristics of the arcana they follow, you no longer age unless you wish it and are immune to disease though you may still be killed. Finally you are aware of changes to reality at large and for the most part immune to spells which alter the fabric of the world at large around you. Meaning if someone erased the earth magically and replaced it with an exact copy you would know, but if someone just fireballed an area you be affected just as anyone else.

Atlantean Wordsmith (100) – The alphabet of atlantis is the language of magic, known as High Speech to most. This is the language used in atlantis before the fall, as such any magics cast using it are empowered and easier to cast. You have a full working knowledge of High speech as well as a complete knowledge of how it is written. Awakened mages would and have killed for such knowledge in the past.

Mastery of Arcana (100, One purchase Free) – Each arcana has its own pitfalls, uses, truths, and quirks that take a lifetime to learn. For each 100 cp spent here you can fast track that to earn 5 “dots” of a specific arcana. This makes you a master of that specific arcana though not yet an archmaster.

Archmastery of an Arcana (100, One purchase Free)(Requires Mastery of Arcana) – The real deal, By purchasing this you receive a single level of archmastery in an arcana that you have already reached master levels in, as would be signified by a sixth “dot” if shown on a character sheet. Further purchases can grant another higher level of archmastery up to 10 in all or confer archmastery levels in another arcana (if you have already mastered it).

Entente/Background Perks

The Alienated - Priests of the True Gods

Before Atlantis and humanity's prideful, corrupting touch, the Supernal gods ruled all. Unspoiled by human ambition, their reign was neither kind nor cruel, following the ultimate patterns from which the gods themselves were spawned. The Exarchs cast many gods from the Supernal and remade the universe in the image of their avarice. Some of them survived in the Realms Above, but their influence over the World Below was diminished by the Fall. Others retreated to the Shadow, Underworld and other realms Invisible, or stayed bound to the mundane realm by ancient spells.

The Alienated correct this injustice by serving the Old Ones, even weakened as gods whose power they now surpass. The gods are the final shard of the old, true Tellurian, so it is not the intensity of their power the Alienated revere, but the original Mystery they represent. Some of the Old Ones are known to mages as the Bound but others walk the worlds freely. They all hunger for pure Supernal energy and often accept the archmage's service and Mana.

Preacher of the Forgotten (100) – The old gods come in many forms, cast out from the realms supernal they seek the return of their primacy as they hunger for power. You have an ability that many religions would find useful, you can make others listen. For a time. When you seek to spread a faith, religion, or simply an idea you find that others are significantly more likely to give you a chance to proselytize at them. They aren't forced to listen but they will generally be more open to giving you a few moments.

Memetic Ideals (200) – A person is mortal, fallible, killable. An idea is not, ideas spread and grow and change. You have a talent creating such ideas, you are able to craft memes that spread ideas in many forms and spread to a vast number of people without changing the intent behind it. It could be something as simple as drink more water or contain such complicated ideals as Go to the harbor at midnight on the 6th and dance naked while exalting the dark god Ygalolth. The weird thing is they will catch on, they will see spread, and most importantly? People will listen and some will comply.

Purpose Repaid (400) – Old gods are not, as a whole, very understanding nor are they very rewarding. With you however they see something that others do not. They see your potential, the potential they need to regain their power. Eldritch and old, beings of great power, spirits and gods all seem to have an odd fondness for you making them more willing to indulge you than they are to smite you on principle. This also comes with the bonus that spells cast with the inclusion of religious symbolism have a moderately greater potency than not.

A Feast for the Gods (600) – The old gods seek the return of their power but it will not come quickly. They hunger for powers and mana in all its forms, a feast of souls may grant them some but a far more potent and efficient method of empowering themselves once more. You are able to offset costs and empower spells through an organized faith instead of a sacrifice of life, though if you DO have a willing sacrifice? Well, the power of the spell or working would be increased significantly. The larger your religion the stronger the boost to spells. You can cast your spells normally, with whatever they would require as fuel, or you can pay the costs in blood and souls though the process is extremely inefficient. Likewise you can also pay for it in faith of believers for a greatly reduced over all cost.

Aswadim - Princes of the Abyss

Aswadim (“Dark Ones”) walk deep within their desires, letting them bloom to the point where everything human is all but extinguished. They accept paradoxical urgings: to be king and slave, to live forever, but reside in death. An Aswad might explain that he desires freedom — the liberty that comes when all law and meaning has been extinguished. And there is only one truly lawless, free realm: the Abyss.

Aswadim believe the so-called “Prison of Forms” traps the will in endless patterns and codes. The way of the Abyss is honest and responsible. In the Void, a mage’s will is the only law but it is a law one must obey absolutely.

Weak souls allow themselves to be consumed by utter freedom. They conceive of it as an external entity to bargain with and are soon entangled in the contradictions of their undisciplined, personified passions. Aswadim no longer truck with the Abyss as an external source of power. They are the Abyss: a pathless domain of limitless possibility within them, surging to assault the frontier of Being.

Positive social credit score (100) – The path of the abyssal bound mages known as the Aswadim is a path of destruction both to themselves and others. As such many will form allegiances and make pacts they have no intent on following through with. Strangely enough they seem to be able to make these pacts on a regular basis. You have a similar talent, people just seem to think you will do better this time and are willing to give you believe you will hold up your end of a deal than your history would suggest. It wont make anyone forgive you for killing their friend but it will help you get a loan with a shitty credit score.

