

About fucking time!

Welcome to the World of Darkness, although this version may not be quite what you remember. Things are slightly goofier, though certainly no less scary. You can attach this Supplement to any of the **World of Darkness** Jumps, though it is primarily intended to go with the **Hunter** documents.

Enjoy the next ten years, Jumper.

Origins

You may choose to take any of these origins as a Drop In, giving you no memories, history or connections in this world. Choose whatever age you would like, so long as it would make sense. Your sex does not matter either despite what the origin descriptions would have you believe, so choose whatever you would like.

By combining this Supplement with a non-**Hunter** Jump, you have some choices to make regarding your possible backstory. Are you an ex-Hunter who became the very thing they sought to destroy? Have you turned against your own kind and signed on with a band of humans? Are you ignoring this aspect entirely and you just want the extra Perks like a hoarding lunatic? The choice is yours!

Patriarch – You have been hunting for a long, long time. Maybe you came from a dedicated Hunting family or maybe you just lived through something that you should not have, but either way you have been around the block a few times and it takes a lot to surprise you these days.

Elder Son – You suffered the failings of parent who was a Hunter first and foremost. You have learned from them and fortified your spirit accordingly. You may or may not having military experience, but you certainly know how to put something six feet under regardless.

Younger Son – You have grown up knowing about the supernatural and are fascinated by it. You see this world as a series of mysteries to unlock. If only your elders would bother to share their wisdom instead of making you pry it from their cold, withered hands.

Son-In-Law – You were not born into this nonsense. You received a sharp, painful lesson one day and the only good thing you can say of it is that you managed to survive. You have since adapted (more or less), but you cannot deny that having others to rely on who know what is actually going on is incredibly comforting.

Grandson – You know what is going on, but it is kind of hard to care. Halo death-match is much more relevant. You are being instructed in the ways of the Hunter, but no one seriously expects you to go on a Hunt before you reach adulthood. ...Right?

Monster (200) – Well, something seems to have gone a bit wrong. You are entering this Jump as one of things Hunters are typically supposed to stop. By taking this option, you begin the Jump as a supernatural creature of the World of Darkness. You are whatever option is given by a non-**Hunter** Jumpchain document. You can choose your species if this is paired with a **Hunter** document.

Location and Date

It is called the *World* of Darkness, but our starting location here is Norfolk, England. You can choose whatever specific place you like within its confines.

As for time, it is early in the evening on the 29th of November, 2006. Some hours from now, under the light of this bright orange hunter's moon, a double-decker bus will drive down a lonely country road for an exciting family outing.

What ever will you do?

Perks

If you have taken the indicated origin, then all Perks within that section are discounted by 50% for you. The discounted 100 CP Perks are FREE. Please note that anything indicated to be FREE is not mandatory, with one possible exception (see Monster below). Only take what you wish to take.

General

Storge [FREE] – Your family is forever. Just who your family is will ultimately be up to you. Don't believe the masses, blood only counts for so much. Affection is the real factor. Let's add respect and trust to the list as well, shall we? Because you can love someone and still treat them badly. Keep that in mind. This is not a guarantee of perfection. Life is not perfect.* What this is... well, it is a guarantee of the above three. Love, respect and trust. Any consensual, open and intentional relationship you form with anyone that they reciprocate in turn will have these three aspects built into the foundation. Whether as a friend, an in-law, a spouse, a child, a sibling, a parent, a mentor – whatever they may be to you – if you call them your family, if they call you family, then you will treat each other like family should. If you have more than one person in your chosen family and they begin to think of each other as family, then this will grow between them as well. You are more understanding, more supportive and more relaxed with each other. This will not prevent all disagreements, all fights or all heartbreak. They or you may decide for whatever reason to go down a different road for a time or forever. But so long as you and they still honestly think of each other as family, no true hatred shall ever spring between you, any differences may someday be worked out and the door will forever be open to come back home.

The Basics Of Bareknuckle Boxing [FREE] – The aforementioned, but also a few more things. Basic firearm use, safety and maintenance. How to fight with a knife. How to make a Molotov cocktail. How to pick a physical lock. How to hotwire a car. How to shoplift groceries en mass. How to lie to the police. Essentially, this is the complete 'Big D's Guide To Hunting!' that Kitten never got around to finishing. Or it might just be a guide on how to be an effective lowlife. It's a bit interchangeable, really. Also includes a basic level of physical fitness that you never lose, though you could certainly improve on it.

Everything's A Write Off [FREE] – The taxman is the most feared, hated and reviled aspect of the government for many. Not you. For some reason, any kind of tax agency tends to overlook and ignore you unless someone very specifically brings you to their attention with undeniable proof of your tax dodging ways. Keep it quiet and you could probably get away with it indefinitely.

Sex Words Funny! [FREE] – Not just sex words, either. You have a sharp sense of humor, with the kind of perfect timing for a gag or a joke that makes it seem like you had known the opportunity was coming. You will never fumble the delivery.

Close-Captioning By Jump-chan [FREE] – By your will, you can toggle close-captioned text to appear at the bottom of your vision to describe the happenings and conversations you are privy to. It will be color-coded to the individual and may reveal certain things you would miss with your naked eyes or ears.

