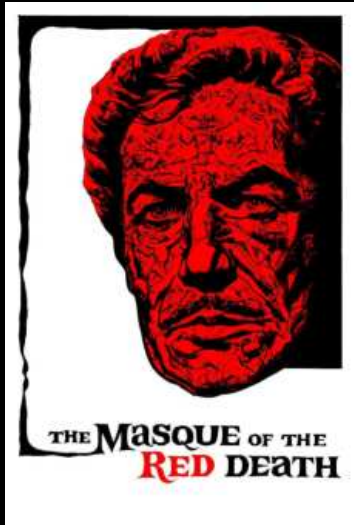
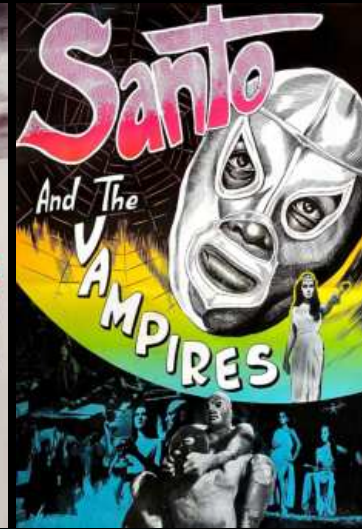
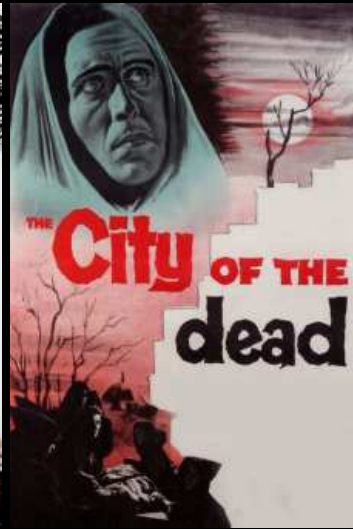


60s Gothic Horror Midnight Movie Marathon

Version 1.0.0



Welcome my little bloodsuckers, to the Midnight Movie Marathon. The films here may be cheap, they may be schlock, they may be (and almost certainly are) B-movies, heck they may even be downright bad. Still it's all in good fun, and tonight's, or well this decade's, film(s) promise chills, thrills, and goosebumps with the finest, and not so finest, offerings of Gothic Horror from the 1960s.

We might not have any of Hammer's productions to offer you, but that doesn't mean you can't catch sight of Lee or Cushing; Lee especially was prolific even outside of Hammer. And alongside them you might encounter John Carradine, Lon Cheney (Junior that is), Boris Karloff, Peter Lorre, Barbara Steele, and, of course, Vincent Price.

This is the world of the late night horror movie. A world of ghosts, and witches, vampires, and mad killers, all hanging out in old manors and gothic castles, in time periods ranging from the middle ages to the present day... well at least the 1960s which were present at the time.

You may be entering into the world of a specific film, anything from Mario Bava's Black Sunday to The Oblong Box where Lee played opposite of Vincent Price, or anywhere in between... and well if you want to go somewhere a few years into the 1950s or the 1970s we'll just not tell the studio executives. Just, it does still have to be Gothic Horror.

Alternatively you can go to a world where many Gothic Horrors take place, mixing them together into one wider world, or even simply arrive in a world of Gothic Horror where many stories like these films all take place in obscure corners of Europe, and the world, but mostly Europe.

Whatever you choose, you'll be here for 10 years, and to help you in your time here you should take these:

+1000 Crypt Points

So until next jump... unpleasant dreams.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Drop-In: You're not from around here. Maybe you're from a western with gothic horror elements – I hear Billy the Kid fought Dracula once – or a Japanese or Hong Kong film which could pass as Gothic Horror, it could be you're from a parody film, or maybe you're just from another dimension. It's the last one, isn't it? Either way you have no new memories or connections in this world, having just appeared within it.

Newcomer: You're new in the region. Maybe you're a suitor for one of the kids of the local wealthy family that is living under the shadow of a curse, a police detective sent in to investigate things, or someone hired to organize a library. Whatever you are, you're probably an outside factor to the local horror, and the 'hero' of the film.

Shadowed: You might not be familiar with the local region, but it's where your family calls home, and it's in your blood. Alternatively you might just be a student, dancer, or youth traveling across Europe on your parents' money. Whatever you are, you're probably about to be the target for the local horror, and likely the 'heroine' of the film.

Occultist: You are a scientist and a researcher. Your field of study may directly be the occult, but even if you study something like internal medicine, or botany, you're likely to take your studies into a strange, occult direction. Whatever you study, you are a man of occult science, and if you're not the 'villain' of the film you're probably an information source for the 'hero'. Be careful.

Count: You are a man of noble blood, and an aristocratic background. Or maybe you're just one of the better off individuals in a region without a tight hereditary hierarchy. Either way you are a person with at least a touch of power and authority, and you are not likely to be one using it well. You are, most likely, the 'villain' of the film.

Witchborn: You may not truly be a witch, but you can expect people to believe you are. You have the pall of the supernatural over you, and are likely spoken of in hushed whispers if at all. You may be an ancient force of evil from generations passed, or just someone associated with such an evil. You may be a true witch, ghost, or vampire even, and you are most likely the 'villain' of the film.

Acting for Two (400 CP): Are you perhaps playing two roles? You may choose two of the above origins. You will receive freebies and discounts for both of them. You can choose to have one determine your background in this world, have your background be a mix of them, or have two identities in this world with separate background memories, though you'll only be one of these two identities at a time.

Location:

You will arrive in the general vicinity of the events of the movie if you're arriving into a specific movie. Otherwise you can arrive in the general vicinity of the events of a (potential) movie, probably somewhere in the Carpathian or Balkan mountains.

Age and Gender:

If you're a Drop-In your age and gender remain unchanged from the end of the last jump. Otherwise you may pick an age and gender appropriate to your origin and background.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Distinguished Voice (50 CP): Like Vincent Price, Christopher Lee, or most of all Boris Karloff, you have a voice for melodrama. It is the sort of voice that is very distinct and unique to you, despite having a great range, and potent ability to convey emotions. And when you want it can be most decidedly distinguished and respectable, giving even the most ridiculous things you say an air of gravity and seriousness.

Resurrectionist (50 CP): That is to say a corpse thief. And you are a good one. You know how to identify good graves to rob, figure out which corpses could be sold for money, sneak into graveyards at night, and dig quickly and stealthily. Even when it does not involve robbing a grave, you are experienced in sneaking, and digging, though you seem particularly – even unnaturally – good when it comes to sneaking into graveyards and digging (up) graves.

Taxidermist (50 CP): You are a master taxidermist able to create extremely lifelike specimens. Your creations are in fact quite eerie, and unsettling in how they could be mistaken for the living.

Death's Head Moth (100 CP): You possess an alt-form that appears to be a humanoid moth-creature. In this form you possess enhanced strength, enough that if you were weak a strong man might be able to overcome you, but if you were strong you would be clearly stronger than a human, and the ability to fly.

Harlequin (100 CP): You are a fully trained fool and comedic performer in the tradition of medieval/early modern harlequins. You are skilled in pantomime, slapstick, acrobatics, dance, and improvisational wit as might be expected of one who makes their living as a performer.

This also provides you with the agility of a trained and practiced gymnast. You're not necessarily peak human, or even at an olympic level, but you can perform acrobatics with the skill of an expert circus gymnast and have the balance and skills at climbing of a talented second story man; that is a cat burglar who specializes in skipping the lower floors entirely.

Respectable Profession (100 CP): Maybe you're a journalist, or a lawyer, or something else. Whatever you are, you have a profession in this world, and one with some social standing. Comes with a decade of training, experience, and skill in the profession in question.

You can get additional professions for an additional **50 CP** each.

Restorationist (100 CP): You are an artist of some skill and talent; not enough to be famous or make a name for yourself in creating works of your own, but enough to be able to do the work and quite a bit of technical skill. You do have a talent worthy of building a reputation, though. You are an expert at repairing and restoring damaged pieces of art. You can fill in the blanks from an incomplete or damaged work, know how to find and restore its original make up, and simply seem to do better work when you are working to restore another's art instead of making your own.

Shape of the Bat (100 CP; discounted with Undead): You gain a bat alt-form. Alternatively, given the number of birds that served as bat stand-ins in these films this can be a bird no more dangerous than a sea gull that has been recolored black. Either way you will retain your human mind in this bat or "bat" form.

Visual Cinema (100 CP): There is much to say about a cinematographer and director in a horror film. And while often regulated to B movies, they are not without their masters of the art. Now, you too are a master of the art of film direction, art direction in films, cinematography, and even special effects (direction as well as production) to match the likes of Mario Bava himself. This might not help you much against the sorts of ghouls you can find here, but you can create visual spectacle and turn trashy B horror into art, flamboyantly nightmarish and vividly horrific art.

Dying Curse (150 CP): If, before dying, you utter a curse against those that are, in your (potentially twisted) view, responsible for your death, it will have strange power to work against them. This curse isn't all powerful, but would be plenty to bring death to an ordinary human or a family, or some other calamity, though it could be fought by those with wit and strength of character. Alternatively it can simply empower your future actions against them, if for example you returned as the undead or otherwise managed to come back to life.

If taken with **Witch** this will allow you to wreak curses against those you blame for your death that would normally represent weeks or months of difficult spellcraft and ritual as you die, and which will be all the harder to remove or resist.

Art of Murder (200 CP): You are an artist of some skill and talent; just enough to be a failed professional in fact. However when you incorporate the murder of individuals in your art you can cause it to become immensely more successful and moving; you might produce works that would make you recognized as the best in the world even with the level of skill you have from this perk and further if you were more skilled. The incorporation does matter – killing someone for inspiration will see less of a boost than killing someone for inspiration in which you directly integrate their death scene into the art (such as painting it or including a lightly fictionalized version in the story), and killing someone to use their blood as an ingredient in your paint will do more than just killing them and painting their death as would say petrifying someone lethally to form the perfect statue.

Could Anyone Have Gotten In (200 CP): You excel at figuring out how to get into guarded sites and back out again unseen. Aiding you with this, guards have a tendency to fall asleep, get distracted, or leave their posts briefly and even mechanical means of preventing ingress or watching over places have a tendency to get disrupted in some way right as you attempt to make your way in (or out again).

Serpent Person (200 CP): You possess the ability to transform yourself into the shape of a snake, taking on their form (though retaining your own mind). You are not limited to a certain type of snake, but can take the form of various venomous serpents; though this does not cover large constrictors.

In addition to taking on the form of snakes, you are able to telepathically control venomous serpents in your vicinity.

Foreseeing Doom (250 CP): It doesn't apply to yourself or those who travel with you between jumps – whether they're companion, follower, or your jumper – but with those from these worlds you can see the shadow of death as they approach it. This vision gives you an idea of how soon they will face potential death, how likely their death will be, and a general idea of what form it may take, but in a way that if you tried to put it in words – even to yourself – would come out as a cryptic warning.

Hypnotist (250 CP): You are a skilled hypnotist. While you can't use hypnotism to make someone do something they normally never would do, and a strong enough will can resist it, you know how to put someone into a trance, even a resistant subject, and to place within their mind post-hypnotic suggestions or to suppress (or fabricate) certain memories. This can also be used in benevolent ways, such as helping someone to slowly

integrate traumatic memories, and can be used to help suppress or break other forms of mental manipulation and mind control.

If taken with **Science of the Dead** you can even give a living individual post-hypnotic suggestions which will be acted out by their corpse after they have died.

Child of Poisons (300 CP): You are immune to poisons, at least any found in the natural world. In fact you have been suffused with so much poison that your very touch is toxic and capable of killing. A small animal will die almost instantly in your grasp, and your body would certainly kill your lovers.

Since you're paying CP for this you do not rely on infusions of poison to live, and you may stop your body from producing these poisons, though it will take time for them to flush from your body so that you are safe to handle. You can also start producing these toxins again, but as before it will take time to reach its full saturation and toxic potency.