Second Chances (200) – So you did something bad, caused a city to go missing or a paradox surge to break out and swallow an important monument. I mean its not your fault right? Accidents happen and with large amounts of power large accidents happen. Somehow, for some reason, people tend to believe your lies and bullshit. Oh sure nobody will watch you shove a knife into a persons gut then go OOPS hand slipped but if you cause some mayhem out of sight of others or have a believable alibi more often than not people will probably look the other way on your mishaps. Provided you don't go and give them reasons to dig deeper at least.

Paradox Made Flesh (400) – The flesh is just the container that we use to hold our souls, as such it can be as closely or tenuously linked to our soul as required. Your soul is a mass of paradox, a roiling abyss in the form of a man (or whatever form your body is in). Though paradoxically you can hide it, shelter it, decieve the world of its presence. You are now immune to its destructive force and to other such destructive forces. Powers or abilitites which should corrupt you only grant you the powers they promise with none of the downsides. Lucky you.

Abyssal Empowerment (600) – the true power of the abyss lies in its boundless possibilities. Things that the supernal would not allow and things that the fallen world could not understand exist there and as such you have studied and found a way to empower your spells and abilities with the taint of the abyss. You can, at will, infuse paradox to your spells and abilities causing them to alter reality in strange and often violent ways. Doing so will greatly empower whatever ability you are infusing at the cost of adding additional random and many times destructive side effects to the skill or spell. The positive side is that your intended effect will still happen and be empowered regardless of the chaotic side effects.

Bodhisattvas - We Are All Oracles

To Bodhisattvas, the Ascension War is a rescue mission; they won't Ascend until they save us all. Bodhisattvas believe they're doing the work of the Oracles by helping Sleepers to Awaken, climb a Path, and Seek final Ascen-sion — or if they're so moved, to become Bodhisattvas themselves, delaying enlightenment until they rescue a measure of souls.

Bodhisattvas might reject liberation to save others, but they don't always disapprove of more self-centered paths. Theirs is the most diplomatic entente, as they support any route to Ascension that causes neither suffering nor spiritual

Hiding in plain Sight (100) – Bodhisattvas return to the mortal world more than any other archmage, seeking to find those with potential and rouse the sleepers from their slumber. However one does not just walk across the fallen world in all their splendor, you have the ability to look completely mundane so long as you don't actively use any supernatural powers. You could pass as a completely normal person quite easily.

Seeing Potential (200) – All sleepers have the potential to awaken, though some find this easier than others. You can instinctively tell how much natural potential someone has simply by looking at them, this is not limited towards their potential to be a mage but to just how much they could achieve if they really put their minds to it.

Let the Sleepers Awaken (400) – a fact of life when dealing with the supernal is that humanity, as a whole, is not ready to know the truth. As such the human mind blocks out knowledge of the supernal and shields itself from it by eroding the memories they have of it. The mind makes connections and logical leaps until what has been witnessed can be explained away as mundane. But this is not something you necessarily agree with, you can cause people to remember things, your words, your actions, changes you make to the world around them. You are a beacon burned into their memory with clarity that nothing can remove making their world view which was once so stable start to falter. Through this you can push their outlook of the world onto paths never considered and eventually be the spark that causes them to Awaken as a Mage.

Let the Awakened Ascend (600) – You know that not everyone is ready for ascension. The path is difficult, winding, and fraught with danger. You also know that in order to follow the path will require a person to be tempered in mind body and soul. Thus you have been granted a gift few possess, you have an unnatural talent for knowing exactly what must be done to temper your students, to bring out the best in them. The scripture of the bodhisattva says “Let the Ascension be Compassion” though what some require is not kind words, some require a lash, a torment, a cruel crucible to mold them into the best they can be and you are all these things and more for your students, the compassionate whisper and the unrelenting lash. You know what is required to bring out the potential in your students and your ability to follow through with it is amazing. In time your students could even rival you yourself in whatever you decide to teach them, be prepared to take notes if that day comes.

Exemplars - Sages of the Orders

Sleepers and mages below the Thresh-old settle for excellence, but archmages should be perfect. For Exemplars, it's a moral imperative. No order can achieve greatness without a goal, and no goal is more powerful than one clothed in human minds and flesh. Part of her order's chain of being, an Exemplar channels the Ascended archetypes of her sect into living ideals for Traveler comrades.

Members of the entente indulge in low politics — lust and logistics are part of the Ascension War, too — but these maneuvers should ultimately promote the order's virtues. But Exemplars define those virtues, so it's easy for them to shape their orders to serve personal interests. Not all members of the entente resist the temptation; some of the more convoluted aspects of order history may have evolved from Exemplar vendettas, obsessions and love affairs.

Nevertheless, the orders are more than even their Exemplars represent. They predate the Fall and partake of the Supernal imprint for human civilization. Even if the need for warriors, scholars, schemers, leaders and rebels isn't innate to the human psyche, it was imposed by the Awakened City's truck with the heavens. Hailing from all nations, Exemplars understand that the orders' core templates contain as many variations as there are languages in the world.

On a Work Trip (100) – Archmages are often gone for long periods of time, they may be able to move large organizations but they can't usually be everywhere at once. This is less a problem for you, organizations or groups you are part of are more willing to excuse and overlook you just going missing for long periods of time and are able to function just fine without you if you wish. No need to micromanage when your help is just this good, and don't worry. Should you wish to return your place will be waiting for you just as if you never left.

Writing Rotes and Taking Notes (200) – Rotes are tried and true spells crafted and tested, worked and improved upon by masters to perfect into their simplest and most efficient forms. A Rote can be used by anyone with the proper arcana, You are a master at crafting such rotes and can not only make a spell amazingly efficient for its effects you can also craft them in such a way that they are far more simple than they have any right to be. Allowing a person using one of your Rotes to cast a spell with less paradox, less mana consumption, and higher degree of power output. You also benefit from this as your Rotes are just that amazingly well crafted.