Laugh Till You Cry [FREE] – This comes with a toggle to turn its effects on or off at your will, as there might be times when you want to be scared silly. Without detracting from the overall despair and horror of the setting you find yourself in, you can inject a decent amount of humor, affection and hope into the world to better help yourself and others to make it through the coming events with your sanity intact.

Welcome To The Family [FREE] – Hunters can be a bit more relaxed than the other supernatural murder clubs. All you really need is a desire and ability to make a difference in the world. Beyond that, the sky is the limit. Nationality? Who cares. Imbued? Nice, but not necessary. Human? Preferred, but it is not completely impossible to see Kindred, Ghouls, Kinfolk, or stranger things working alongside Hunting cells for their own reasons. Wealth? Useful, but you can still do a lot with a 2x4 and a can of gasoline. While there are always the hardcore fanatics, most Hunters really only care about two things – can they trust you and can you handle it? If the answers are yes and yes, you're probably in. And now, so is anyone you deem worthy. From now on, you can bring along anyone you meet into your chain, so long as they agree to go with you.

Your Flesh Consumed [100 CP] – You have been thrown into the dread inferno and come out of the other side stronger for it. You no longer fear those things that slither and crawl out of the dark to prey on mankind. You could be standing in front of an Antidiluvian with nothing but a stake in hand and you would sooner burst out laughing than fall into a trembling heap. Terror and panic are things of the past for you, no matter the situation.

Built [100 CP] – You have left the realms of 'fit' and are now treading the path of the swole. You have very little, if any, extraneous body fat left and you have well-defined musculature. You also gain a one-time, personalized boost to your appearance. Whatever you define as a defect on your body will now vanish or change to what you would prefer.

Social Patience [100 CP] – You are able to easily deal with wacky behavior. This is a good thing, given how... eccentric some people can get, in this universe and others. So long as someone is not deliberately acting maliciously towards you, it will become easier to brush off or even accept someone's irritating or unusual behavior.

Strictly Street Level [100 CP] – You might be in a world where gods walk among us, but you will have to work hard to attract the attention of such beings unless you wish to. A subverted 99-pence store manager reports on your fumbling discoveries to the local Regent? Neither of them will take it very seriously and all the evidence they have towards your identity is either weak or falsified. A Ghoulded police officer finds you covered in wounds in front of your own front lawn-turned-minefield with a load of dead vampires in your house? Any barely coherent story you can spin out to cover all the facts will be believed and filed. This is a combination of luck and perception filter that ensures you would have to do something very over the top to make your existence known to any supernatural higher ups.

Are You All Right? - Capstone Booster [400 CP] – Here is the greatest power anyone can ever possess. Are you ready? You now have the ability to empathize, communicate effectively and form positive relationships with other people. It is not an exaggeration to say that at least 50% of the Family's internal and external drama could be cured or avoided if they all had this. You have a great deal of social intelligence, enough to accurately gauge someone's mood even if they are trying to pretend to feel something else and can almost always get others to

Speak honestly with you while you do the same with them. You will never misunderstand or be misunderstood by anyone you are capable of conversing with. Finally, you can tell when a relationship is being strained by one or more of the parties involved and what can be done to fix it. This acts as a Capstone Booster for all of the 600 CP Perks below.

Patriarch

Redeemer [100 CP] – Here is something most Hunters don't like to think about, but is always worth keeping in mind. Whenever you begin a Hunt, there is a non-zero chance that you are going to wind up killing someone who was thrown into the deep end and tried to stay afloat any way they could. Not a sadistic monster who loves carnage, not a scheming mastermind out to dominate all mankind – just someone who had the world against them and buckled under the weight. You think being ground down by life is unique to humans? Try talking to my man Kevin over here. Wouldn't it be nice if they had another way offered to them? If you could break them out of their destructive spiral and remind them that their humanity is something worth fighting to preserve? You have a way of recognizing and wearing down the monstrous mask that those who hate their actions have built up for themselves to see the true soul within. Even more amazing, you are fantastic at making those individuals rethink their choices and options, bringing out any potential good that may still burn within them. Of course, that is a long way off from forming a trusting relationship, helping them build a new life and defeating the forces that are arrayed against such a thing... but it is a start.

The Hidden World [100 CP] – If there is a supernatural force in this universe, you have probably tangled with it at least once before. If not, you know someone who has. This is what comes of being in a Hunting family. You have street-level, accurate knowledge of all supernatural creatures, forces and factions in a given setting. This will update for each setting.

Functional Addiction [100 CP] – You cannot be addicted to anything, ever. The good news is you really can quit any time you want! The bad news is you still might not want to. This does nothing to remove the wonderful high your narcotic of choice gives to you and if you decide it is worth it to keep using, you will. However, if for whatever reason you decide to go cold turkey, you will suffer no cravings or withdrawal. Additionally, this prevents any of the nasty side-effects from short- and long-term drug use from affecting you. You will be in no worse shape for the one-hundredth hit of cocaine than you were for the first.

Soft Hand [100 CP] – You are a skilled interrogator, though not in the way one would think. No, you prefer the softer approach. You are phenomenally skilled at getting people to relax and open up to you, saying things they would usually keep mum about. You have a sharp ear for inconsistencies and evasions, as well as a sharp eye for body language. Finally, you are just as skilled at concealing your own secrets. You can quickly spin up believable lies that fit with the available facts, though hidden details can still send you stumbling. Creating a persona to hide your true feelings is easy.