Mark of the Cross (300 CP): The symbol of the Cross has been marked upon your flesh through a burn, a scar, a tattoo, or even just a birthmark. This symbol protects you and prevents dark powers from claiming your soul. No force of darkness or supernatural corruption can affect your soul, transform you, or corrupt you through supernatural means, and you are worthless as a sacrifice in rituals of black magic or in the service of demons, evil gods, or the like and nothing can turn you into one of the undead. This does not prevent hypnosis, or mind control, but they cannot affect your core self, or change who you are and how you think, merely puppeteer your body at most.

Spirit Medium (300 CP): You possess certain extra-sensory perceptions and psychic powers. You are able to feel spiritual energies, such as detecting the presence of spirits or the unholy nature of a demon or vampire, and to get psychometric impressions from objects such as knowing a weapon was used to commit murder, though details are limited. You also possess the ability to hold seances to commune with spirits of the dead. This will allow you to ask them questions and hear their answers, or to even let them take partial possession of your body, speaking through you. This latter allows for less restricted and easier communication, and makes it easier to avoid losing contact with the spirit, but it does run the risk that they might manage to make your body move or act in ways beyond speech if their will and emotions are strong enough.

Werewolf (300 CP): You possess the ability to transform, taking on wolf-like traits becoming a wolfman, or the equivalent of a wolfman for your species if you weren't human. In this wolfman form you have enhanced physical capabilities, so that even if you were relatively weak for a human you'd be stronger than a human, and somewhat

stronger than one of the **Undead**, and you are able to mostly shrug off or instantly heal wounds not from silver or fire; a gunshot would heal in moments, and a blow from a sword that failed to fully sever a body part would close in instants, though you're not guaranteed to survive decapitation or to recover from full loss of limbs.

If bought with a discount you can only transform under the light of the full moon until the end of the jump.

Words of God (500 CP): By reciting prayers you can weaken dark magic, demons, and unholy beings. With your prayers you could bring ghosts, vampires, demons, yokai, and other dark forces down to no more powerful than an ordinary person stripping them of all their unholy power. This will take more time, effort, and raw power of spirit and will from you the stronger they are, but you could even, potentially, rid yourself of evil spirits with nothing more than sufficient prayers.

This normally would require faith, but this perk ensures you count as having the required faith. However for maximum effect you must live within the precepts of Christianity, or there's enough Japanese and Hong Kong examples to allow for (relatively Taoist heavy) Buddhism as another option.

Color of Death (600 CP): You are now a personification of some highly deadly plague like the Black Death, the Red Death, or Yellow Fever, but of a particularly virulent and deadly nature. To access your powers as such a personification you must take on a form where you, your hair, and even your clothes becomes a mono-color of a hue that might be associated with that disease. You can in this form control the spread of this disease, inflicting it upon others with your proximity, ward it from yet others, or control the flow and spread of the disease. You can even teleport to places where this disease runs rampant. People can still develop resistance to this disease, but initially at least it will be the sort of plague that can tear through the world like the Justinian Plague or Black Death did before they killed so many that resistance became endemic in the population. This form will always demonstrate some of the most striking and visibly telling symptoms of the disease it represents, and you only have the powers of this form when you are in it.

This form is not truly an alt-form, however, as you may change into it while remaining in another alt-form merely recoloring your form, and even your clothes and carried gear, as you begin to demonstrate symptoms of the disease. Changing into this form does otherwise function much like entering an alt-form.

Van Helsing Archetype (600 CP): You possess a deep and detailed knowledge of all things supernatural. While this won't give you any knowledge in how to create the supernatural, perform black magic, or the like, you possess an extensive knowledge of how to combat the supernatural and the unholy. This may even include rituals and spells to combat the supernatural as long as they can be used by anyone who knows them and already would exist. And this knowledge seems to be ever expanding, giving you a deep and exhaustive knowledge of the supernatural, and how to combat it, in future worlds as well, and ensuring that even if you have never heard of a supernatural threat before, once you hear about it you will know about it as if you were someone who had studied and researched how to battle it for years.

Drop-In Perks

International Audience (100 CP): You're a polyglot knowing most European languages (or perhaps most East Asian ones), and picking up new languages with the ease of a child coupled with the ability to make connections between different languages of an adult polyglot.

Beautiful Acting (200 CP): You are a fabulous actor, your skills certainly better than these films generally deserve. Beyond acting in plays or films, you are very skilled at pretending to be something you aren't (like a mere human) and impersonating other individuals (even if you've never actually met them).

But You're Dead (300 CP): The shock and horror your enemies feel at facing you after believing you were dead is increased. This scales with how thoroughly they were certain that yes, you really were dead. If they heard rumors of your death, it'd put normally brave or rational men on edge instead of just dismissing the rumors as rumors. If someone left you in a shallow grave in the desert you could expect even normally cool individuals to lose their heads. If someone had checked and confirmed that you were, beyond a doubt, dead and you returned... well you might drive some people permanently insane simply by that fact.

Gunslinger (400 CP): You seem to have wandered in here out of the desert or something. You have the gun skills to play the hero in a western. You have excellent aim, and a quick draw to shoot down several men before they can take a shot.

Alternatively you can be a highly skilled samurai swordmaster straight out of a samurai film. A third option is a mix of gun and melee skills, like those of a (heroically skilled) Napoleonic soldier; you won't be quite as good in hand to hand combat or gunplay as the previous options would make you, but you'll be an expert in both, and still good enough to hold your own against three constables in a sword fight.

Strongman (500 CP): You possess great, heroic strength. You're strong enough to overpower not merely a vampire, but a powerfully built vampire wrestler while you're competing by the rules of a wrestling match and he's trying to kill you without it being so obvious he gets disqualified. If you weren't holding back you could overpower such a foe easily. Two strong vampires would struggle to hold you down even if your legs were chained down. You are strong enough to break iron chains, throw boulders, knock over menhirs, or push down small trees with shallow root systems. You are also now a highly skilled luchador.

Bakemono (600 CP): You are a shapeshifter capable of taking on a variety of human forms, and a more monstrous form. This monstrous form could be ogrish, humanoid but obviously not a normal human, or even some roughly horse-sized animal such as an ox or giant spider and possesses mildly superhuman strength – no more than an undead creature might – as well as some (low scale) supernatural power such as: flight; the ability to bring environmental cold and – if it is already cold enough – snow fall or intensify existing snowstorms; the ability to extend part(s) of its body as a piercing weapon; to with focus cause hallucinations in an individual with a weak will; short range self-teleportation via jumping in a specific manner and pose; a detachable flying head; shoot ~~silly string~~ web from your fingers capable of entangling individuals; picking up on limited information about individuals known to someone so that you can take their form and impersonate them to a limited extent; or something else on this scale.

Additional supernatural powers on that scale are an (undiscounted) **200 CP** each.

Newcomer Perks

Inspector (100 CP): You might not be a professional police inspector, and you're certainly no Sherlock Holmes with just this. But you have the makings of a good police detective with an excellent eye for detail, and a natural knack for putting together clues. You are especially good at sorting through eye witness testimony, even when some of your witnesses are lying.

Dead Charmer (200 CP): You're quite the romantic charmer. Or maybe I should say necromantic given how you seem to be quite charming to a specific type of individual. That type being the (un)dead. Ghosts, vampires, Frankenstein monsters, and the various forms of dead spirits, living dead, and undead all seem to be unusually attracted to you, and have a tendency to fall in love with you at first sight. This doesn't necessarily make them not dangerous to you – even a vampire that loves you can be quite dangerous – and not all of them will fall for you this way (especially if you'd not be their type in general), but you are strangely charming to the dead.

Welcome Guest (300 CP): You will find yourself one. Somehow you easily find yourself accepted into new groups when your intentions are honorable and honest. People even have a tendency to look to you for help and readily trust you, at least when you do honestly have their best intentions in heart. You even seem to often get invited into the homes of isolated families of wealth, and power, or places with strange happenings beginning.

External Factor (400 CP): That's what you are, even more so than most heroes of these films. And like these heroes you have an odd ability to upset plans, especially long term ones, unless they were specifically made about you. You don't even have to know about them to start messing them up, arriving just in time to get involved in a way that disrupts the black magic ritual, or where you can break some ancient curse just coming to fruition. The more long term and malicious the plan the easier you will find it to break it, and the more your actions seem to disrupt it.

You will also find that unless they're specifically made about you, that prophecies and precognitive visions tend to fail to include you and your actions. This won't help too much with combat precognition (that is specifically about you after all), but if they aren't made by someone aware of you already and actively considering your involvement, prophecies and precognition miss you entirely.

Supernatural Detective (500 CP): You don't necessarily have the skills or aptitudes of a detective, this perk won't give you deductive reasoning or analytical skills, but you seem to have a way of stumbling into clues and information about supernatural forces. You simply stumble onto stories with a grain of truth in them, are unusually likely to stumble onto signs and clues left behind by supernatural happenings, abnormally likely to find books that have accurate information of the supernatural, and so forth. Helping you with this you seem to have a little feeling for when something really is supernatural or just a hoax. You might not know what's up with some supernatural force when you first encounter it, but you will learn quickly if you survive your first brushes with it.

There Is No Curse That Can Prevail Over Love (600 CP): You possess the ability to overcome dark magic and curses with your love for others. Normally in these films this would be romantic love, and while it's still strongest there it will work with philia and agape – or friendship and love for all men – as well. This is not necessarily easy, however. While sufficient love will make it possible to break supernatural afflictions, it will need to be supported by physical action as well; get that girl out of the house, give her blood to replace that drained by the vampire, fight off the physical manifestation of the curse, dunk her witch possessed form in the lake, and so forth. Still, even a curse laid by the Devil himself or the greatest of witches could be broken by you.

This even extends to just being good at disrupting the influence of demons and dark gods on those you love. Whether it's mind control, supernatural charisma, a corruption in their bloodline, or something else, you can break the hold that dark powers have upon others through love, wits, and courage.

Shadowed Perks

Reincarnated Heroine (100 CP): You remember things. They're only vague things for the most part, but it's like you're remembering another older life. These memories won't affect your personality and behavior, but you'll find yourself having vague *deja vu* and memories of some location in each jump, as if you had lived there in a past life. Sometimes you may even get full glimpses from events that happened in this past life. This past life will be connected to something important that happened there in the past – such as a witch, or supernatural occurrence – or otherwise that still impacts present day life in the area, such as having figures from it who are still alive and might befriend you as the reincarnation of their family member, best friend, or lover.

Targeted (200 CP): How kind of you to take this weight upon yourself. Supernatural threats and forces seem to target you first. Oh if there's some particular reason they're targeting someone in particular they'll just find themselves feeling they need to pass through you if you're defending them, but for those who are more open to choice in their targets well you just seem to be an appealing one. Vampires seeking a victim find you a particularly tantalizing one, and that werewolf roaming the region will zero in on your scent over someone else's.

This can be toggled off, though this won't necessarily make things already targeting you stop, just cease giving them that extra reason.

This Warning is For You (300 CP): Whether it's a prickling of your thumbs, nightmares, or creepy, old gypsies when you are targeted by supernatural evil you will find yourself warned. These warnings won't be overly clear, and definitely aren't extremely detailed, but they will hint at what is coming for you and how you might survive it. You might even find these warnings starting before you're actually the target, but once you're merely on the list with a few more prime targets to go before you, or in the area where you might become targeted.

Not Crazy (400 CP): You know the difference between what you really experience and some dream or hallucination. Even if you've been mad before you'll recognize now what's real and what's not real. This extends past knowing what was a dream or hallucination and what you saw in your right mind, though. You can also recognize when something that was a dream had some deeper reality to it, or when something is a supernatural vision or illusion, or some form of drug induced hallucination. This won't tell you what was causing the vision or illusion, even if it was madness, magic, or a drug, and it won't let you see what is really happening behind one unless knowing it is false

can already break it, but you will recognize its essential unrealness, or its essential reality. No one can gas light you into believing you're hallucinating just because you had a period where you were hallucinating, you can tell the difference. They might however be able to convince you they're a ghost when they're actually just using secret doors, that is still on you.