Knowledge is Not Free (400) – The things you can teach, the secrets you keep, the knowledge you have gained over hardship and struggle. It is all valuable. People want your knowledge and you are often willing to grant them this boom, for a price. You can bargain with the best for things most others would find to be nearly impossible to find or for exorbitant prices. The best part? People will come seeking you. Write a grimoire containing rotes of how to turn flesh to stone, stone into gold, and gold into diamond? There just so happens to be an organization who needs exactly such a grimoire and is willing to haggle. Your customers are even willing to pay in things which may otherwise be incredibly difficult to obtain such as quintessence or souls or even just unclaimed favors. While you can turn this effect off if you want its effects do get a bit of a boost if you actively advertise you have things of interest.

Paragon and Prophet (600) – You are an exemplar of your ideals, a shining beacon of your beliefs. Your words are given equal weight to your power in decisions and your experience taken into account whenever you choose to give your say in matters. You are also able to see far ahead and see the outcomes of events you have set into motion with an uncanny accuracy. One would not be remiss if they called you a Prophet, so clear is your vision that you could shape events for decades with a few simple words.

The Siddha - The Arcana Themselves

In sorcery, there is no division between power and in-tellect. Worlds do not move according to will; worlds are enlightened will made manifest. Consciousness permeates all energies. The roots of power are the Ten Arcana — ev-erything else is a flawed reflection. The Arcana are modes of thought, so they need thinkers. Guardians. Thus, the Siddha take responsibility for reality's fundament.

Each of the so-called Accomplished Ones specializes in a single Arcanum. They study its spells, spontaneous expres-sions, and subtler metaphysics. The barrier between a mage and her beloved tenth of existence dissolves, so that a Spirit Siddha is not just an archshaman, but a living Spirit Road and ephemeral prince. An Accomplished of Forces becomes coiled thunder and a swarm of atoms waiting to break.

Siddha seek Ascension within their Arcana, not the wars of men, women and gods. They defend magic's integrity against numerous threats, from Abyssal erosion to some catastrophic imbalance.

Expression of the Occult (100) – The Siddha seek to merge themselves with magic, becoming an embodiment of the arcana themselves. You have taken some of the first steps to do such and it shows, should you wish it you can now choose how your powers express themselves when in use, changing how they look, feel, and sound to others though the effects are purely aesthetic. Maybe you wish for shadows to cover you leaving only a set of glowing eyes? Sure you could do that, maybe you wish a flaming crown would appear on your head while you cast? That is doable too. So long as the effects are purely aesthetic and centralized in a small area on you then you have an amazing leeway in what you can pull off.

Mostly Neutral (200) – Other Ententes generally approve of the mission of the Siddha to protect the balance of the tellurian arcana as such the Siddha are largely left alone and seen as neutral parties with no major enemies outside of the Aswadim. Organizations tend to ignore you, heroes and villains alike give you some space, and most people tend to not target you in specific unless you do something to make them particularly angry with you. It wont protect you from a carpet bombing if you happen to be in the area but you wont usually be targeted for assassinations unless you go out of your way to do something heinous.

Enforcing the Balance (400) – The abyss is an abomination, the arcana that make up the world show perfection, balanced and whole. You know that this perfection should be upheld and as such your presence actively enforces such a balance. Areas of chaotic realities such as the abyss are calmed around you, reality finds itself enforced and imbalances in magic cease like calmed ripples in a pool. Where once the waters of magic and reality were a choppy mess they now find themselves stilled and calm. This is amazingly helpful in your usage of spells as this enforced balance keeps them from going awry and makes casting overall much easier for all around you within an area of around 40 feet. One would not be wrong if they called being near you similar to being inside a demesne.

Body of Arcana (600) – The final transformation and goal of the Siddha are to become one with their arcana. Achieving the height of their power and becoming a true embodiment of it. You have not yet achieved that lofty goal but you have come close, while you may not have yet achieved the full power of your arcana your body has already begun the change. Your body is now crafted from your arcana greatly enhancing your growth in the area of arcana you seek to master. A body of matter may be crafted from gleaming metals and stone, a body of forces crafted from flame and energy, mind could look different to all who see it, heavens knows what a body of time or fate would look like. Make no mistake that while you are still very much killable in this form the how one does such may change depending on what your arcana is and generally attacking ones soul is a very valid way of destroying someone in such a way. At first you will only be able to sustain this form for a short time, a few minutes at most though as your grasp of the arcana and familiarity with this form grows you could extend this time slowly, eventually being able to hold the form indefinitely.

Tetrarchs - Rulers of the Lie

Below the Exarchs, the lords of the Throne are its Tetrarchs: archmages who direct Seers in their (actual or pretended) dominion of the world. They sit at the very edge of the Pax Arcanum, using their inhuman intellects and psychic might to advise and direct but never directly interfere in the course of the Lie. But the possibilities for indirect influence are endless, and Tetrarchs are more easily replaced than other archmages. If one breaks the Pax and is obliterated, the Exarchs guide a replacement to fill her vacant seat.

Tetrarchs are the most organized entente, with specific ranks and offices. The Tetrarchy concept is named two fourfold connotations. The first refers to Archimandrites: Tetrarchs who serve the four greatest Exarchs (the Archigenitors) and preside over their Ministries. They possess the more influence than the followers of lesser Exarchs, whose status waxes and wanes with their Ministries' earthly fortunes.