D Quixote [200 CP] – You can always enjoy life no matter where you are, who you are with or what has happened in your past. Whether decoding chaos or indulging in its whimsy, the world around you is a ceaseless den of darkness and delight! You will never grow bored of life, no matter how long it goes on for.

Bronze Fox [200 CP] – Whether you are a giant, middle-eastern slab of a man or a tiny, bleak British person, you age like a fine wine. Your looks will only ever improve as you visibly age. You no longer need to worry about growing weaker with the passing of years either. The passage of time will never cause you to suffer from any degradation of mind, body, spirit, skill or power.

I am BIG! D! [400 CP] – Your self-confidence is simply staggering. One might almost say it edges into outright hubris. Almost, because you have the charisma to match and that helps to make a difference. You can draw in people easily, like a moth to a flame.

He's Just Like that [400 CP] – A lifetime of fear, combat and trauma may be the cause of your... quirkiness. Or maybe that's just your personality. Whatever the cause, most people are inclined to simply take you as you are and accept your strangeness. Social gaffs, irritating behavior and even minor criminal acts that you commit will now be ignored or glossed over by those involved.

Big D Swinging [600 CP] – You never met a [CENSORED] that you couldn't sway! Or a [NICE NEIGHBOR GIRL] for that matter. Or even a [CORPO-BABY CONFORMIST WORD FOR MONSTER]. In short, if this were D&D, you would be the Barddest of Bards. You ooze sexual charm for all species and orientations. Anyone you meet will now romantically evaluate you on the basis of your own personality and nothing else. Even if your body is not what they usually are in to, if they romantically like you then they would be willing to make you the exception. Additionally, your body has now gained endless physical endurance and a very specific kind of invincibility – no kind of sex can ever kill you or even hurt you unless you want it to. You are completely immune to any kind of STD that exists in any setting.

Big D! NA [Capstone] – Someone as long-lived and virile as you is bound to have had a lot of kids, right? More than you can shake your d... a stick. That was what I was going to say. More than you can shake a stick at. They probably wanted to follow in your footsteps too. This will be useful then. All of your children, whether adopted, created or biological, will not only inherit weaker versions of your Perk and supernatural abilities, but they are also born with talent for all of your mundane skills as well, learning them at a frightening rate should they decide to turn their hand to mastering them.

Built Different [600 CP] – Any and all malicious supernatural effects are weaker on you than a regular human. Delirium will only momentarily disorient you, Dominate can be broken with even a moderate amount of willpower and so on. This only touches on those effects that affect your mind or spirit.

Built VERY Different [Capstone] – Actually, I think your brain might be broken? It was not 'weaker on you.' It was, 'fail to affect you at all.' You are now outright immune to any mental or spiritual tampering via any kind of conceptual nonsense, native physics, reality warping, magic or psionics. And if you run up against one of those I-can-break-through-any-defense types that like to throw their weight around? Your protection will still come out ahead of their bullshit.

Elder Son

Fortify [100 CP] – The best offense is a good defense. Someone said that, right? Still, it is true that most places are not built to withstand sieges these days. Fortunately, you are skilled at adapting and reinforcing existing structures into sturdy and defensible units. You could turn an

average suburban home into a death trap for any attackers using nothing more than what you can buy at the local hardware store.

Mining [100 CP] – You are knowledgeable and skilled at crafting, maintaining, disarming and deploying mundane explosives. You can create your own from even household chemicals or safely neutralize and make off with someone else's. Finally, you always know where your finished explosives are, ensuring that you never mistakenly lose track of where a mine has been placed.

Defender [100 CP] – You can refuse to empathize with any enemy, knowing that they prey on innocents and every one that you kill is who knows how many human lives saved. No matter how pitiful they seem, no matter how much they beg, you can harden your heart and do what must be done. This comes with a toggle if you would like to turn it on or off.

Mr. Fix It [100 CP] – Do-it-yourself work has always appealed to you and it shows. You are a highly skilled handyman around the house and there is not anything in the way of average home or vehicle maintenance and repair that you do not know how to do very well.

Sturdy [200 CP] – You cannot be easily taken out of combat. Even if you get a pint of blood drained out of you and thrown around like a ragdoll, you will still have the guts, willpower, endurance and strength to get back into the fight and stake a vampire.

Veteran [200 CP] – You were in the military at one point or maybe you were just taught by someone who was. Regardless of which it was, you have a great deal of discipline, fortitude and combat instincts. You can fight with your fists or a weapon, use and maintain all modern firearms, create and implement small squad tactics for your group, fall asleep the moment the perimeter is secure and so much more.

Dadorable [400 CP] – You are a good parent. If that seems like a small thing to spend CP on, let me assure you that it is not. A person's formative years build the foundation of who they grow to become and no great work can stand on shaking foundations. You have a great rapport with all children and endless patience for them. You are always interested in their lives and wants, and you can always tell if you are inadvertently doing something that will have short- or long-term negative consequences on their personal growth. Even when you are not around, the lessons you instilled in them will remain, ensuring that even the memory of you can still offer them some strength and wisdom. Speaking of lessons, you are a great educator now. Finally, even if you are all surrounded by bloodthirsty enemies, you can somehow always manage to keep your children safe while you fight.