Plaything (500 CP): Evil beings, monsters, murderous killers, and those who wish to cause suffering seem to like you. They're not more likely to target you from just this, but they are more likely to make it slower for you. A killer or monster that normally kills quickly, is prone to decide to abduct you, and take you back to where they can make it slow and really enjoy it, and one that might torture others would drag it out with you, giving you more periods to recover so they can make it really last. Many such beings will even try and corrupt you into a being like them, whether that's convincing you to join them in their serial killings, or to turn you into a vampire too, though this also makes them strangely prone to hold off on forcing the transformation even when they would to others, wanting you to embrace joining them in eternal night before they turn you. Eventually these beings will get tired of waiting and kill or turn you, but you can expect them to take a lot longer than they usually would to do so.

Do I Need Protection (600 CP): Well if you do you'll probably have it soon enough. You seem to attract love like a magnet. You find it easy to be charming and to woo others, and even without direct effort or romance on your part people just seem to arrive and fall in love with you.

What's more you especially seem to attract those who would go quite far to protect you due to their love. This works better when you return the love, of course, but even when you're spoken for by another, or don't return it people are oddly willing to risk their life to aid you because they saw you once and fell in love. And those who love you seem to be smarter, all around better, and a fair deal luckier when they are working to save or protect you, and to a lesser extent just to help you in general; this will apply even if it is not romantic love, but merely the love of a friend or family, though the stronger the feelings of love the better and romantic love is more effective fuel than mere friendship or lust.

Occultist Perks

Doctorate (100 CP): You have a doctorate of some sort, and all the training in science (or medicine) and research practices which comes with it. This is easily 20 years of training and experience in an academic or medical field.

For an additional **50 CP** (not discounted to Occultists) you may also have several years of study in another field giving you another doctorate. You may pay this price multiple times for multiple additional fields.

Forbidden Research (200 CP): You seem to avoid punishment for engaging in forbidden study and research that probably has illegal roots, as long as you maintain a veneer of plausible deniability. You could develop new medical theories that are obviously based on autopsy, without the cops investigating where you're getting these bodies for dissection even if everyone knows that you're probably buying from grave robbers as long as you don't actually make it publicly proven, or write books on black magic without getting excommunicated as long as you provide a veneer that you're not actually performing it or teaching it

Curious Studies (300 CP): You seem to be able to somehow discover odd elements and connections between fields. This is especially true with obscure and specialized fields that seem almost more hobbies than actual fields of study or when one of the fields is occult or supernatural. If you're a chiropterologist and there was a connection between bats and the undead you would stumble upon it. Even if they aren't directly associated, you seem to find inspiration for surprisingly accurate ideas on the occult, or supernatural more generally, by researching your own strange personal obsessions.

Oath-Breaking Healing (400 CP): You have the ability to perform quite impressive feats of healing by unethical means and the harvesting of vital organs from the living. This oath-breaking healing can even be used to reverse aging, or cure any disease or condition up to and including death (though you will need their soul, mental engram, or brain). Unfortunately the more impressive the feat of healing the more specific the donors you will need, and the more likely you are to need donors from multiple individuals. This also seems to recognize the immorality of the sources and acts; that is to say murdering people for their organs will work better than obtaining those same organs through ethical means. The more impressive the feat the more specific a donor you will need and you can often expect to require multiple donors; something like preventing rejection of a transplanted organ might just require you to (fatally) harvest pituitary glands from young people or serial organ transplants until the body stops rejecting them, while something

like resurrecting the freshly dead might need (multiple) heart transplants from individuals of the same sex, general build, hair color, age, and blood type before they'd stop rejecting the new heart, and resurrecting someone whose body was utterly destroyed might require you to painstakingly build them a new body with parts fatally harvested from dozens of others and then a period of regular transfusion of the last life's blood or organs until they stop rotting from the inside. You can cure anything, but it will be upon a pile of bodies.

This comes with surgical skills, though not to the level of a **Doctorate** in it.

Cultivating Horror (500 CP): You are adept at developing horrific life. Whether it's infusing someone with so much poison they can no longer live without the poison of deadly plants, creating a snake woman by injecting their mother with regular quantities of snake venom, developing monstrous moth creatures that feed on blood, or other such unnatural cultivations of the natural form you possess a strange skill and talent at it, able to change life into something terrible. These experiments take time, many require you to raise humans to adulthood after all, and resources, and despite any attempts to avoid it they have a tendency to result in something with a definite turn towards the macabre or the horrific, but you are able to do impressive feats of biological modification.

This brings with it some level of skill in the biological sciences. While not quite at the level of **Doctorate**, it has more breadth in the biological sciences.

Combined with **Oath-Breaking Healing** it will be easier to modify already living creatures in this way, or even undo these horrific changes, though that will come with a price of blood and life.

Science of the Dead (600 CP): You possess the ability to find "scientific" methods of interacting with ghosts, spirits, and the afterlife. You can, through these (para/pseudo)scientific means, pierce the veil and contact the dead even in worlds that normally would lack an afterlife. Though if there's not an afterlife this will be mostly limited to those who died violently especially in states of great wickedness or very suddenly and unexpectedly, and for them to fade with time. This will also allow you to find scientific means to bind, seal, or even potentially compel ghosts and spirits. You might even be able to strengthen the tie of ghosts to the world of the living to keep them lingering longer, or to have more ability to interact with and influence it. However you should expect human blood to be involved in a disturbing amount of these sciences, and potentially more ethically questionable things as well.

Count Perks

Charming (100 CP): Good or evil you're good at putting on the air of a Prince Charming. You know how to act suave, and yes charming, bringing to bear an air of noble sophistication and genteel politeness. Even when you're not acting in an aristocratic manner, you are highly skilled at hiding whatever darkness and ill-intentions you hold deep inside. You could be plotting to torture and kill someone and still easily act in the role of the kindly host caring for them as a guest.

Arrival of Victims (200 CP): You are lucky in having victims come to you. You live in an old haunted castle, something people will still end up there on a dark and stormy night. Your preferred type of victims are even more likely to arrive, though the more specific the longer you may have to wait. If you just want itinerant travelers who could disappear and not be missed you won't have to wait as long as if you want extremely beautiful women, and if you want the perfect image of your dead wife as if she was reincarnated well you might be waiting a few centuries.

Gas Lighting (300 CP): Might not have been a 60s film, but there's plenty of it going on here. And you now excel at it. You know how to fake events to make them believe they are being haunted by ghosts or vampires, or simply that they are going insane. This makes you excel at faking supernatural events, especially ones related to those that show most often in gothic horror films. You also excel more generally at goading and driving someone to madness, through manipulation and making it seem like they are already mad, and have a knack for judging what it might take to break someone's sanity or mind. Or simply convince them to take their own life if you'd prefer.

Of course, given you quite possibly possess supernatural abilities of your own, you are also quite capable of using these abilities to their best for driving someone mad, or making them believe that what they have seen with their own eyes was naught but a hallucination.

An Angel for Satan (400 CP): You may not be beautiful. You may not have that easy charisma that draws in love. You are, however, highly skilled in the art of seduction, and using what sex appeal you possess to turn it to your advantage.

Beyond merely seducing others into your bed, you excel at using sex appeal and romantic relationships to get people to ignore their morals. The more attracted someone is to you the more you merely flirting with them seems to eat away at their morality. A stalwart and moral individual might resist this, but if you were beautiful you could turn simple people who teeter between good and evil based on fear of punishment into killers with

little more than some flirtation, and if you were to become their lover even the most virtuous might find themselves willing to throw away all their morality for you. The longer someone remains enraptured by you, the more easily they will give in to temptation when you present it.

This has a similar, albeit weaker, effect to coax them into submitting to your will, as those who are attracted to you become more and more willing to throw away their pride and ambition and settle for being your agent or creature.

One by One (500 CP): You excel at stealthily killing off your victims, making them disappear one by one. You seem to practically have a preternatural sense for when you're being observed, a little prickling sensation that tells you that you have been noticed. When you have isolated a target and they do not know you are aiming to kill them, you will find that your initial attacks are strangely more effective than usual, hitting harder, being more likely to cause death even if in a location that is not normally lethal, and should you kill someone by surprise, they are unusually likely to die quietly without being able to cry out or alert their allies.

Cruel Nobility (600 CP): People accept your unusual behaviors as peasants accept those of wealthy nobility; they might find them odd, or weird, but people seem to treat you like you're too important to ostracize even if they wanted to. You can push this too far; this protects you from the social side effects of odd behavior not of actively dangerous behavior. In general as long as it does not threaten or those they care about directly, people are willing to turn a blind eye to your otherwise socially unacceptable or taboo behaviors.

They are even inclined to overlook certain warning signs in your behavior, and less likely to suspect you for evil doing just because of things like a strange morbid fascination with death or having studied the occult. People simply don't come to assumptions about your morality just due to some odd eccentricities like your obsession with taxidermy, or extensive knowledge about the ritual practices of Satanists.

Even beyond this there is rarely an organized response to your actions. For some reason people just don't seem to go to the authorities, and your victims are unusually likely to commit suicide or bide their time waiting on the sidelines warning your potential victims cryptically or attempting to take personal revenge. This won't stop revenge against you, and if you're too flagrantly public – such as walking down the street killing people – this will fail, but in general organized responses to your crimes just don't target you. There might be a manhunt for the killer, but somehow you are overlooked as the individual with

means, motive, and opportunity. And this isn't limited to murder but includes other crimes as well. Eventually this may fail, and some individuals may take justice into their own hands, but the sheer amount of stuff you can get away with is ridiculous.

Witchborn Perks

Macabre Beauty (100 CP): You are a true beauty, a rarity among rarities, and more lovely than the vast majority of humanity. There is, however, something uncanny and otherworldly about your beauty. This can go unnoticed if you keep your mannerisms and behavior bright, but with just a touch of effort, or the right general behavior, this can become something creepy and underworldly.

Silencing Terror (200 CP): People living in your shadow grow scared of talking about you. Perhaps it's because you can hear when people living under the shadow of your influence are talking about you, immediately knowing who spoke and where. You will also know if they are talking badly of you, or telling secrets that you'd have them keep secret. This does only apply to those living under the shadow of your influence; that is a place where you hold significant sway and control and have for weeks or months, and they must have remained there for weeks at least.

Centuries of Passion (300 CP): You are undimmed and undiminished by time. Your emotions can remain vibrant and strong for centuries as mere time cannot eat away at them. Your memories last through the unending eons with those things you'd remember and treasure after 10 years being remembered after a thousand. After a hundred years you might need a bit of exercise to function at your best physically, or remember your skills, but the rust and detritus of centuries will fall away from your body and skills with ease and time and lack of use alone will never strip you of your capabilities.

Undead (400 CP): Death is not the end for you. When you are killed you will rise again as an undead creature. This can be a vampire or a ghost, depending upon the state of your body and your desires. Whichever you become you will have mildly enhanced strength – enough that if you were weak a strong man might be able to overpower you with effort but if you were already strong you'd be clearly superhuman – and a body that is extremely resilient to damage and lacking in most biological functions. However whichever you choose you will need to feed on the blood of the living to maintain your strength and if you go too long without doing so you will die in truth, and daytime will sap your power rendering you inert and forcing you to slumber. Holy signs and symbols can also weaken and harm you, and actual holy powers and attacks will be much more effective against you than a normal individual, and potentially could disrupt the power allowing you to persist as one of the undead.

As a vampire a stake through your heart will immobilize you and reduce you to an inert and effectively dead state, and the burning of your bones will destroy you permanently.

As a ghost you are able to materialize at night within a certain range of an anchor, either your body or the place where you died. As with a vampire burning your bones will destroy you permanently if your body is your anchor. If you haunt the site of your death it will be possible to cleanse it through ritual exorcism or burning of the structure or surrounding area.