Hard Work Demands Rewards (100) – as one of the seers you have always been part of a grand bureaucracy, and you know it. Strangely this has never been a problem for you, your bosses and those above you in the organization always see fit to reward your hard work and are far less likely to betray your loyalty to them. Its almost as if your bosses actually LIKE you.

On the Job Training (200) – As you may know sometimes it is rather hard to receive the proper training for the various missions and ordeals one must face in order to properly serve the Exarchs. This is one of the many difficulties one must face, fortunately you are rather good at what one may call on the job training. So long as you have a clear goal to strive for you will find that your abilities and understanding of the required skills to achieve said goal come to you rather easily. You may not catch up to a veteran in skills on your first week but you will learn enough not to make a fool of yourself at least.

Long Live The King (400) – An unspoken understanding seers have is that they all want to be the top dog one day. To sit themselves upon the thrones of the exarchs is a dream they all have. Though they would never attempt to remove their rivals by force unless they knew they could get away with it. Good news! You can get away with it. You have something that for some reason not only inspires fanatical loyalty in those below you, it also allows you to get away with promoting yourself through force! Meaning if you kill your boss you can have his job. For some reason this never rings warning bells with your NEW boss.

Ecstasy Beyond Mortal Bounds (600) - The seers don't serve out of love, they serve out of fear and promise of greater rewards. A simple promise made to all that should they serve they will be rewarded, this is the basis for their entire order from the highest tetrarch to lowest initiate. A simple promise of power. You can grant power as well, by performing duties and loyally serving you your servants and minions will find that their own growth is head and shoulders beyond what others may achieve, as such their loyalty is only more reinforced. They give you service and in exchange you grant them a boon of power reaching heights they may have never achieved on their own. The best part? Any who serve you and are found wanting (either through failure or betrayal) enough to be cast out of your good graces can be stripped of their power. Reduced to whatever state they were in before they came into your service. A magnanimous lord you may be but what has been given may be taken away.

Items Boons from the supernal and the Phenomenal

Each person receives 300 cp to be spent in this section only as a boon. You may discount items once for each tier. Items costing 50 or 100 cp are free if discounted. If an item is bought multiple times the discount is only applied to the first purchase. Items may be imported into objects of similar forms at no extra cost and similar items may be combined if purchased here as well. Discounts from a higher tier may be applied to lower tier items if you desire.

Free Tier, Everybody gets 1.

Cintimani – Free with Golden Road Perk, Your Cintimani is a location of incursive space within the supernal realms. It takes the form of a mundane area though is in reality composed of symbolism and law which would normally break a normal persons mind. Yours looks like some mundane area roughly a few hundred meters across in all directions (you can choose the specifics for yourself) and is relatively safe for you to browse. Leaving the safety of your Cintimani will place you in the supernal proper where the symbolism of truth will no longer be under your sway and you shall have to make do as any other archmage would. You may access your Cintimani from your golden road. It is up to you to decide whether your cintimani is placed in a new higher dimension if one exists in your current jump or if you are in some new version of the supernal realm.

Golden Road – Free with golden road perk, Your connection to the supernal through the chaos of broken realities known as the abyss. You can expand your golden road by collecting wendings, the roads and chantries of dead archmages. However this one is yours and will exist for as long as you do. You may enter and leave your golden road at will to travel vast distances as if stepping through a door or follow it to the end and into your Cintimani in the supernal.

50 Cp Tier

Cult/Cabal – A group of like minded people all of whom work for you! Starts at a small pool of only 10 but each purchase doubles that amount (10, 20, 40, 80, etc) All of the people here are either awakened mages or sleepers as you choose. These are followers and as such they will find a place in any world you come too as a form of secret society. Should you not wish for them to follow you for whatever reason then they simply will not appear in your current world unless you wish them too.

Familiar – A creature or being native to the supernal realms has offered you its services and been bound to you. Often used to help in casting, work as a scout or lookout, or even simply to fetch things. Your familiar could be pretty much anything up to human size, not counting extra limbs like wings or a tail, and can cast spells up to half the power you can. Some common choices are ghosts, fae animals, or goetic representations of your vices in the form of demons. These can be formed from your magic, be denizens of the supernal realms, or be ochemata (cast off chunks of your soul given form and sapience).

Soul Stone – A small object containing a portion of your soul, it makes for a wonderful ritual tool and makes paradox simply a non issue in an area around it roughly the size of a small home. This one is bound to you and takes any form you wish so long as its smaller than a shoebox. Beware if anyone else should get their hands on it as this would be a wonderful link to sink some hooks into.

Ritual Tools – Some simple ritual tools, a brazier, some incense, a dagger, a bell, some canticles. Basically an assortment of sufficiently magic looking stuff anyone could buy at a wiccan shop. Strangely enough these actually work to help improve the power and potency of your spellcasting.

Money – Even an archmage has to pay for things, either for yourself or to give to others for services and loyalty or silence. Purchasing this grants you a stipend of a nice round \$1 million Dollars a year doubling with each purchase (1 mil, 2 mil, 4 mil, 8 mil, etc.). This can come in any form either in cash, precious metals, or the closest local equivalent in your current jump.

100 Cp Tier

Wending – The golden road of a dead archmage, These hold the secrets and property of a former archmage brought low before their time. Often given to exceptionally talented and loyal followers of the seekers of the throne once they become archmages or complete some exceptional service. This wending contains a simple chantry, taking the form of modest but well cared for home and what appears to be several miles worth of golden road that you can add to your own or give to someone else as an extraplanar space outside of normal spacetime.