Standoff [400 CP] – You can interrupt any event to monologue without interruption and your listener will focus only on you. This can be done only once per individual per Jump and it cannot be an unending ramble. You must have a coherent speech for this. However, while this is going on, your allies are free to act. Additionally, whatever you are saying will punch through to the heart of your listener, ensuring your words get to them precisely as you mean them to.

Hidden Works [600 CP] – No one ever seems to notice your traps or even your work unless you want it to be noticed. You could reinforce an ordinary door frame to handle 18,000 pounds per square inch (or perhaps 825 kilograms per square centimeters, if you prefer non-freedom

units) and it would look like an ordinary door with just a few extra locks. Want to stash a pair of M60s on the second floor of your double-decker bus? Go for it, no one is going to call you on it until you break them out. You could make a harness for your shotgun that slides down the back of your overalls and it would be as good as invisible. Even if a veteran vampire who knew damn well how dangerous Hunters can be saw his Hunter prey getting away from him over an open lawn on a pair of stilts, the words 'land mines' would not enter his mind until he stepped on one if you were the one to lay them in place. You excel at disguising your works as mundane and harmless to a truly ridiculous degree.

Fortification Without Limit [Capstone] – Forget households and buses, there is nothing that you cannot improve. You must comprehend what you are initially working on, but if you understand how it is built and how it functions at the most basic level, you can see how to improve it more and more in a series of endless steps that are only limited by your materials and time at hand.

Safety Feature [600 CP] – Your works cannot suffer from accidents or tampering. They will always function exactly as intended. Useful, if you want to set up a minefield on the same lawn where your child may want to play. This prevents you from creating any unintentional flaws or defects in any of your works, as well as preventing any enemy action from ever successfully turning your works to their ends. Whatever they are doing will either fail harmlessly or cause hilarious damage to them and theirs, whichever would be better for you at the time.

Endure [Capstone] – Your works will last throughout the ages. Even 10,000 years passing by would not degrade or weaken anything you build. Indeed, as time passes by your works will improve in functionality. The works of the venerable ancients are truly beyond our meager understanding. Oh, wait. Is that from a different universe?

Younger Son

Judge [100 CP] – To gather all the facts you need to accurately arrive at your judgment takes a fine and discerning mind. Happily you now have that. Your problem solving intelligence, eye for detail and memory have all sharpened.

Heart Of A Scholar [100 CP] – Do you want to know the real secret to accumulating knowledge? A willingness to grind away at it day in and day out. For you though, it is not such a grind. You now have a love of learning. Learning what? Learning anything. You are a nerd in the truest sense of the word and any kind of research brings you a sense of contentment and joy. This ensures that for any intellectual project you undertake, no matter how long it lasts or how many setbacks it suffers, you will never give up on it from despair, frustration or boredom. Additionally, you can now calm yourself down and have a good time by improving your mind, and isn't that the real treasure here?

Bush Hairdo [100 CP] – You have a glorious mane of hair and I mean wow. Thick, flowing, shiny and strong. You can control its volume and length, ensuring that you always have the 'do that you want.

Better Impulses [100 CP] – There is a difference between being good at on-the-spot planning and being impulsive. You now know the difference. You are blessed with the ability to quickly form cohesive and workable plans in a very short amount of time with whatever information and materials you have on hand.

Forewarning [200 CP] – Here is something a certain redhead could certainly have used. You know when an idea you want to implement is going to have immediate negative consequences for you and yours, as well as what those consequences are.

Preserved For History [200 CP] – Your scholarly works cannot be completely hidden or destroyed. Anything published by you has a way of escaping any information purges to make itself known to anyone who seeks to learn from or reproduce it once more.

Keep On Shuffling [400 CP] – Well, seems you may be on crutches for a few weeks. So what? The Hunting lifestyle waits for no one. You can always manage to fight in an injured body just as well as you can in a healthy body. Only if you are completely unable to move any of your limbs will you succumb to uselessness.

Crafty Crafter [400 CP] – Build graspers into your crutches or a wall of stakes into your jacket. Slap together a load of glow sticks into one huge ball to make lantern or tie a flintlock to a spear to satisfy your significant other's bizarre taste in weapons. You have a talent for creating improbable devices from mundane objects.

How About This? [600 CP] – Even when your life is in their hands, people are inclined to beat you in contests rather than with their fists. Is it out of perverse sense of superiority? A desire to beat your ass in a different way? Who knows. But when the chips are down and you need a Hail Mary to get you out of a bad situation, as long as you can talk to your enemy, you can try to end the conflict with an alternative to violence. Of course, if they happen to win the contest, it may be back to square one.

Were You Following Me? [Capstone] – If things get really bad and it looks like you are about to eat your own teeth or worse, an ally from your past will happen to be walking by. Why they help you out can vary from person to person, but they will always be willing to do at least a little something to improve your situation.

Jumper In Distress [600 CP] – When you are in lethal danger, your allies get a large boost to their everything. Even a good soul who loves soft jumpers and cooking will turn into a spitting, hissing hellcat with a lethal grasp of verbal combat when you are being crushed underfoot by some shitheel. This will last until you are out of lethal danger.