You may choose to start a jump in this undead state if you prefer.

If you have the **Witch** perk, it is possible to, through blood sacrifices and dark ritual, revive yourself fully. If you do so and are killed again, you will rise once more as the undead. This ritual works best with the blood of your reincarnation, followed by descendents, followed by family.

Mesmeric Gaze (500 CP): By meeting the eyes of another you can subdue their will with your own, forcing them to obey your will. This can be resisted by strong enough wills, and it is easiest to make someone do something that they already want to do deep inside, though for the majority of people there is no resisting this even when you are pushing them towards something they would normally never do; heroes and lovers may be a problem. This influence is also short term, unlike with hypnosis you are unable to make long term post-hypnotic suggestions, and its influence will fade in a matter of hours.

If taken with **Hypnotist** you will find it possible to induce a hypnotic trance with this ability, or by incorporating hypnotism techniques with this gaze affect stronger wills that would normally resist you. This also allows you to make stronger post-hypnotic suggestions which when triggered can re-induce the full force of this gaze and can fully compel people making them act in ways that they would normally never do.

Witch (600 CP): You are a witch. You possess black magic. Not really combat magic, it just isn't that fast, though can do minor telekinesis which could be useful in a fight. However the focus is more on things like curses, and compelling dark spirits. You might manage to kill a man from afar in a locked room in a way that if not for the signs of struggle could only be suicide, but you might have to perform a spell nightly for a week to work this as opposed to being able to simply compel your enemy in the midst of battle (though it might be easier to cause someone to get hit by a car, or even turn a statue of an eagle into a living one to have it attack someone). You might also manage to astrally project as a wolf, or curse someone into being a werewolf. This magic is strongest during nights associated with Hell and death, and symbols or faith in God serve as a protection against this magic weakening its influence and making it harder to affect them at all, and

a pure heart and innocent soul is an even stronger defense though even this won't stand out against a determined siege from your magic indefinitely.

This magic seems especially potent for cursing bloodlines across generations, and allowing your soul to linger ready to return to life centuries from when you died; though such a revival may be useless to you on your journeys. Raising other wicked souls as the undead may be possible, though it'd take quite a deal of time or some rather wicked rituals and human sacrifices. These undead might not be vampires in the strictest of senses, but as unclean and unholy dead you can expect them to have similar vulnerabilities and weaknesses dealing with such purifying or holy forces as sunlight, running water, fire, and the signs of God.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Dracula Cape (50 CP): This is a classic cape or cloak as a vampire might traditionally wear. This cape never gets caught on things, and if someone tries to grab it it will either come off easily or slip from their hand.

Igor (50 CP): This individual was once a particularly large and strong man. After some experiments they have had their mind wiped clean, and their will reduced to obedience to you. They're rather lobotomized in behavior, and don't talk much any more, but they are big, strong, and absolutely obedient to your commands. Just don't expect them to showcase much original or creative thought, or ability to follow overly complex plans. That got wiped out by the experiment. They are quite strong, and because they don't really have free will or their own thoughts they count as a follower instead of a companion (unless you import them as such).

Tarot Cards (50 CP): While these cards have no special prophetic or oracular abilities beyond the norm for a deck of tarot cards, you do seem to be able to always draw the card from the deck you desire. The deck can be the Rider-Waite, or another major tarot deck, or a unique deck with illustrations based on you, your companions, and your journeys.

Dogs (100 CP): This is a trio of dogs. They're very tame and docile for you, well trained and obedient. However they are trained as attack dogs, and will be unfriendly and vicious to anyone else. In fact this viciousness seems to exceed that of a natural dog's, and it is not just their viciousness as they seem to be just a bit faster and stronger than they should be.

Gothic Wardrobe (100 CP): This is an extensive wardrobe of outfits in the style of Gothic horror. They're all well made and tailored for you in particular, ranging from the clothes of the lowliest peasants to those fit for the wealthiest family out of Poe, the evillest count found in Eastern Europe, or the most beautiful witch.

If you also bought a **Dracula Cape** any capes or cloaks in this wardrobe will share its ability to avoid being caught on things or gripped.

False Death (200 CP): This is an anesthetic drug, or perhaps it would be better to call it a poison, that causes unconsciousness as well slowing the metabolism, and induces a state of false death which lasts hours to days depending upon the dose. During that time the body's metabolic processes are stopped, and there's no way of telling the individual from the dead short of an autopsy or maybe magic.

House of Shadows and Blood (200 CP): This is a large, stately manor house or mansion. While it lacks modern conveniences like electricity or an indoor bathroom with plumbing (post-jump these will be added to the extent that it can tap into the local power grid and water system), it does have a telephone, and its own well which provides it with fresh water. The telephone seems to go out whenever you wouldn't want someone to be able to use it. This manor comes with a small graveyard though whether this was ever consecrated ground or not some of the infamous individuals buried within have ensured that it is now not consecrated.

It almost goes without saying there are secret passages built into this manor. And now this large manor and its surrounding estate are yours. It's rumored to be cursed and/or haunted, and even when it inserts into a new jump these rumors seem to persist, or quickly restart.

There are various upgrades you can purchase for this house. If you purchase 2 or more upgrades other than Torture Chamber, all further upgrades other than Torture Chamber are discounted. If you purchase a second (or third, fourth, etc) **House of Shadows and Blood** you may apply all upgrades you purchased for the first to it for free.

Torture Chamber (50 CP; Free with Castle upgrade): This is a large, underground dungeon and torture chamber. It's full of enough torture devices to please even the cruelest member of the Inquisition, and actually consists of multiple rooms, including at least one set up to serve as a prison cell.

Ranchland (200 CP, discounted Drop-In): The land surrounding this mansion is massively expanded, and it now comes with several herds of cattle and land ready for agricultural cultivation. If this cattle is lost or killed off it will be replaced at the start of the next jump. You will also find that full indoor plumbing has been added to this home.

Family Library (200 CP; discounted Newcomer): The manor now possesses a large library from a noble family that has passed its heyday and withered into backwater provincials. The library is still an expansive collection of old manuscripts, rare tomes, and the like. Some may even have occult secrets buried within them. In addition to these books there are diaries, business records, journals, private histories, and the like from the family; including some of their more illicit studies and research. These records would be a veritable treasure trove to a historian studying the region.

This library will be replaced with a similar collection befitting the local jump in each future jump.

School (200 CP; discounted Shadowed): This building is now a boarding school. It can be for the arts, a finishing school for girls, or even feasibly a school for boys. Either way it comes with a staff of teachers and caretakers, fully wired for electricity (though will require a local electric grid to tap into), and with full indoor plumbing. It will also attract students, though mostly those with troubled pasts or who have a history of being ‘difficult’ for their parents, schools, or the authorities.

Laboratory (200 CP; discounted Occultist): This is a stereotypical mad scientist’s lab added to the manor. It comes fully stocked with everything one might expect to see from a private lab from the 1800s, including its own generator, and a hook up to receive more electrical energy from lightning bolts. It also comes with a restocking supply of chemicals for experimentation, and contact information for a variety of suppliers of chemicals, machines, laboratory tools, cadavers, and rare specimens. This may, at your option, be hidden underground as a secret room.

Castle (200 CP; discounted Count): This is no longer a mere manor or mansion, this is a full, fortified castle. In addition to adding fortified stone walls, and the defense those provide, this will increase the size of the lands and estates by a fair bit (although still far less than the Ranchland upgrade), and increase the size of the structure itself by a fair bit.

Haunted (200 CP; discounted Witchborn): It’s no longer mere rumors. This house is in fact haunted by dark forces and spirits of hatred and lingering evil. You have some control over them, they will not target you, and you can with a prolonged act of will seal them away, or much more easily release them, though

once you seal them you cannot release them again for some time. When released they can cause poltergeist activity all through the house, twist space inside of it, and cause a variety of traditional haunted house sightings and events. They can also bring misfortune, ill-weather, and poltergeist activities to the surrounding countryside, even going so far as potentially killing individuals with ghostly assaults. Your control is not enough to sic these spirits on particular individuals, at least without some other form of black magic or occult science which would let you compel spirits, and even simply ensuring they do not target someone such as a friend, lover, or Companion will take significant force of will, as well as often repeated effort; it'd probably just be easier to seal them away again.

Plague Spreaders' Hands (400 CP): 6 preserved hands of 3 infected individuals who intentionally spread the plague. Through occult ritual you can reanimate them and grant them the ability to move on their own and spread the plague with their touch. This ritual gives you some ability to control and command them – they won't attack you, and you can send them to kill individuals – but you need to be careful to keep them on a short leash as they're rather eager to spread the plague if given the chance. The plague they spread is highly virulent and lethal, similar to the Black Death though the symptoms don't really match, and when it's spread to one of your targets through their touch it is massively accelerated such that it can kill in minutes.

Pure water if quickly applied will, however, wash away this plague, and it will dissolve the plague spreaders' hands if they are exposed to it, though they tend to avoid its presence and pure water will begin to disappear as a result of their nearness though this won't stop the rain if they're caught outside in it, and a lake or large reservoir is beyond their ability to evaporate.

Drop-In Items

Garlic Sausage (100 CP): This is a thick, length of sausage almost two feet long. This slab of meat is strangely sturdy when used as a weapon, capable of being used much like a club, and surviving your strength as you use it as such. Despite this it remains edible, and is in fact very well preserved and won't go bad. This preservation is voided for pieces cut off from it, but this slab of sausage will regrow over time to regenerate anything you have cut off.

Oni Mask (200 CP): This mask is designed to resemble the face of an oni. While the mask is obviously a mask, at least in decent lighting, when you wear it, you seem to carry with you an air of supernatural dread and horror. This is increased when in poor lighting, where your face almost really does seem to be that of a demon's, and the shadows and illumination seem to shift to hide you, or dramatically illuminate you, and add an air of the supernatural to your presence.

This mask won't stick to your face when you try to remove it, even if you get it wet, but will be difficult to remove for others. They'd have to rip your skin off with it as it seems to merge with your flesh into one when someone else tries to forcibly remove it from you.

Torch (300 CP): This torch is extremely easy to light and regenerates over time; not as quickly as it burns, but it will burn for much longer than normal, and if you put it out (or let it burn away) it will regenerate itself in a matter of hours at most. Beyond that, this torch is oddly good at lighting vampires, the undead, demons, yokai, witches, supernatural forces of evil or darkness, serial killers, or just anything that falls into the category of monster on fire. It won't guarantee it can kill them, but when you use this torch against them these beings will light on fire like someone had doused them in gasoline, their entire bodies bursting ablaze in a large flame that is extremely persistent in not going out and does seem to burn them faster than ordinary.

Six Shooter (400 CP): This is a gunbelt, a six shooter, and a belt of ammo. This gun never jams, never needs maintenance, and never catches in its accompanying holster. In fact the whole motion of drawing it is faster than it normally would be for you, and when you perform a quickdraw you are surprisingly accurate with this six shooter even as you fan out and shoot at multiple targets as long as it is one fluid, quick spray of fire from when you drew it. Strangely when you perform a quick draw it can even seem to fire more than 6 times, and not need reloading afterwards. Its accompanying ammunition will also restock overtime.

Alternatively you can have this be a swordbelt, scabbard, and katana. In this case it will never need sharpening or maintenance, and will never catch in its scabbard or have the handle simply break and have the sword fall out. It will still draw unnaturally quickly, and when you perform an iaijutsu strike the blow will be unusually quick and accurate.

Village Inn(s) (500 CP): This is an inn. It's the sort of inn one might find in the Balkan or Carpathian mountains, or at least in them in these films. It's really rather larger and more like a modern inn than you'd reasonably expect to find in such a small village. It always seems to have a room they can put you in, and for cheap, and a hot meal if not ready and waiting then ready to make when you want it no matter what hour of the day or night you arrive at it. It also seems to naturally gather local rumors, stories, and gossip, and while not unerringly accurate, its staff does seem to be oddly capable of weeding out at least some of the lies and falsehoods of such rumors. The staff is also strangely happy to tell you things that could get them in trouble for telling you them.