Chantry – Your golden road is much more than just a freeway through the abyss, it is also a location created from your own soul and understanding as well as a place of power, is it any wonder that some archmages set up homes inside their golden road? This is a massive estate easily half a mile wide that is somehow situated along your golden road. It may take the form of a castle, a mountain, a manor or something all together alien in form. What is important is that it is a place that you can live and study and work your magics while mostly safe from the outside world. Be warned however that while it is difficult to find it is not impossible for people with the right set of skills.

Quintessence – Quintessence is used in all Imperial Mysteries to cast great spells with the potential to change the world. Buying this grants you a small amount of quintessence, good enough to cast one small scale Imperial Mystery (enough to affect a small town at the top level) though you may buy more if you wish to use it to fuel larger spells. Regenerates once every 2 months.

Archmagi Robes – A set of clothes imbued to be far stronger than any material should be. These clothes (which could range from a high priced suit to animals skins robes) are strong and durable enough to turn even high caliber bullets as well as the claws and fangs of many supernatural beasts. Wearing these somehow improve your spellcasting potency, they are always a comfortable temperature keeping you cool in the heat and warm in the cold, and are even enchanted to be self cleaning. Choose what they look like when you buy.

200 Cp Tier

Grimoire – The Grimoire of a fallen Archmage who specialized in three arcana of your choice. This book contains both rites and spells that can push a newbie awakened up to the level of a master in less than a decade in the arcana detailed within, if they studied it and practiced hard. Even you could learn a thing or two, and should you wish you could always add your own knowledge to it to make this book truly amazing as it will always have more blank pages or room to fill out. (Does not have to be a book as grimoires come in many shapes and sizes from books, to cds, to the bones of a living person. Feel free to choose what form your grimoire takes, if they are a person then they will be a follower be warned however that living as such would be uncomfortable at best.)

Atlantean Soul Stone – A simple metal Crown of lead worked with runes and stones, strangely this crown is far more valuable than appearances would have you believe. Whoever wears this crown may enter a constructed space within their mind where a simulacrum of an Atlantean Archmage resides, through magics long lost this forgotten archmage sealed a part of their soul and a copy of their mind within this soul stone for the future, by conversing with them you can learn many things about ancient atlantis though their knowledge is far from complete. They bear but a shard of their makers soul after all. Though carrying this confers upon the user the ability to cast magic as if they were inside a demesne the real value comes from the knowledge held within. The simulacrum exists mainly to grant the knowledge of a single legacy of your choosing, either one that already exists or one you choose yourself. As a magi you probably already have a legacy in mind and as such this could very well be the one you are using if you wish it to be.

Spellcasting Focus – A staff, sword, tool, or other item that you have chosen has now been granted the ability to increase your spells powers and precision when used in casting. Normally this would require it to have some form of symbolic link to the type of spell being cast but yours seems to work regardless as long as you make use of it while casting spells. Can take the form of any mundane object up to the size of a large walking stick. Can hold a seemingly unlimited amount of mana should you decide to fill it.

Apeiron - Apeiron is the Grey Lead of Stygia: Matter in its purest form that has both all possible properties and none. By leaving the properties of the material created to flex and change as needed, an archmaster of Matter can build impossible structures that should not be able to support themselves, devastating weapons, and perfect, any-use tools. You receive chest roughly 5 ft long and 3 ft deep full of this in easy to work with ingots. This chest will restock itself at the start of each jump. This material is a wonder to work with as it always has the properties you need it to have while using it, soft enough to be worked by bare hands and yet strong enough to be a seemingly unbreakable shield. There is nothing better to choose as a material.

400 Cp Tier

Supernal Throne – While the exarchs rule the fallen worlds from their thrones in the supernal they wield powers like unto gods. You do not have the same level of power but you do have a suitably impressive throne, this chair takes the shape of your ideal throne and is amazingly comfortable while also inferring upon you massive bonuses to your casting prowess if done while seated in it. Anyone who sees you seated upon such a throne will automatically be overcome with awe at your (Implied) Power. This effect is enforced via magic of the Mind Arcana meaning that unless someone is amazingly resistant to the effects of magic dealing with their mind or of supernaturally strong will the effect will be enforced and they Will be awed. This is the perfect throne for you as it is crafted from studying the platonic ideal of THRONE as found in the supernal realms. I hope you have a suitably impressive place to put this

Planet of your Own – While rare it is not unheard of for an Archmage to craft or repurpose a planet out in the cosmos for their own purposes, whether it be for work, experimentation, or just to get away from people. You are now one of those Archmages, by purchasing this you now have your very own earth sized world somewhere out in the vastness of space, far enough from earth to not be really noticeable and sporting a diversity of life similar to that which has existed on earth at some period in time. You can reach this planet from your golden road or by a door in your warehouse if you have one. Or if you have some means of space travel you could go there since you also know the coordinates.

Artifact of Power – An artifact of great power has come into your possession, choose an object to act as the form this artifact takes (anything from a ring to a sports car in size) This artifact now contains its very own pool of quintessence that you can draw from similar to how normal awakened items contain Mana. The power within is enough to cast several small imperial mysteries such that they would effect a small town or one large enough to affect a small city. The quintessence within will slowly refill over the course of a month and the object itself is indestructible by any known means short of high level imperial mysteries specifically designed to destroy things.