I Can Try To Do That [Capstone] – Of course, that is only for physical trouble. Your more quiet and depressing moments you might have to deal with yourself. Happily, you now have the willpower and self-understanding to avoid falling into depressive funks and self-destructive thinking for too long. Even if you are left in an old barn in the rain with nothing but a frozen burrito for your full-body bruise, you can easily manage to keep yourself from wondering if your father actually loves and trusts you, and whether or not you should begin an equine-led revolt against his rule.

Son-In-Law

Good Boy [100 CP] – You are a genuinely good and caring person no matter what happens to you. Or maybe you are a complete asshole no matter what happens to you. I suppose it depends on who you are when you receive this. Regardless, no amount of trauma, grief, loss or other horrible things in life will ever cause you to change who you are as a person. Only a

conscious decision on your part to accept and incorporate an event will see your personality begin to change as a result.

Hermit [100 CP] – You deal in information, though not the typical kind. You are a vast repository of stories from your local histories and folklore. This updates based on your location, ensuring you always know why that particular crossroads earned its name.

Melee Is Supreme [100 CP] – You can absolutely fight in melee. Very specifically, you are quite good with pole-arms of all kinds.

Custodian [100 CP] – Someone has to keep things shipshape around here. You are a fantastic cook and excellent at all areas of housekeeping.

Unmentioned [200 CP] – No one cares what you are wearing. Really. As long as the important bits are covered, you could be in a full body outfit with a hoodie, a skirt, a mask and ski-goggles, and no one would care one little bit.

Eager Student [200 CP] – You seem to have an uncanny knack for bumping into skilled teachers. If you ran head first into the hidden supernatural world and needed someone to show you the ropes, it might turn out that your recently reconnected childhood friend's father is actually one very experienced, dangerous and enthusiastic Hunter.

Beloved Son-In-Law [400 CP] – Most people seem to find you very charming, cute, adorable, sweet and generally lovely to be around. You can make friends easily just by being yourself. This will not draw in anyone who truly dislikes your personality, but for those who would be even slightly inclined to like you, this will work to draw them in like honey for flies.

Sharp Tongue [400 CP] – Of course, no one can be a sweet cinnamon roll all the time. When you need to start throwing hands, it can be good to put your opponent off balance. So, take this. Now you can enrage anyone by verbally hitting them where it hurts. Any little personality flaws or bad habits they have that you have noticed about them will sound a million times worse than they thought they were when turned into insults by you. Even things they are typically proud of can be used to drive them into a blinding fury if done right.

Fortunate Son [600 CP] – You are lucky. You are so, so lucky. You have the kind of luck that would see you walk in on a supernatural murder scene with the perpetrator still in the area, catch their undivided attention and still somehow manage to kill them without a clue of what just happened. And then survive the fallout. And *then* find the part of the supernatural community that is friendly towards you. Maybe you should play the lotto.

Fortunate Family [Capstone] – And it is not just you. Any allies you have seem to benefit from this as well. Say your Hunting cell gets taken in by the local police and you let slip something that you thought was safe in an interrogation, but it could have actually destroyed your whole testimony. Someone else down the line will notice it and find a way to seamlessly, safely integrate it into the whole without raising any suspicions.

Game Master [600 CP] – You will never lose a game. Never. Not even in some horrible alternate reality against an indecisive mollusk that controls change and calls itself a god. Then again, this is probably going to be much more relevant in your day-to-day matches in Halo.

Still, if you can get someone to agree to play a game with high stakes, this could take you very far.

I Challenge You [Capstone] – How far? This far. You can now use souls as bets in your games. You do have to ante up with your own to make it fair, but I think you have a few ways of stacking the deck in your favor by now. Upon claiming victory, you will own your opponent's soul and can do with it as you please.

Grandson

Ice Dispenser [100 CP] – You have an endless supply of ice packs in all varieties. They simply appear in your hand at will and will disappear into nothing again after one hour.

Innocent [100 CP] – You can shrug off mental trauma easily. Maybe you are too young to understand what just happened? Whatever the reason, you can get back to your usual self no matter what just happened after no more time than it takes to go through a round of Halo death-match.

All Meat Diet [100 CP] – You can survive by eating any kind of nutritional food with no negative side-effects whatsoever. Not even the meat sweats! A diet of apples would do just as well as a diet of meat. As long as your body can digest it and gain nutrition from it, it will supply all the energy and materials you need for healthy living.

Unobtrusive [100 CP] – You are never in the way of others, no matter the situation. Whether a project, a fight or a family gathering, no one ever trips over you, forgets where you are or cannot find a way to work around you if need be.

Youthful Enthusiasm [200 CP] – Your presence cheers others up. Perhaps it is your limited time on this world thus far, but you seem to take each new day as a new adventure and that enthusiasm is infectious. Just being around you seems to be enough to put a small smile on most faces.

Deadshot [200 CP] – You have fantastic skill with all firearms. This is good enough, but the really good part is that it does not seem to matter how big the guns are compared to you. You can use a little revolver just as well as you can an M60**. Do not let your comparatively small size stop you from employing more dakka and always remember the national anthem! *'You'll take my life, but I'll take yours too~!'*

Reject That Lacking Creed! [400 CP] – Your legs are strong. Like, bizarrely strong. Strong enough that you could kick a grown man to death even as a child. Whatever physical force you can bring to bear will be amplified five times over if you do so with your legs and feet. You never have to worry about what you are kicking off of breaking either.