And the oddest part of it is that you keep running into this inn at various places you go. It won't always be exactly the same building, and the staff will have different names and appearances, and maybe even different numbers of members (in worlds with other species of people than just humans they might even be different species). Yet there's something always recognizably this inn about it. Maybe it's the fact that the staff seems to remember how you like your food and room, or even when they're different people reference some of your past encounters. Either way you will find a version of this inn regularly in settlements you visit, the staff always trustworthy and somewhat on your side, the inn always having a history in the location that makes it fit into the place, a room always ready for you, the food always good, and already filled with local legends and stories.

Flying Sword (600 CP): This sword seems ordinary enough, until you realize that it can cut and wound ghosts, and other spirits, as if they were flesh and blood and that if a wound from this sword would be lethal on the living it will be lethal on the undead as well, and also strangely lethal on other spirits, demons, or monsters. Its name, however, is due to the fact that if you hang it in its accompanying scabbard with instructions to watch and protect you, it will launch itself from its scabbard like an arrow from a bow at undead, demons, other supernatural forces of darkness, or monsters which intrude upon you while burning hot. It won't fly past the initial assault, and it's not guaranteed to hit somewhere lethal, but it will strike at these enemies and make a loud enough noise while doing so to wake you. This same magic can work if you throw the sword at such creatures, helping it to fly straight and true towards them and adding extra force and

speed to its flight. You can also call it and/or its scabbard back to your hand, though this is significantly slower, and it'd probably be faster to just walk over and pick it up.

Newcomer Items

Invitation (100 CP): This is a letter inviting you to come and visit a family or household. What family? Well you can determine that once per jump. Someone in the family will even remember writing it and sending it, and even (perhaps vaguely) remember a reason they did so. Usually this will be one of the younger and more outgoing and irresponsible members of the family. Still this is an open invitation to come and stay at the home of someone of your choosing, so choose well.

You can choose what household this invitation is from at the start of a jump. If you're not a drop-in this will weave the invitation into your background so there is an evidence trail that can be followed and not just a vague memory.

Silver Cross (200 CP): This silver cross has a sharpened bottom making it double as a dagger, or a stake. If it is used to pierce through a creature's heart, or close enough equivalent – really anywhere on the chest or head will do – it will prevent that creature from rising from the dead or regenerating the wound so long as the cross remains in place. If you leave this cross in the heart of a being at the end of a jump, a copy will stay behind and a copy will come with you.

Self Restraints (300 CP): These chains always strong enough to bind you and the fixtures will somehow prevent your struggles from breaking the surface they're connected to, at least through the force from these chains (make sure you can't reach the anchors), unless you – if you were in your right mind and not under the influence of another – would want to be able to break them at which point they will merely be ordinary chains. Even if used to imprison someone else, the strength will scale to the imprisoned individual but only so long as they would – in their right mind – want to fail to break the chains.

Cross That Casts a Shadow (400 CP): This is a large and unwieldy cross, at least 5 ft tall, and almost wide enough to actually crucify someone on. By invoking the name and judgment (or wrath) of God you can temporarily charge this cross with holy power so that its shadow burns the wicked. This is most effective on demons, witches, and worshipers of Satan or evil gods who will burst ablaze, as if turning the scale of their evil and unholy power into fuel for these flames, allowing them to overwhelm their resistances and durability directly scaling with the unholy power and wickedness within them, but it will also burn others who are wicked in the eyes of God. It won't, however, burn you even if you're a wicked sinner.

Platinum Bullets (500 CP): These bullets work wonders on killing a vampire... and really any other supernatural beings. These bullets penetrate occult defenses as if they weren't even there. Won't do anything about mundane, or even comic book science or random radiation spawned durability, but if something possesses resistance to harm due to being a supernatural or occult being or some magical resistance to weapons, these bullets will punch straight through it. And the wounds will likewise resist similar supernatural or occult healing.

You begin with a set of 10 of these bullets and they will replace themselves 1 per year if used. Can be arrows with prayers inscribed upon them by a Bodhisattva instead. The effect will be the same.

Holy Cross (600 CP): Most crosses are holy, at least in theory, but this cross is holier than most. A tiny sliver from the Holy Grail, or another similarly sacred artifact like the Spear of Longinus or the True Cross, was included in its construction. Due to that, this cross is a powerful protection against black magic, and capable of nullifying it from being cast in the area around it, weakening its effects upon things within the area of this cross's protection, and even causing pain in the damned, whether simply those whose souls have been bound to Satan through pacts or merely a life of utmost sin (that is the worst of the worst not just any old sinner), and unholy beings by being uncovered and within a few feet of them. The cross does have a limited range of effect, but it's enough to fill a courtyard, or a large room, and possibly larger still; though walls do seem to block it, and it has to be put upon display to work; putting it away will stop it, though someone without faith simply covering it with a cloth won't. You see the cross requires faith in God, or at least the superiority of the power of the forces of Good over those of Evil, for it to function and while it can function if the faithful puts it somewhere, in the hands of one who is faithless it will do nothing. Well in the hands of anyone faithless other than yourself. It will also not hurt you even if you're damned and/or unholy.

This cross can also be used as a tool for more active white magic – that is magic to dispel, reverse, or prevent black or evil magic, not just magic that is not malicious – bolstering its power and effectiveness if you should have any.

Shadowed Items

Ill-Maintained Car (100 CP): This car, or van, seems to refuel, repair, and maintain itself when not in use. Despite that somehow it still manages to break down from time to time. These breakdowns seem to happen especially when you're somewhere near occult horrors, a potential monster filled adventure, or just a fun place to stay. Actually it might be that the car thinks you find vampire castles, ghosts, and serial killers fun. Either way, when it does break down it will be easily repaired if left overnight.

Strings of Garlic (200 CP): These are 6 strings of garlic bulbs. By hanging all six of these around a room, including one at each entrance – including windows – you will find that supernatural beings of evil, demons of all sorts, the undead, and the like will be unable to enter unless they are taken down. This does require a certain clustering of this garlic, so don't expect to protect an entire school auditorium with this.

Hand Mirror (300 CP): This is a basic hand mirror, or if you'd prefer a compact. It's somewhat ornate, but other than that, it's a rather ordinary mirror. Its reflections do show the true form of beings, piercing through illusions, shapeshifting, and magical disguises to show what they truly are. But other than that it's rather ordinary.

Lucky Charm (400 CP): It's hard to say that they had any effect in the films that they showed up in, but that's how luck works isn't it? Well this one definitely will work. It will provide you with a moment of great luck which will avert some serious injury or loss of life. This doesn't guarantee you're unharmed from the event, but either you will avoid it almost entirely or if it still leaves you badly wounded it will remove you from immediate danger and put you where you can get help with your wounds instead. And then it will break and not be replaced till the start of the next jump.

Chalk (500 CP): If used to draw a circle supernatural horrors cannot pass through it with ease. The larger the circle the weaker, but the greater the average faith in God (doesn't have to be the Christian God but the ultimate wellspring of Good in the world) of those in the barrier the stronger the barrier. Even without any faith it's enough to hold back most ghosts, undead, and demons. Marks will fade after about a day so make sure to top them off. Doesn't actually have to be an unbroken circle, small breaks like an inch here or there won't make it stop working, though to be safe you probably should make sure it's *mostly* complete; a 6 inch gap is probably an issue.

If this piece of chalk gets worn out you'll receive a new one within a week.

Garlic Necklace (600 CP): This is a necklace consisting of a single clove of fresh garlic on a string. This clove of garlic will remain fresh and pungent, and as long as it is worn around an individual's neck that individual will pass unnoticed by serial killers, witches, demons, vampires, monsters, and supernatural horrors. This pseudo-invisibility will be broken if the individual actively interacts with them, but even then unless the wearer actively antagonizes them they won't be viewed as prey or someone to kill or attack. Even if the wearer does manage to attract their attention despite this, it will protect the wearer from black magic and curses, and the supernatural powers of such beings. This won't protect from non-black magic, however.

Occultist Items

Research Materials (100 CP): This is a steady supply of fresh corpses. You'll have no need to go grave robbing to get them. Unless you want even more. You will only get one every few weeks after all, and while they're 'fresh' they're still a few days to a week old when you get them.

By default these corpses are human, but may be a common local sapient species, though they do need to regularly leave fresh corpses. You won't be receiving the corpses of immortal beings, or kryptonians, but you might receive orc corpses or t'au if you're living close to orcs or t'au.

Potion of Living Death (200 CP): Made from the aqueous excretion of a certain tropical plant this deadly poison causes a stiffening of the body and an absolute preservation of it without decay or rot. The larger the animal the larger the dose that might be needed – a dart tipped in it might kill a raven in moments, leaving it still hanging on its branch in a perfect imitation of life, but a shot of cognac laced with it might take an hour to kill a man. You get a large supply which will continuously resupply itself. And in case you were worried about how to deliver it, you will find that cognac is fairly effective at covering up any scent or flavor it possesses. Also while it will stiffen the body, they will not be so stiff that they won't be posable; so don't worry about having your living dead stuck in positions you don't approve of.

Glowing Glass (300 CP): This is a large, glowing, glass-like stone. It shimmers and shifts in color, and is very warm to the touch. A student of the black arts might say it is a gift from gods stranger, older, and darker than Satan himself, and a scientist might identify it as a radioactive mineral from outer space. Whatever its nature the energy it emits can make plants grow rapidly and fruitfully, even in places that would normally be near wasteland, though this growth drains the soil of vitality so that they will grow blasted without the continual exposure to its radiation, and these plants may even begin to move in alien ways as if they were growing more animalistic. In animals – including humans – it induces deformities, madness, dangerous levels of photosensitivity, and eventually monstrous growth, superhuman strength, metal hard skin, deathly chemical reactions to water that may create flames, and finally death.

This is a man-sized chunk of this stone, and while it is dangerous it is not without its uses and the energy it produces may perhaps be tamed and utilized in other ways with sufficient skill in sorcery or science. If nothing else it produces a constant flow of energy in the form of light and heat which could be used to boil water.

Snake Medicine (400 CP): This is a large stockpile of snake venom. The venom from every known real world venomous serpent can be found here. This includes a variety of antivenoms designed for each of these venoms as well. This collection also includes several artificial snake venoms created by modifying and mixing these venoms of increased deadliness, as well as a wide variety of medicines made from these venoms. The most important of these medicines is one which can stabilize mental derangements temporarily, serving as a panacea for madness, insanity, and psychological disorders whether natural or supernatural in origin.

All of these venoms, antivenoms, and medicines resupply over time as used. This isn't a truly infinite supply, but you could easily keep a few individuals perpetually treated for their insanity.

Fountain of False Youth (500 CP): This is a spring that provides water extraordinarily rich in minerals and germicidal properties. Besides being able to be used as a topical antiviral and antibacterial solution, this water is able to restore youth and life (at least to macroscopic life). However this restoration lasts only a few brief hours before age (or death) returns in full force. More of the water could provide further restoration, allowing one to use this water to keep an individual or individuals perpetually in the prime of life, but it'd take all of the output of this spring to continuously maintain life in a single dead individual; restoring youth requires a smaller dose so could be used for a group.

Greenhouse Garden (600 CP): This is a climate controlled garden. It is full of beautiful plants, though some may be less lovely. Most of these, perhaps all of these, are poisonous plants however, and often these plants will have unusual biological properties. By default these are rare, and fantastic, plants are useful in the more occult sciences which you might encounter in these worlds, from experimentations in creating biologically modified monsters, science to interact with the dead, or medicine with horrific side effects, though some will also be useful in black magic, occult rituals, and black magic possessing inherent power in these rituals. As you travel worlds, however, this garden will slowly, automatically, add new plants with special properties, although primarily those with dark and horrific ones, from these future jumps you visit to its plots.