Arcadian Gauntlet – A dungeon of sorts, Normally in the form of a coin you may place this to create a space which from the outside appears to take the form of a cave if there is no structures around, however if placed near a populated area or structure the entrance will take the form of something similar to the structures around it, blending in as if it was always there and should you choose to move it you can do so simply by reaching down and picking it up as if it was still a coin, which it shall be. Those who enter this gauntlet will face encounters and dangers specifically designed to test them and help them grow in a specific direction. Making them grow as a person in ways you wish for them to grow. Once a person has died, learned whatever lesson you are trying to teach them, or just completely given up they will find themselves outside as if it never happened. Physically they will be as hearty as ever and they will not remember exactly what went on inside the gauntlet however they shall keep whatever growth they managed to make inside. This is meant as a teaching tool however if a person were as sadistic as some fae it could easily be put to less savory purposes.

Cradle of Life – A large glass cylinder filled with an unknown liquid softly glows before you. Inside this cylinder floats an artificial egg, this item seems to have been crafted by an archmage of life and a few other unknown arcana to create and design custom creatures with the abilities of the parents but none of the downsides in an attempt to craft the perfect creature to guard his home. Simply by placing a drop of blood or other biological sample of a creature into the cylinder via a hatch along the top one can direct how the traits are applied to the embryo, the more samples to be combined the longer the embryo will take to form and hatch from the egg maxxing out at around a year. If one wished they could clone a human in a few short weeks exactly as they were minus any injuries or scars. One could even combine supernatural creatures in this way though the results may be more than intended. Beware that not all creatures may be loyal to their creators.

600 Cp Tier

Supernal Tower – Either one of the 5 great towers or a custom tower that has 2 main arcana of your choice that can allow people to awaken to it and gain the powers of an awakened mage specializing in the main arcana of this tower but not barred from learning the other arcana. This tower is located in the supernal, or closest relevant other world. Though if you wish it can instead be placed in any pocket dimension you may have or even connected to your warehouse if you have one. Your tower rises thousands of feet into the “sky” and has uncountable number of rooms within. Each wall awaiting the names of newly awakened to be written on them, and each showing the names of those who have come before (though how exactly one must sign their name to bind to your tower is left up to you. If you dislike drawing symbols in blood on the walls maybe there is just a guestbook.)

Island Outside of Time – A large Island roughly the five times the size of Hawaii and sporting an assortment of plants and animals from all across the timeline of earth. A spattering of creatures and plants which normally would never be possible exist here living in harmony. Giant dragonflies flit through the trees as dodos run across the forest floor through giant ferns and plants not seen since the earliest days before mankind. This island is a mystery unto itself. Though there do exist some structures to show that mankind may once have lived here, the ruins of a great tower that seems like it reached an unfathomable height now litter the jungle with bricks ranging in size from as large as a house to as small as a pebble dot the landscape, of the tower itself only a structure four stories high remains behind, the entrance of which is spattered with hastily drawn graffiti of a ladder and some stairs and three repeated words over and over in hundreds of different languages. All in different writing but all saying the same thing “Here rose our folly, we have fallen for our hubris”. The island itself seems to exist in a time bubble with the events inside happening in a form of extended and compressed time loop, with animals and plants resetting every week spent within the bubble. Time spent inside seems to not be linked to time spent outside, meaning one could spend years here without a minute going past outside.

Atlantean Fortress – Great Atlantis may have fallen and been lost to time but it is possible to find its ruins scattered across the world. You have found such a ruin here, a large fortress of stone and glass rising above a landscape of rubble and sharp stone cliffs, though the fortress itself is something to behold standing with walls well over 200 feet tall and nearly half a mile long to a side on each of its six sides, there is more to it than simply being imposing. Supposedly created by an archmaster of Matter arcana the entire structure seems to have been crafted from a single piece of stone engraved with runes and sigils that shift and move on the surface of the wall as the light catches it. This is a fortress of magic built to withstand amazing forces and easily weather them and could easily allow thousands of people to defend against a hundred times that number. Studying the walls depicts scenes from history with strange anachronistic designs at times such as helicopters fighting in ancient Greece or monsters holding off armies of warriors. As long as the walls stand nothing can cross over them or tunnel beneath them and these walls of stone could hold back anything short of a nuclear blast. The exact shape of the fortress itself is left up to you to decide as long as it fits within the confines, Atlantean architecture came in many varied and wondrous shapes from simple stacked stones to high tech futuristic buildings

seemingly made from cast metal. If you do not like the shape of the building it can be changed over the course of a day by simply stating what you wish to change loudly in the grand hall.

Hall of the Dead – A soul stone belonging to you that has been imbued with the powers of an archmagi of the death arcana. This object takes the form of a large black gemstone roughly the size of a fist. When placed against an archway with no door this stone transform said archway into a portal to the underworld and also draws the souls of the recently departed towards itself. This is often used to draw souls into a mages chantry making them part of it and strengthening the chantry as a whole though this effect can be toggled if you wish and such souls can be released if you wish. Entering the portal allows you to enter the underworld or your current jumps closest equivalent if one exists. If used or destroyed a new one will be issued to you each jump.

Gate of Pain – A chittering squealing head from an impish creature roughly the size of a fist. If the owner of this disgusting head smashes it against a solid surface the head will bloom into a permanent doorway made of dripping gore and viscera. Entering this door will allow one to enter Pandemonium or their current settings version of hell should it exist and should one find themselves lost within the darkened halls of hell they will always be able to find their way back to their gateway to escape. If used or destroyed a new one will be issued to you each jump.