Old Enough [400 CP] – Hunting is an odd lifestyle and it creates some odd children. No matter your age, you are sometimes expected to play with explosives, commit murder, investigate crime scenes and so forth. In any regular world, this would be horrifying. In your world, it's Tuesday. Something of your usual day-to-day seems to have rubbed off on your surroundings, as people do not hold your age against you any longer. As long as you can do it, no one will bat an eye if they see you running for office, driving a car or shooting a vampire. Well, maybe that last one, but it's the vampire part more than the shooting.

Oracle [600 CP] – You receive prophecies that are always accurate. The problem is interpreting them. These can appear as pictures in bloodstains, rearranged letters in your morning paper, radio channels flipping back and forth to create a message – the possibilities are endless. Still, if you can figure out what they are trying to tell you, you will always have a heads up on the next big problem heading your way.

Thine Eyes See [Capstone] – Actually, do not worry about interpreting those precognitive warnings. Or any supernatural messages, for that matter. You can understand any and all data you receive from non-mundane sources as easily as you can understand your native language.

The Kid?! [600 CP] – It is so easy to underestimate you. You cannot exactly blame them, not when you look at the other members of your crew. Still, if you run with these people then they should know better than to think you are harmless. They should, but they don't. You are, against all logic and pattern-recognition, always the last target on your enemy's to-do list.

Yeah, The Kid [Capstone] – You do learn from your enemies, so you never make this mistake. You will always treat your opposition with all the gravity and caution they deserve, no matter how powerful you are. The only way you would ever think they were no threat to you at all is if they actually were not and never could be.

Monster

Beast [FREE, Mandatory] – You are some kind of monster in the World of Darkness. This will become an Alt-Form upon your leaving this setting, but for now it is your base form. You gain all of the innate benefits and weaknesses that come with your new form, barring any Perks, abilities or skills that would affect such.

Instinct [100 CP] – You can recognize easy prey from dangerous prey. They may try to hide what they are and play at being a helpless little hiker, but you can always tell. A career killer – even one that exclusively hunts your kind – has certain habits and to you they stand out like highlighter marks.

Experience [200 CP] – You can keep a cool head no matter what, which comes in handy when that skinny fellow you just tried to jump turns out to be packing a .44 Magnum and a grudge. You are impossible to surprise, stun, shock or freeze. Any time the fecal matter begins flying, you always react with lightning speed and precise thinking.

Discretion [400 CP] – The corpses you dispose of are never recovered or even found by anyone. Bury them, sink them, burn them, melt them – whatever you wish. Nothing and no one will ever be able to locate or bring them back in any way. As a side effect, this also ensures that all of your kills are utterly permanent.

Growth [600 CP] – You grow in power faster than others of your kind. Even if you by all rights should not be able to grow in power without some kind of outside factor, you still will over time. Your physical, mental and supernatural might will only ever climb to new heights, albeit at a very slow and steady pace. If you do take action to increase that pace – say, diablerize a Kindred or two, or just training if you want to be boring – then the power you gain will be greatly increased from what it should be for your actions.

Items

If any of these are lost, destroyed or stolen, they will respawn good as new in a location of your choice 24 hours later. The exceptions are the replenishing items, which will respawn in a manner listed in their description.

All of these items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar items you would like to import into your new purchases to give them their qualities, feel free to do so.

You have four floating discounts – one each for the 100, 200, 400 and 600 CP tiers – that you can apply to any item of your choosing. A discounted 100 CP item is FREE. As above, anything labeled as FREE is not mandatory.

Your Odds And Ends [FREE] – A collection of climbing gear, flashlights, lanterns, stakes, silver weapons, lockpicks, first aid kits, maps, rope, chain, knives, a single firearm of your choice, a decent supply of ammunition to match and more. Everything an aspiring Hunter could need for their night job. Anything that is used up will respawn in a location of your choice one week later. Nothing here is special, but beggars cannot be choosers.

Sword [100 CP] – A sword in a style of your choice that is somehow always at hand when you need it. It will never need sharpening and will never break, but is otherwise normal.

Land Mines [100 CP] – A replenishing supply of anti-personnel mines. They come in a crate that holds three dozen at a time and will restock inside the crate upon each individual detonation. For each of the 36 mines, you can choose the specifics of what type of AP mine it is.

Blender [100 CP] – A... blender? It has a lot of buttons, needs an electrical outlet and can hold up to two liters. This might or might not be a blender, but it certainly can blend. If you have a certain chemical concoction in mind, place all the necessary components in their needed amounts within and press 'start.' Without any further catalysts or work, the desired result will be provided. Self-cleans between uses to prevent contamination.

Builder's Tools [100 CP] – A set of workman's tools for your every repair occasion. There is nothing super special here, but you will have literally everything that can be found at the local hardware store. Comes in a work bench that is bigger on the inside to let it hold all of your new tools.

Hatchback Car [100 CP] – It might be the least impressive vehicle here, but it is still something. This little four-seater will never need fuel or maintenance and any serious damage it takes will repair overnight. You can choose the color of the paint and the type of interior.