Count Items

Holdout Pistol (100 CP): This is an antique, single shot, smooth bore pistol designed to be easily hidden and carried. It doesn't look like much of a threat, but you'll find that it's every bit as accurate as a modern pistol, hits with the force of a full sized gun (though without the recoil), reloads its gunpowder and ammunition after a few minutes, never goes off accidentally, and is easier to hide than its small size would already indicate.

Exotic Menu (200 CP): This is a feast. It consists of quite a varied menu, of expensive and high quality foodstuff and a variety of equally rich and varied drinks. This is a large feast, enough to feed a single individual for the better part of a week, or to share with a large party.

You'll receive such a feast once per week.

Loyal Servants (300 CP): This is a set of 4 servants. They are ordinary humans, though they don't seem to need to eat or drink, or age, and are very loyal. One might even say absolutely loyal as they don't seem to care if you eat babies or even really seem to care if you treat them well, and will kill or worse on your command.

These servants count as followers, not companions. They are also fully trained servants fit for taking care of a wealthy, Victorian household.

Hallucinatory Drug (400 CP): This is a drug that has no taste or scent, and can be applied through food, drink, or a small prick of blood. This drug leaves no trace in the blood or body after it has run its course. This drug makes someone see things that are, while under the drug, completely indistinguishable from reality. While you don't have direct control of the effects of this drug, it tends towards nightmarish visions and hallucinations of ghosts, killers, and monsters.

Wealth (500 CP): You are rich. Your wealth doesn't really seem to have a source but taxes are paid for, and it's just accepted you have a great deal of wealth. Maybe it was an inheritance. Either way this is enough to let you live a life of wealth and comfort and will refill itself at the start of each jump. You'll not be throwing around the money to reshape nations, but you have enough to bribe the local constabulary, and buy your way out of most trouble you could get into in a small backwater.

Altar of Satan (600 CP): This is a Satanic altar for the worship and service of the Devil. It seems to be part of a special pact with the forces of Evil, and will grant you wealth, fortune, and prosperity in exchange for acts of evil done in Satan's name. The crueller the torture, the deeper the betrayal, the more suffering you cause, and the greater the innocent you lead into corruption and Satan's service, the greater the prosperity and luck you will be bestowed. This will not be overt supernatural happenings, but as if some dark god was arranging the world around you in your favor; dice roll in your favor, enemies are struck down by plagues, people decide to favor you. Unfortunately this Devil cannot directly influence the pure of heart or those truly faithful in God, or things too close to them, but where wickedness reigns you will find yourself living an absolutely charmed life and all you have to do is cause the world to suffer. You do need to perform minor rituals at this altar to cash in on the 'favours' you've earned from the dark powers.

Witchborn Items

Witch's Supplies (100 CP): This is a small stockpile of supplies that might be used for working witchcraft. There's the stuff to make voodoo dolls, various herbs and candles to burn in rituals, some of which are poisonous, chalk to draw sigils, and the like. Nothing here is rare, or hard to obtain through other means, and nothing has power intrinsic to itself, but it is a basic starter kit for ritual magic, and it will restock itself over time.

Ghostly Carriage (200 CP): This is a carriage with a pair of horses to pull it. They only seem to exist at night, at least you can't find them during the day and the rising of the sun will make them vanish. However, they do seem to have a way of appearing where you need them at night, though they won't disappear (except at dawn) or appear while someone is in the carriage. They are unnaturally and completely quiet, neither the horses nor the carriage itself making the least noise, and possess otherworldly stamina and greater speed than horses ought to have.

Cursed Artwork (300 CP): This is a beautiful statue or portrait, or other piece of visual artwork displaying a representation of an individual of breathtaking beauty. It's the sort of piece of work to stir desire for it in the heart and mind of an art collector, but somehow this piece of art always seems to possess a reputation for being cursed. Some individuals – especially the wealthy and collectors of art – might ignore this reputation, but the superstitious will soon come to blame misfortunes and tragedies in their life to this piece of art even if they simply live in the town or village near to where it is kept. And perhaps they aren't wrong, as those who possess this artwork – other than you – do seem to be unusually prone to misfortune.

Shades of Hell (400 CP): This is a group of 2 dozen minor damned souls. While they are clearly not normal living humans, their skin ashen and gray and their bodies deformed and twisted by their hellish existence, and existing now in a state of madness and rage which makes them ill-suited for tasks requiring subtlety or fine control they are still useful. They are mildly stronger than a normal person, though most are within the range of normal humans. They are, however, a lot harder to kill as they only seem to need their brains and hearts and wounds elsewhere don't seem to do more than anger and infuriate them.

You can summon them forth causing them to rise out of the ground or appear through nearby walls, but only during nighttime hours as when light breaks they must retreat to Hell. Any that are destroyed or lost will be replaced at nightfall however.

Devil's Saddle (500 CP): This is a black magic circle, with a saddle-like seat in the center of it. This circle is theoretically for the purpose of summoning demonic beings, devils, and dark gods. It does work for this purpose, being a general purpose summoning circle for dark beings, able to work in place of more specialized ones for individual beings if you know the proper spells to summon them. Beyond this, however, the circle works as a ritual site for working magic of the specifically black variety, bolstering dark or unholy magic cast within it, and making those rituals easier to perform from within its confines.

This ritual site may become part of your warehouse, another property, or insert into an appropriate location in-jump as appropriate.

Coven of Thirteen (600 CP): Well really twelve unless you count yourself. These are twelve practitioners of the old religion and its black magic, or that is to say witches. They can be men and women, there were male witches after all they were simply much rarer. They aren't particularly great witches on their own, but when they come together their power is similar to the Witch perk, and they can also aid you in other ways. After all, you are the head of this coven, and they see you as their religious leader; one who through dark pacts and dealings holds absolute power of life and death, or at least to cause death and pain, over them. If you are a witch or mage yourself, by having them help you in your rituals and magic you can find an increase to your powers as if you're tapping into each of them for a small boost which can become quite noticeable with all twelve together.

Companions:

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately. Companions cannot purchase companions. Feel free to change the gender of OC companions. If you transfer CP to them, OC companions can be treated as having the discounts (but not unlisted freebies which will instead be 50 CP) of the Origin(s) they most closely match; use your own judgment there.

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal though cannot take Acting for Two. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

You may pay the price to import 1 or more companions up to 3 additional times. This follows the same pricing breakdown as the first time you paid to import them. That is to say for 100 CP you can import 3 companions a 2nd time or 200 CP to import up to 8 a 2nd time. You cannot, however, pay 100 CP to import the same companion 3 additional times (that would be 3 purchases of 50 CP).

Each additional time you import a companion you can choose one of the following options:

- The companion gains +200 CP. You may only choose this option twice.
- The companion gains a 2nd Origin. You may only choose this option once.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Elvira (50 CP): The Mistress of the Dark may not have been the first midnight horror host, but she might be the most recognizable due to her great *assets*. A goth take on the California “Valley Girl,” Elvira has often hosted late night 60s Gothic Horror, but this will be the first time she’s been... well... Haunted Hills was a parody of them... Arguably the second time she’s found herself in one.

Stray Cat (Free): From time to time this stray cat gives the impression that it is either the reincarnation of your dead wife (or husband) or possessed by them. It seems to be oddly intelligent, has a strange affinity for their things, and to be extremely jealous of your love and possess a human-like capability for malice and planning when it comes to driving away or – better in its eyes – killing those who would have your love after your dead spouse.

Undesirable Husband (Free): Why did you marry them? It was for the money wasn't it? This is your husband (or wife). They're past their prime, never were much of a looker, and aren't particularly virile. They're not a charmer, or a romantic, or even a competent lover. They're no conversationalist or wit either, and are something of a wind bag and bore, and their opinion on gender roles and duties in marriage may leave something to be desired. They do have money at least. Which might be yours if you could arrange their death, though maybe you shouldn't kill them. It would be cruel, and for all their faults they do genuinely care for you and wish the best for you. At least for now. Hopefully you won't change that because they have the **Respected Profession** and **Gas Lighting** perks.

Aspiring Artist (50 CP): This young painter has lived for years in the soul crushing role of a mere restorationist, never being able to give voice to his own art, but only to recreate the art of others. And then something changed. He has begun to catch on, his fame starting to spread, but it has also put him into the eyes of the police. Eyes he hopes that you can help him to avoid. He seeks new and varied experiences, and to see sights of wonder (and horror) beyond the ken of men to further inspire his art... art he is more than happy to dedicate to you as his patron. He has the **Charming, Restorationist, Art of Murder, Arrival of Victims, Gas Lighting**, and **One by One** perks and wears a **Dracula Cape**.

Fiance (50 CP): After a sudden whirlwind romance, this young lady (or lad) has fallen head over heels in love with you. An engagement is at most a question away, though, you'll need to meet her family first in their ancestral manor she hasn't visited herself since before she began college. Something doesn't seem quite right about them, but assuming you can extricate her from the house without her dying she'll be more than happy to accompany you on your chain. She has the **Macabre Beauty, Targeted, This Warning is For You, Do I Need Protection**, and **Doctorate** (your choice) perks, as well as the **Ill-Maintained Car**, and **Hand Mirror** items.

Friendly Herpetologist (50 CP): This respectable, aging gentleman is one of the world's foremost experts on venomous snakes. He's quite an amiable fellow, though he has a tendency to ramble on about snakes, and is evidently fascinated with his subject of study. If you get him to open up, he might reveal that he's been trying to create a new race of superbeings by combining aspects of snakes and humans, and believes that this may hold the secret to eternal youth. His experiments with snake venom has left him with the occasional fugue state in which he transforms into a serpent and murders people if he doesn't inject himself regularly with a sanity-preserving medicine made from the same venom, but that condition should fade by the end of the decade, and he really is quite a nice man for an unethical scientist willing to experiment on living people. He has the **Doctorate (Herpetology)**, **Forbidden Research**, **Curious Studies**, **Serpent Person**, and **Cultivating Horror** perks and the **Snake Medicine** item.

Millarca (50 CP): Playing in a crypt, as one does, you found an open coffin with a silver cross in the rib cage of one of the skeletons. Maybe you shouldn't have picked it up to look at it, because the next night this woman came to you. She was within inches of biting your throat before she seemingly thought better of it, and decided she'd rather have you as her living protector during the sunlight hours, and have you aid her in obtaining the blood she needs to survive. You could probably stake her again if you really wanted to, but she does make good company and seems to like you. She's probably not controlling your mind. She has the **Macabre Beauty**, **Centuries of Passion**, **Undead**, **Mesmerism**, and **Hypnotist** perks.

Scotland's Finest (50 CP): This young, dashing detective is straight from Scotland Yard, sent to investigate strange deaths that have been happening in the area. He's naturally gregarious, and effortlessly charming, and he's also in need for a place to stay while he investigates. Surely you'd be willing to help him out, right? He has the **Investigator**, **Dead Charmer**, **Welcome Guest**, **Targeted**, **Respectable Profession (Police Detective)**, **Distinguished Voice**, and **Supernatural Detective** perks.

Shironeko (50 CP): This beautiful, Japanese maiden with oddly, prematurely grey hair is actually a large, two tailed, white cat. She has become attached to you, having fallen in love with you. Unfortunately she's rather possessive of you, and wants you all to herself, and while she's protective of you, she is somewhat overly willing to kill to 'protect' you. She has the **International Audience**, **Beautiful Acting**, **Bakemono** (giant cat form, and ability to create auditory hallucinations in individuals or groups), **Charming**, **Macabre Beauty**, and **Welcome Guest** perks.

Traveling Entertainer (50 CP): This young fool is part of a troupe of traveling entertainers. Or maybe he was. It depends upon when you meet him. See, his troupe had or has the misfortune that while traveling through Eastern Europe it encountered or will encounter a vampiric count. He'll survive to meet you, don't worry, though he'll be the only survivor if you don't help him out. He's a skilled thief, good at picking pockets and doing second story work, with the **Harlequin, Charming, Could Anyone Have Gotten In, Hypnotist, Beautiful Acting, and Gas Lighting** perks, as well as **Tarot Cards** and a **Dracula Cape**.