Kaiju Hunting Club – A large and pristine dog skull made of what appears to be solid marble. If hung over a door the door will link to a realm similar in form to the Primal Wilds. Here roam creatures both great and terrible, vicious forms of creatures that exist in nature or have existed in the past in their most idealized forms. A deer may stand four foot tall in the fallen but here the shortest you will find is well over a dozen feet tall and with enough muscle to toss a fallen world rhino with a push, the wolves here are the size of trucks and lets not even get started on the idealized forms of extinct species. This place is a treasure trove of amazing wildlife and plants with trees growing miles high. Should you get lost you need not worry as you shall always be able to find your way back to your gate. If you wish you can always release new creatures here to add to its diversity though in a few short years you may find that they have grown in similarly amazing ways with their species spreading to find their own ecological niches. If used or destroyed a new one will be issued to you each jump.

Companions

Import (50) – You may import a companion to receive a background of your choice, they receive 800 cp and any freebies that they normally would with their background including items. They may not buy more companions.

Import (300) - You may import up to 8 companions to receive backgrounds of your choice, they receive 800 cp and any freebies that they normally would with their background including items. They may not buy more companions.

Create (100) – You may create a companion, they receive 1000 cp to spend as they wish though they may not buy other companions, they also receive a background of your choice and any freebies associated with them including items. They are fiercely loyal to you though as you have helped them ascend into the power they now control.

Canon (100) – Know of a person from the world of darkness you would like as a companion? Then by taking this option you may bring a person from any of the setting books or stories in the NWoD series as a companion, situations will arise for you to meet them in jump.

Drawbacks

0 CP Tier

History – Your history in the world of darkness, whatever it may be, is canon for the events here during your stay.

Time Period – What living in the modern age not good enough for you? In that case you may start at any point between the year 4000 BCE and today.

100 tier

Inhuman – Were you not a human before ascension? That is weird. You're weird. Good luck finding anyone to help you or anyone who can understand you. Your race is now that of a normal non supernatural animal such as a bee or an ant or even a lizard, so long as it isn't human or inherently magical it's fine. If you survive you can keep this as an altform.

Stupid shadow Name – Looks like you didn't think things through. Literally nobody takes you seriously, it will take a lot of work to gain anyone's respect. Even if you do gain their respect they will poke fun at you endlessly for it.

Migraines – The supernal is a realm of pure truth and symbolism, just looking at it has the power to drive mortals mad. You don't have that problem but it doesn't leave you unaffected, doing any kind of magic causes you to have terrible migraines.

The Poor Cousin – Normally you wouldn't have this problem what with being an archmage and all, but now you do! Just like a normal awakened mage you now have to deal with paradox for the duration you are here.

200 tier

Hated – Most mages of the supernal realms have a sort of uneasy truce, they don't attack each other in order to uphold the pax arcanum though they do sometimes work together. Truthfully working together is the best way to get things done. Now that is going to be a bit harder for you, people just instinctively do not like you. They won't go out of their way to hurt you for no reason, but they sure won't help you either and if you do give them an excuse? They will happily make your life a living Hell. If taken with Pax Violation you can expect people to actively have it in for you and be willing to sell you out in a heartbeat.

Supernal Static – Normal humans can't handle the truth that is shown in awakened magic. It just doesn't stay and their minds blank it out, now something similar happens to you. Occasionally (albeit rarely) you will find some truth or information that would be useful to you or may be important and your mind will just -BLANK IT OUT- this can be mitigated some if you write things down but you can never be sure what you don't remember.

Supernaturally Distasteful – the World of Darkness is a dangerous place, full of monsters and mysteries alike. Most of the time these creatures would prefer to steer clear of an archmage, sadly for you they just straight up hate your guts for some reason. By taking this drawback any supernatural beings start with an absolute hatred towards you that borders on obsession. Expect vampires, werewolves, and other gribbly monsters to attempt assassinations on you on a pretty regular basis.

300 tier

Paradoxical Pains – Part of the process of becoming an archmage is reliving and answering for each instance of paradox you have ever had a part in creating. You relive it and doing so tempers your mind and soul for the supernal realms, a person who fails here is lost to the abyss, their paradox and madness reforming their broken soul into a qliphoth to fall into the depths of the abyss as a new demon. You succeeded this test but unlike others it has left you scarred. Your soul and body are rent with gashes that never seem to heal and cause phantom pain at all times. The worst pain always comes when you attempt to use magic, any magic, and the stronger the magic the stronger the pain.

Another World – It is not uncommon for an archmage to successfully ascend only to find that his ascension has changed something in the world, people, places, events, even entire countries could be different or even not exist. You have come back to what many would think of as a worst case scenario. The world is changed for the worst on a massive scale, either the supernatural communities have decided this whole secrecy thing isn't worth it or maybe there is some form of massive war going on, whatever the situation literally everything is going to suck when you are back down on earth.

Pax Violation – Whoo boy did you fuck up. This is bad, you have broken some accord in the Pax Arcanum, now you are wanted and you will be hunted by archmages and their fallen world forces alike. For the first level this is only a minor violation, meaning you will likely be punished harshly but not killed. You will also only be hunted by one group of archmage society such that you could possibly find help with the other factions if you played your cards right. You may however take this drawback again for an additional 300 cp (equalling 600 in all) in which case they will be out for blood and all the forces of the Pax Arcanum will work together in order to see you dead.

Powerless – Ok so maybe you WERE an archmage but you aren't anymore. You are something more akin to a sleepwalker now, you know of magic and your mind can hold its secrets but you simply cannot use such powers for yourself. For the entirety of your stay here you will be a simple mortal. Good luck surviving, you shall receive your purchases when you leave the jump.

End Choice, You know the deal, choose what happens when your time here ends!

Continue Jumping, Go Home, or Stay Here?