Gaming Rig [100 CP] – A Windows XP gaming setup, circa 2006. Includes a desktop PC, monitor, speakers, mouse, keyboard and controller. Comes with digital copies of all mainstream video games released prior to that point on a hard drive that benefits from endless storage capacity. It will never crash or suffer from any sort of malware. Can come in

laptop form if you would rather. Notably does not include any sort of baked in Internet access, so you will need to sort that out yourself.

Lots Of Guns And Ammo [100 CP] – Exactly what it says on the tin. You have a large supply of firearms and standard ammunition to match them. These guns will never jam or need maintenance. The ammo cans will refill every 24 hours.

Double-Decker Bus [200 CP] – Comes in your choice of color. This vehicle has a small restroom in the back and part of the second floor has been converted into a small bedroom. It will never need fuel, water or maintenance and any serious damage will repair overnight. That said, it is no more durable than any other double-decker bus, so take care what you drive into.

Drugs [200 CP] – HOW THE F... no, no. This is fine. Do not let anyone see this stuff. You have a replenishing supply of every mundane narcotic known to mankind. It comes in a plain brown paper bag that always seems empty until you put your hand inside and pull out your drug of choice. It can dispense up to 10kg of matter per day. Please be responsible.

Surveillance System [200 CP] – A series of cameras that can cover any and all of your properties on one perfectly secure network. You will have eyes and ears on every square inch of your land and they will never malfunction or be compromised in any way.

Vitae [400 CP] – Oh, you should be very careful with this. It makes heroin seem like pop rocks. You have here a single pint of vitae from a Kindred of your choice. It refills itself every 24 hours, at which point you can choose a different Kindred if you wish.

Divorce Papers [400 CP] – You've been served! These papers can get you out of any relationship. Personal, business, supernatural – whatever. You must simply fill in the blanks with your name and that of the other party/parties, then inform them that the relationship has been severed. There may or may not be a lethal response to that announcement given individual personalities, so take care.

Tiny Train [400 CP] – A copy of the world's smallest public railway and its steam-driven locomotive. Not a perfect copy, however. The original only goes so far. This one can go wherever you want. You can lay down the endless tracks anywhere you please at the start of the Jump, so long as the ground will hold them. Now, let the world experience the joy of the tiny train! The engine never needs fuel or maintenance and the ten cars are maintenance free as well. If either take any serious damage, then they will repair overnight. You can choose the color and model of the train and cars.

Hidden Prison [600 CP] – A cunningly concealed prison that can be placed within or beneath any property you own, or made into a Warehouse/equivalent addition at the beginning of each Jump. No one will ever find this by any means unless you lead them to it and anyone or anything you manage to confine within its walls is utterly unable to escape unless you release them. Their power will fade to manageable levels for you for so long as they are within.

Chapter House [600 CP] – A perfect copy of the Great Yarmouth Chapter House of the Arcanum. This includes the manor house, its grounds, all furniture, books and artifacts, and the fully stocked bar. This will be placed wherever you wish at the beginning of the Jump or can be made into a Warehouse/equivalent addition. The house's defenses are all keyed to

you and anyone you authorize. The utilities are fiat-backed to be infinite and you have a paper trail proving your ownership if you need it.

99p Store [600 CP] – A perfect copy of the local 99p store, complete with the... basement. This runs itself with a fully automated checkout, cleaning and stocking system. You also have an infinite supply of your 99p inventory to ensure you do not have to trifle with those silly things like ‘supply and demand.’ The utilities are fiat-backed to be infinite and you have a paper trail proving your ownership if you need it. This can generate you a steady profit if you put it out into the wild, but it can also be taken into your Warehouse/equivalent as an addition if you would rather that. Sadly, you do not sell blenders.

A House [600 CP] – Your new home. Well, maybe. A two-story house with 20 acres of land, a storage shed and a barn. You can design all of the above. The utilities are all fiat-backed to be infinite and you have a paper trail proving your ownership of the property should you need it. The entire property is layered with discrete traps designed to take down non-humans of all kinds, which will never under any circumstances cause you and yours harm. The traps reset after each use. The property maintains and cleans itself, and any serious damage it does take will repair itself overnight.

Companions

You can always try to get potential Companions to come with you the old fashioned way, but having a leg up certainly cannot hurt. Buying any of these options ensures that you would have to be actively trying to kill these people to make them unwilling to go with you when you leave this setting. You will start out with a very good relationship with them.

The Family [100 CP] – Maybe you know the Family somehow. Maybe you are one of D's many children. Maybe you followed them out of the Arcanum. Maybe you are hunting the same things they are this night and you will have a fantabulous team-up battle against the Licks. The choice is yours.

Guy Chapman [100 CP] – You approached the man with a gift of vitae to ease his pangs and promised him more if he agreed to leave his old life behind. He was somewhat alarmed, but eased up when you explained it was not for another ten years, time would stand still while he was away and he could always come back. Chapman is currently an enthusiastic addict, so you will either need to keep the vitae coming or (by some miracle) get him to agree to get off the stuff.

The Arcanum [100 CP] – The entire population of the Arcanum Chapter House of Great Yarmouth is willing to sign on with you for further knowledge and adventures. You may wish to do a Ghoul purge first, however.