Ancestral Witch (100 CP): Technically an aunt (or uncle) with sufficient greats and grands before it, this witch was killed centuries ago. Your coming has finally triggered their curse to revive themselves using your life in exchange for their own, but something about your otherworldly nature has caused a change to the ritual and now, instead of killing you to usurp your life, they have to keep you alive or return to the grave. They may not be happy about this situation, but they're determined to make the best of it. They look identical to you, to the point that if you were doing your hair and makeup the same and dressed and posed the same you could mistake them for your reflection. They have the **Macabre Beauty** (though won't look more beautiful than you are as they look identical to your base form for the jump), **Silencing Terror, Dying Curse, Undead, Mesmerizing, and Witch** perks.

Avenging Brother (100 CP): This dashing young college student has come into the area looking for his twin sister who has gone missing while researching local legends. If you help him save his sister, or at least deal with the Satanic forces which killed her, he's likely to become your friend for life if he doesn't just fall deeply in love with you. He's a charming, and brave individual, with quick wits, and a knack for disrupting the plans and plots of dark forces, so you could find a worse individual to have at your back. He has the **Investigator, Dead Charmer, Welcome Guest, External Factor, Supernatural Detective, and There Is No Curse That Can Prevail Over Love** perks.

Django (100 CP): Or at least a Django. The name seems to get passed around a lot to a lot of different gunmen from westerns. This Django was left in a shallow grave a while back, and now he's seeking revenge towards those who thought they killed him. His search for revenge has led him to cross your path, and apparently he thinks you'll help and once you have... he doesn't have anything better to do; he doesn't have family and his last band of 'friends' killed him for his cut. He has the **International Audience, But You're Dead, Gunslinger, Inspector, and Undead** perks and the **Six Shooter** item.

Luchadore (100 CP): A Mexican masked wrestler, this man left a lucrative career as a B-movie star to pursue a clan of vampire women who had turned his daughter into a blood-sucking fiend. Since then he has expanded his prey to hunt various other forms of undead and monsters, traveling the world and accumulating an impressive store of occult lore in his one-man quest against the forces of el Diablo. Perhaps in you he has found the ally he needs. He has the **International Audience, Beautiful Acting, Strong Man, and Van Helsing Archetype** perks, as well as the **Oni Mask** and **Torch** items.

Mad Doctor (100 CP): This doctor was one of the foremost experts on medical science famed for his miraculous cure of age itself before his reputation was destroyed when he was caught murdering individuals for their blood to revitalize his wealthy patron. He has since been living in hiding, and seeking a new patron who will help him progress his researches into resurrection. He believes that by performing a proper seance, he could resurrect someone who was dead without any need for their original body, placing their soul in a new vessel. If only he could have a worthy patron... and enough fresh corpses. He has the **Doctorate** (medical doctor), **Forbidden Research, Curious Studies, Oath-Breaking Healing, Science of the Dead, Distinguished Voice, and Beautiful Actor** perks.

Perpetual Victim (100 CP): One has to wonder how this girl survived long enough to meet you. Though she doesn't seem to remember any prior meetings with ghosts or ghouls until about a week prior to meeting you. Now, though, it feels like she's the target for all sorts of things. A witch-ancestress trying to reincarnate using her body, a vampire looking for a new bride, a brother who has become a werewolf, serial killers, and more seem to be her lot for the decade meaning by the time you're ready to leave she'd be eager to have you take her with you. She doesn't have much in the way of useful skills, but she is a wonderful lightning rod for threats. She has the **Macabre Beauty, Reincarnated Heroine, Targeted, This Warning is For You, Not Crazy, Plaything, and Do I Need Protection** perks.

Reluctant Werewolf (100 CP): There was a time that this man was an upstanding citizen, who lived a normal, unassuming life. Then he became the subject of a family curse, and now he finds himself forced to fight against it. He seeks a cure for his lunar transformations which drive him to hunt and kill humans as a werewolf, and with your help he might be able to retain his soul and sense of humanity long enough to be cured, or if not cured to at least gain control over his transformation and its effects. He has the **Reincarnated Heroine, This Warning is For You, Inspector, and Supernatural Detective** perks as well as the **Self Restraints** item. He also has the **Werewolf** perk though only transforms during the 3 nights of the full moon, and in his transformed state

is driven by a murderous desire and need to kill though thankfully he can aim it to some extent; should you fail to cure him he will gain full control over his transformation by the end of the decade, and if you do cure him he will gain the **Strongman** perk as the cure purifies and refines his strength.

Sophisticated Killer (100 CP): The scion of a noble house that has, unfortunately, fallen into disrepair, this beautiful countess might no longer hold the right to such a title, her father having lost the family estate years ago, but she still has rather rich tastes. And to keep them fulfilled she's taken several lovers in the past who have died under mysterious circumstances. She's decided you might be something a little different. No, she'd rather stick with you... as long as you can help her satisfy her tastes for the good things in life. Of course she'd be more than happy to help you as well, and her skills in seduction and murder are certainly something. She has the **Macabre Beauty, Charming, Arrival of Victims, Gas Lighting, Angel for Satan, One by One**, and **Cruel Count** perks as well as a **Gothic Wardrobe**.

Witch Wife (100 CP): This woman is your wife. She is also a witch. Not that she's told you this. After all, would your background self have approved? She's doing her best, though, to help you out with her magic and mostly practices the more white elements of it. She's also quite the devoted wife, loving you deeply even when you don't deserve it, and she would die for you. Hopefully you will return this love and affection as she really does deserve it. She has the **Macabre Beauty, Distinguished Voice, Witch**, and **There Is No Curse That Can Prevail Over Love** perks as well as the **Witch's Supplies**, and **Devil's Saddle** items.

Count in Yellow (200 CP): No relation to Hastur, this count does tend to wear yellow and golden colored clothing. He is a man of wealth, taste, and power, who stands removed from humanity by his aristocratic position. Or maybe it's his history and service to the dark powers. While he's not related to Hastur, he has sold his soul to the Devil, and been 'blessed' as the personification of a particularly deadly version of Yellow Fever, and with great luck and prosperity for the suffering he has spent his life causing. He has the **Charming, Gas Lighting, Cruel Count**, and **Color of Death** perks and the **Wealth** and **Altar of Satan** items.

Expert on the Occult (200 CP): This aged researcher is one of the world's foremost experts on the occult. Over the years he has discovered that his anthropologic research into the history of witchcraft was providing him with more and more evidence that it was real. Age has robbed him of much of his original youthful vigor, but he has taken to providing advice and support to others who are dealing with witches, Satanists, and

demonic horrors, at least when he can find them. He has apparently decided that you are likely target for such darkness in your future, and to come to your aid as only he can. He has the **Doctorate** (Comparative Mythology), **Curious Studies**, **Science of the Dead**, **Van Helsing Archetype**, **Hypnotist**, and **Supernatural Detective** perks.

Gifted Psychic (200 CP): This beautiful young woman seems to have a knack for extrasensory perception. She's convinced she is a spirit medium, able to commune with the dead, and gifted with various glimpses and flashes of psychic insight. The haunted house you met her in certainly seemed to prove her right, what with the way she figured out where the ghost's bones lay, and almost got herself possessed. Still if you can keep her safe she's quite the lovable girl and her psychic gifts might come in handy. She has the **Macabre Beauty**, **Reincarnated Heroine**, **This Warning is For You, Not Crazy**, **Do I Need Protection**, **Spirit Medium**, and **Foreseeing Doom** perks.

Herpetologist's Daughter (200 CP): This beautiful young woman was the subject of experiments from her, rather mad, father in her youth. Experiments that have permanently changed her and altered her. These experiments have left her somewhat alienated from mankind, seeing herself as something apart and dangerous, though she doesn't really blame her father for it, and in you she sees a potential kindred spirit, or at least a fellow being that has been elevated above common humanity. She doesn't really seem to blame her father much, in fact she seems willing even eager to carry on his research. She has the **Macabre Beauty**, **Do I Need Protection**, **Doctorate** (Herpetologist), **Forbidden Research**, **Cultivating Horror**, **Serpent Person**, and **Child of Poisons** perks as well as the **Lucky Charm** item.

Looks Like Barbara Steele (200 CP): You ran into this black haired beauty a little while ago, and well she really was beautiful. She was innocent, sweet, caring, and good without a wicked bone in her body. You know, rather boring despite how beautiful she was. Then something changed. Her personality did a near 180, becoming a wild, sensual, wicked woman with all sorts of delightfully twisted ideas. It's pretty obvious that she's either an undead witch who killed her reincarnation to take her place, or the spirit of one which has fully usurped her original body, but given she's so much more fun does it really matter? She has the **Macabre Beauty**, **Centuries of Passion**, **Undead**, **Mesmerizing**, **Witch**, **Beautiful Actress**, and **Angel for Satan** perks as well as the **Ghostly Carriage** and **Shades of Hell** items.

Romantic Soldier (200 CP): This brave young man's life is fairly ordinary. He fought in the wars, fell in love, his beloved was targeted by supernatural horror stemming from a family curse. Maybe with your help she survived, if not... well he managed to stop the witch or vampire from profiting and put them back in the grave. Either way he's got a surprising level of skill and ability, and seems to be pretty good at rooting out occult evil and putting it in the grave where it belongs, and after his first encounter he's equipped himself not to repeat his failure. He has the **Gunslinger** (mixed soldier variant), **Inspector**, **External Factor**, and **Supernatural Detective** perks, as well as the **Silver Cross**, **Platinum Bullets**, and **Holy Cross** items.

Seeker of the Tao (200 CP): Fleeing from civil wars and the corruption of the Chinese court, this Taoist sage has begun to seek a peaceful life of spiritual cultivation. Unfortunately he's found ghosts, monsters, and now you instead. He's still seeking his spiritual enlightenment, but he's also decided that if the world is throwing him in with the supernatural he'll accept it and become something of a monster hunter. Maybe you can convince him there's something better to do with monsters, or maybe you'll help him in his tasks. He has the **International Audience**, **Inspector**, **Gunslinger** (swordsman variant), and **Words of God** perks as well as a sword that combines the **Flying Sword** and **Six Shooter** (sword variant) items, and the **Platinum Bullets** (arrows variant) item.

She-Golem (200 CP): This is a golem made to look like a beautiful woman. She's completely mute, and not as monstrously powerful as the golem of myth and legend might be, but she is still extremely strong and possesses a great durability as a golem. It'd be unfair to say she's not the brightest, though on first brush she might seem to be a rather stupid and uncreative individual. In truth this is just because she's newly created, and she's a very quick learner, though she's not fully developed a will of her own or a personality yet. If you let her she will, becoming a very bright young woman, even something of a genius, though perhaps you'd rather intentionally stunt this growth to keep her completely and utterly obedient and loyal to your will. As a golem she's nearly impossible to kill, harming her body being attempting to harm a supernaturally enhanced clay block harder and more resilient than solid stone, which has no organs or natural weak spots except the one on her forehead where the word Truth is written in Hebrew in ink. Thankfully it's impossible to smudge this ink by accident, though if someone has the will to do so it will be possible, and if this word is smeared out or marred she will 'die' until it can be repaired on her forehead in the same kind of ritualistically prepared ink. She has the **Macabre Beauty** perk in addition to these powers described here, and an improved version of the **Strongman** perk due to her golem nature.

Willing Werewolf (200 CP): There was a time that this man was an upstanding citizen, who lived a normal, unassuming life. Then he became the subject of a family curse, and while for a time he fought against it, he has since learned to embrace it and in so doing gained control over it. Now, he simply enjoys his status as one of nature's predators, and seeks more interesting and exciting prey. He doesn't consider you prey, thankfully, but he does think you can help him obtain more exciting prey and for that purpose he's willing to follow you. He has the **Charming, Respectable Profession** (1 of your choice), **Werewolf, Undead** (though he doesn't know it yet having not died), **One by One, Cruel Count**, and **Could Anyone Have Gotten In** perks.