NOTES

This jump Assumes some passing familiarity with the setting such as knowledge of the Arcanum. Ten Arcana, five subtle and five gross, the subtle arcana deal in abstract concepts while the gross arcana deal mainly with forces and materials in physical world.

Subtle Arcana: Prime · Fate · Mind · Spirit · Death

Gross Arcana: Forces · Time · Space · Life · Matter

For more info please see: [https://whitewolf.fandom.com/wiki/Arcanum_\(MTAw\)](https://whitewolf.fandom.com/wiki/Arcanum_(MTAw))

Overview of Archmastery

In brief, an archmaster (also called a Seeker, or an archmage) is a high-Gnosis mage who has experienced a second Awakening known as a Threshold Seeking, forging her own Road to the Supernal instead of relying on the path granted by a Watchtower. The Astral Path experienced by mages medi-tating into the inner worlds is replaced by the Golden Road, an astral world which the archmage uses as a retreat from the Fallen World and a staging ground for exploring the Tellurian. Many archmages expand their Roads by building Chantries, physical pocket-worlds within the Road.

Archmages remain capable of casting spells in the same way as other mages, but may also choose to use their Road instead of the Path to enhance a spell of the common Practices or cast a true Imperial Spell. Using the Road requires the archmaster to incorporate a Mystery they have encountered into their soul, represented in the game by Imperial magic levying a cost in Arcane Experience. Spells of the 6th to 10th Arcanum dots require a special sacrament called Quintessence that provides most if not all of the Arcane Experience needed to cast the spell.

Archmasters may use their Roads to temporarily enter the Supernal Realms. The Supernal overwhelms and absorbs mortal minds exposed to it, so Seekers crossing the Abyss must filter

the torrent of platonic forms and symbols through their Gnosis into a Lustrum, a set of Supernal symbols experienced as a scene.

By entering the Supernal and changing the truths there using Imperium Rites, archmages alter the entire Fallen World toward matching their personal vision for the uni-verse. Mistakes made in Imperium, including staying too long, cause the world to change in unforeseen ways called Aponoia. When the Fallen World matches the archmage's vision for it, she may attempt to Ascend to dwell permanently in the Supernal.

The Ascension War is the struggle between archmages to promote their rival plans for the Fallen World, but it's a cold war. Acknowledging the risk posed by their powers to the universe, Seekers and other beings capable of manipulating the Supernal are covered by a semi-formal nonaggression pact known as the Pax Arcanum. The Pax prohibits the use of Imperial spells to directly attack the interests of any other being covered by it, archmages using their knowledge to rule lesser mages, or any action that threatens the existence of the Fallen World or humanity. Faced by the prohibition against holding leadership roles in the orders combined with the change of perspective that comes with the Threshold Seeking, most archmasters withdraw from the social groups known to normal mages (whom they call Travelers) and form bonds among the ententes, alliances of Seekers with compatible goals in the Ascension War.

Paradox

Archmages must still be wary of Paradox as all Imperial Spells are vulgar in the material world. Imperial Paradox causes lethal damage and more severe forms of Paradox effects known to lesser mages, with unfortunate archmages vanishing into prison realms formed of their own Paradox-tainted Roads. Backlash, however, still only poses a great risk when the archmage is pressed for time and forced to cast when already injured, or is prevented from absorbing the Paradox. Archmasters of Life can also heal resistant damage, but doing so is itself an Imperial spell and unlikely to be available in an emergency without saving Quintessence ahead of time. Most archmasters therefore reserve their most potent spells for use in the Astral or their own Roads, safe from contamination by the Abyss.

Quintessence

No two Imperial spells are exactly alike. Even if the conditions are similar, the act of casting changes the caster's Golden Road. Even Imperial spells that seem identical to one another require different Quintessence's.

When designing an Imperial Spell, an archmaster intuitively has an idea of what the appropriate Quintessence would be based on his knowledge of the Arcanum. At the Storyteller's discretion,

an extended Intelligence + Arcanum roll with a target number of successes equal to the Arcanum dots of the spell can be used to research further clues

A Quintessence can be an object, place, person, organization, event or phenomenon. Quintessences do not obey any strict patterns, but archmasters have divined some loose guidelines:

- The Quintessence for a spell symbolizes how the spell feels to the archmaster casting it. It is the Mystery that allows the Road to be used, not a simple “spell component.”
- Quintessence for a spell usually serves as a metaphor or symbolic reference to the effect or target of the spell, especially if the spell is cast at sympathetic range.
- Quintessences often “balance” the effect sought, not in moral terms but in the symbolic language of the Supernal. Return-ing someone to life must be paid for with death. Forging a wonder often requires the destruction of another.
- A Quintessence is a unique Mystery — anything easily come by to an archmage’s resources is unsuitable. Impos-sible situations and items are often used.
- A Quintessence may be manufactured or caused by magic. In fact, much of an archmaster’s time in the Fallen World is spent arranging for future needs.
- The Quintessence is not usually destroyed when the spell is cast, though many are temporary in nature.
- The Quintessence is often colored by the archmage’s own attitudes, especially her entente loyalties and Noumenon. Although these broad categories aren’t used for all Imperial spells, the ententes have trends in the Quintessences they use just as the orders teach different magical tools and use thematic sacraments for common Practices

I Have seen enough of the thread to know I should probably put a disclaimer down here. If you want to change or update or even replace this jump I am cool with that, you go ahead. I only made it so there would be a nwod archmage jump that didn’t stab you in the eye sockets. Im not super attached to it either way.

Hope you enjoy! Archy !!QQamlpbWBEj