Yoru-Doji (200 CP): Since when was your aunt this strong? She's certainly strong now. Though it's been a while since you saw her. In truth this isn't your aunt. They are an oni who was driven from his home due to being mistaken for another oni that was attacking Kyoto. Now they have made their way to Europe seeking a place to settle down again. They've decided to insert themselves into your family, and once they learn of your true nature, they'd almost certainly be willing to join you. They have the **International Audience, Beautiful Acting, But You're Dead, Gunslinger** (samurai variant), **Strongman**, and **Bakemono** (oni form, and ability to read limited information from people's minds to create effective disguises, detachable flying head, and ability to make their tongue extend outwards as a deadly, spear-tipped tentacle) perks.

Satan's Favorite (300 CP): This man is convinced he is Satan's favorite. And it's somewhat hard to argue against. He has been blessed and gifted with many things by the Prince of Lies, and now he is being given the chance to accompany you and gain powers undreamt of in this world. He is completely without remorse or morality, having given his soul over to Satan long ago, but the dark powers bestowed on him really do seem to show an odd favoritism, and if you can stomach his devotion to Evil and belief that you should be serving his whims and desires, he should be a useful ally. He has the **Charming, Macabre Beauty, Silencing Terror, Undead, Witch, Dead Charmer, Cruel Count**, and **Dying Curse** perks as well as the **Witch's Supplies, Shades of Hell, Devil's Saddle, Coven of Thirteen**, and **Altar of Satan** items. He is also very good at courting the favor of gods of Evil, devils, and demons.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Horror Magnet (Special): As a mandatory ‘drawback’ you’re guaranteed to encounter, or cause, some form of Gothic Horror plot while you’re here.

For **+100 CP** you will regularly encounter some form of gothic horror such as gothic killers, werewolves, or vampires while you’re here.

For **+200 CP** these encounters will be more common, and veer towards the more powerful; while you might encounter a mad count, gas lighting adulterer, or doctor trying to murder his daughter back to perfect health, more often you will be encountering vampires, werewolves, monsters made from mad science, or witches.

For **+300 CP** it seems the Devil has taken a direct interest in your life and the forces of darkness are actively targeting you, and they will be given strange powers, unholy blessings, and aid to bring your end.

90 Minutes of Padding (+100 CP): Anything that’d be boring seems to just take longer. The stuff you’re looking forward to, or enjoy won’t last any longer, but walking or driving somewhere will take longer than it should and feel like it takes even longer.

Bats (+100 CP): Bats fly into your face at inopportune moments, sometimes they actually attack you. They’re also very obviously fake, and on strings in really, atrociously bad special effects that will never be anything but immersion breaking... even as they bite and claw at you or simply bludgeon into you to draw blood. They will always be able to draw blood from you no matter how tough you are as well.

Devil’s Horns (+100 CP): You’ve got horns. They mark you as a servant of the Devil. People will recognize this. You might be able to hide them under clothes, like a hood or a hat, but shapeshifting or illusions won’t disguise them and your allegiance to the Devil.

Dysfunctional Family (+100 CP): Your family is a junction of dysfunction. You don’t necessarily love them, but you unfortunately feel connection and kinship with them, and a need to sort out family affairs when inevitably an elder relative dies. I’d tell you to expect that to get messy, but you will forget that part. And if you were a drop-in you now have local memories and a dysfunctional family.

Flammable Environments (+100 CP): You have an unusual tendency to end up in buildings that are on fire; not you know a daily or even weekly thing, but happens a lot more to you than most people and seems to especially happen at the climax of events. If you fight a vampire (or another monster), defeating it will coincide with the building being lit on fire.

Identical Ancestor (+100 CP): Well they're not your direct ancestor, more a distant aunt or uncle. Still they looked exactly like you, and they were some dread witch or sorcerer from centuries past who was killed for their sinful practices. And now they're coming back to life and to secure their new place in life they must kill you. They were a powerful witch, and are now an undead being on top of that. And you will forget that you took this drawback.

Lycanthropy (+100 CP): You are a werewolf. Unfortunately you don't seem to have the advantages, only the disadvantages. During the 3 nights of the full moon you will grow fur and take on a wolf(wo)man shape. During this period while you are stronger than usual, you are also driven by a mad, predatory desire which leads you to attack and kill people wantonly and without self control. No matter how well you contain yourself you can expect to escape at least once or twice during your time here.

If you purchased the **Werewolf** perk you can gain an additional 100 CP from this drawback, but you will be unable to transform into a werewolf through the perk except during the nights of the full moon during this jump.

MOS (+100 CP): Perhaps you're in an Italian film, because it seems like people's lips don't match what they're saying. Reading lips, some seem to be speaking English, some French, some Italian, some other languages, and some just nonsense, and all annoyingly out of sync with what they're actually saying as if things have been somewhat awkwardly dubbed.

Nightmares (+100 CP): All those horror movies late at night have given you nightmares. They're pretty vivid and nasty and will see you waking up screaming many nights.

Oh Wicked Scent (+100 CP): Animals can smell you're evil and hate you. Expect them to freak out in your presence and either attempt to attack you or run away from you.

Spooky Timing (+100 CP): The world seems to have an odd sense for melodramatic timing, especially when it would be spooky. Candles will blow out just when someone mentions that it's the night of the dead, thunder crashes down at the moment someone arrives, wolves howl just as you consider going out at night. Unfortunately where

normally this would be some of the ways that supernatural forces forecast their arrival, now, though, you'll find such signs drowned out in the false positives, and have to deal with the world trying to scare you in many varied ways.

Water Drops (+100 CP): You stole from the dead and now they haunt you. A dead woman, who you robbed, seems to appear around you from time to time attempting to scare you, or just disturb you. They're capable of causing poltergeist activity – moving objects, making noise, and the like – and attempting to possess you to make you choke yourself but a strong will can protect you and you'd need to be terrified for that to work even without one. Unfortunately they can do all of this while you're already otherwise in trouble.

All Men are Sex Fiends (+200 CP): If you're male you're sex obsessed, if you're female you have to deal with a bunch of unwanted sexual attention from sex obsessed men who are not your type and/or serial killers. If you're both or neither you have to deal with both.

Closed Within Hideous Desperation (+200 CP): You are hideously ugly and revolting to look at. Or well you might just be slightly below average, but you will find that people treat you, and often mistreat you, like you really are hideously ugly, and that your ugliness seems to repulse any and all romantic opportunities that come your way.

Cursed Bloodline (+200 CP): A curse hangs over your family line. Besides driving your whole family to paranoia and whispers, this curse is certain to strike sometime during your time here. Whatever the nature of this curse you can expect it to give you significant trouble and haunt you and your family for your stay.

Gas Lighting (+200 CP): The people closest to you seem to have decided to betray you, and drive you mad before they do it. Expect to be gas-lit, deceived, tricked, and have people working constantly to deceive you... including your companions as they are those closest to you. You will of course forget you took this drawback.

Killing Urge (+200 CP): You are driven to murder. Maybe it's just a psychotic drive, a desire to create the perfect taxidermied scene of human performers, perhaps it's a need for blood, or it could be that a loved one is sick and requires frequent transplants to live. Whatever it is, you can't stop yourself from killing on a regular basis. You will have a preferred type of victim that you will be hard pressed to resist killing even when it would definitely complicate your life, and at least once or twice you will kill even though it endangers your plans. You just can't help yourself.

Light Sensitivity (+200 CP): Bright lights are blinding, you need darkly tinted glasses to see outside in the day, you sunburn easily, and your supernatural powers melt away under the sunlight. This includes any powers that don't function by real world physics. Thankfully they'll come back when the sun is gone, and most danger around here comes at night.

Like Knives in the Brain (+200 CP): Super sensitive to sound, anything above a whisper will cause you discomfort, and someone raising their voice in anger will cause you significant pain; an out and out shout might see you on the ground with the sheer agony of it. You have a similar sensitivity in each other sense: anything brighter than a candle hurts your eyes, strong odors cause you torturous pain, and even the softest of garments are almost unbearable in the way they grate against your skin.

That's a Superstition (+200 CP): And you're not superstitious. You don't believe in the likes of vampires, werewolves, ghosts, and God. Worse, even once you've encountered them and had their existence proved to you, you won't be willing to make use of the superstitions that explain how to deal with them. You won't hang garlic even knowing you're dealing with a vampire, nor will you resort to a wooden stake and will even try and stop others from doing so. Hopefully your friends can slip such things past you, or you're powerful enough to deal with the horrors of the night without such tools.

Unobservant (+200 CP): You have a tendency to miss small details like how the girl you're trying to wake up isn't breathing, has a major head wound, and is missing both of her hands. You'll catch on eventually but expect to not immediately notice things.

Hysterical Possession (+300 CP): You are possessed by a dead ancestor. Well actually you just have a murderous split-personality that wants to cause chaos and sow dissent in those around you, but you will forget this part and simply be convinced that you are possessed by a dead ancestor. There's no way to rid yourself of it.

Petty Caligula (+300 CP): You have no social or emotional self-control or restraint, very little self-control, and a combination of hedonism and cruelty which drives you into the depths of decadence.

Just as Air Is Your Life (+300 CP): Poison is now yours. You cannot survive except with regular transfusions of extremely deadly plant-based poison. Even then, you need it to permeate the air around you for hours a day, so that you can only live in a place so thick with poisonous plants that it will sicken and kill other living beings in the region. You can leave this for brief spells, but you'd better get gardening. You are also deadly to touch, your entire body poisonous. Your very touch can kill most animals, and this

deadliness extends to your companions and followers even if they were normally immune to poison – or not even biological to begin with.

If taken with **Child of Poisons** you may gain an additional 100 CP but you will be unable to turn off that perk's effect during the jump.

Like an Animal (+300 CP): Your senses have been addled and scrambled. You cannot speak intelligibly, and complex thought is beyond you, leaving you similar to a smart chimp or a young child.

Perhaps You Just Imagined It (+300 CP): You are completely mad. You have persistent hallucinations and delusions which you can't tell from reality. This will usually be scenes and situations fitting Gothic Horror, from vampires and ghosts, to your Companions being secret witches plotting against you. You will forget having taken this drawback.

Outro:

Your time here has come to an end. Whether through failure, or success, the credits are rolling and it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

If you're curious about the lack of Frankenstein themed stuff, it's because I was avoiding Hammer (it already has a jump), and there is one Frankenstein film I could find in the decade not made by Hammer. And it doesn't have the monster or re-animation of dead tissue, just someone using an artificial brain and Frankenstein's research to try and brainwash Jesse James's muscle bound friend into being Igor. Admittedly as 'Igor' he acts like Frankenstein's monster, but it's still not re-animating a monster. There was Carry on Screaming which was a parody film that definitely played with Frankenstein's themes; there was a big bulky monster (who was furry) and electrical regenerator.

I got a bit exaggerated with some of the items.

The sex of any of the OC companions can be swapped at your discretion.

Very late in design process dummied out item

Golem (500 CP): This is a golem crafted from clay as a crude imitation of a man, though on a somewhat larger scale than a human. It is monstrously strong and completely obedient to your commands, though it is not particularly intelligent and will simply follow them to the letter and absolutely. It is monstrously strong and resilient, far beyond the means of medieval weaponry – save perhaps some siege engines – to harm. It is also able to grow on your command, rising up till it towers at several times the height of a man and is strong enough to tear a castle apart with its hands and similarly having increased durability in such a form, acting as a living siege weapon. Its only vital point are three Hebrew letters on its forehead spelling out the word Truth which if they are smeared or erased will cause the golem to break apart and fall to nothing.

You have instructions on how to recreate this golem if it is destroyed by sculpting a new clay body and an abbreviated ritual which will not require you to summon evil spirits to pray the elements into it.

Changelog:

Version 1.0.0: Released.