Kevin [100 CP] – This neurotic Tremere wants freedom, friendship and security. You offered him all three. With him comes his cat, Mr. Smerples. Kevin has a few loose ends he wants to take care of before he moves on from this world, but he could be persuaded to wait on his revenge until he has more power in his hands.

The Licks [100 CP] – Why would you...? You know what, nevermind. Pyotr, Apeboy and Shitbeard somehow learned about what you are and that you are looking for company. They are willing to sign on with you, but are you sure this is a good idea?

Scenarios

Jumper Brand Counseling – For this challenge, you need to help make the Family less dysfunctional. I know, it sounds impossible. Fear not! The core of the group is already composed of love, respect and trust. There are just a few deeply held hang-ups that need to be filed down. If you can help the various members of the Family let go of their more friction-inducing quirks, you will walk away from this setting with any one Perk or item that you missed out on.

Regicide – All right, it is not exactly the correct term, but hey! Close enough! Before your stay here comes to an end, you must take down the Regent of Norfolk. Not her organization mind you, whether or not the local Camarilla sect is still standing is frankly irrelevant, but the Regent herself must be dead and dust. That said, burning down her organization first might make your task easier. Do this and you can add any of your purchases from this document to your Body Mod, ensuring that you will always have them no matter what else gets taken away from you.

Of course, if you really want to go the extra mile and make that scenario title a bit more accurate, you can go after the Prince as well. If you manage to give the Prince of Norfolk the gift of a final death, you can take her power for yourself. You will gain her clan and blood potency, becoming a 6th generation Tremere^{***}. This will become an alt-form for you to assume at will and it too will become part of your Body Mod.

Hunting Hunters – There are at least two sides to every conflict and now you find yourself on the opposing end of things. Your goal is now to take down the Family. You must remove them from the Hunting scene entirely, either by killing them, breaking their spirits or suborning them to your own will. If you can definitively say that they are no longer a threat to anyone by the end of the Jump, then you may leave with the ability to ignore any form of plot armor, fate, destiny or universal protection that anyone may have. If the main characters here are not safe from you, then no else is going to be either!

Tenure – This challenge is a bit more simple than the others. I stress *a bit*. You must get the Family back into the Arcanum's good graces and get both Kitten and Marckus back their jobs. Getting rid of all the Blacklaws is probably going to be the easiest way of doing this. If both Kitten and Marckus are still employed at the Chapter House by the Jump's end, you can take with you a newfound intimate understanding of all academical organizations that would make setting up, organizing and running your own a cinch.

I Had The Strangest Dream – You've been having these weird thoughts lately. Like, is any of this real? Or not? No, you are not getting a Keyblade. Still, there is something wrong. The world flickers at moments of extreme emotion and visions of a skeleton on a golden throne assail you. A storm surrounds it, only barely held at bay by a giant in yellow armor and, somehow, the world you find yourself in. Grief and rage beyond anything a mortal mind was meant to experience echo throughout creation in these moments and you know that somewhere something has gone horribly wrong.

Putting it bluntly, this scenario ensures that you find yourself experiencing a fan theory of this setting – that Hunter: The Parenting is just a grief-fueled hallucination experienced by the Emperor of Mankind on His throne, letting Him pretend that Kitten is alive, both Magnus and

Dorn are with him, and he can have an active hand in protecting humanity once more. When the dreamer wakes, this world and all within it will collapse. Yet the dreamer must wake or else mankind's guiding light will burn itself out.

You are tasked with helping the Emperor come to terms with witnessing Kitten's death and getting Him back on track to ascend mankind. You must do this before one year has passed or else the grief of the Emperor will be so great as to finally kill Him. This will cause you to fail this Jump and it will almost certainly doom the human race. How exactly you do this is on you. This is not recommended for first time Jumpers, as it almost requires a wide variety of abilities and skills. Still, if you really want to have a go at it on your first Jump then you should know it would not be the first time that 'fictional' characters managed to make their way into that setting's reality. Success might be possible.

Should you succeed, then it is only fair that you gain the ability that was just mentioned. You can physically step into and out of any local dreams or dream-worlds, taking people or items that you are touching along for the ride. Additionally, for helping someone work through probably the biggest tempter tantrum in the history of the human race, you gain the power to talk even the most hysterical, psychotic and irrational minds into reconsidering their actions. No one can ignore, twist or reinterpret your words when you speak and they must acknowledge what you are saying. Finally, while this does nothing to extend the physical range of your senses, you can now perceive all layers of reality within the limits of your range simultaneously. This will help you to take note of any alternate dimension ambushes about to jump you, whether or not you are seeing things as they truly are and more. You are now immune to any cognito- or memetic hazards that could control, corrupt or harm you just from perceiving or knowing about them. You can mentally handle large amounts of sensory data simultaneously without any problems.

Upon completion, you will spend the remainder of your decade in the 41st millennium. For having given Him aid in His time of greatest need, the Emperor will probably be fine with you relaxing in the Imperial Palace if you do not feel like risking yourself any further. That said, there is almost certainly more trouble coming and the palace may not be completely safe from all threats. Best of luck.

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the **Everything Is Worse!** Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Poor Communication [Variable] – You have an issue with giving out information of all kinds. Maybe the issue is that you do not trust others. Maybe it is that you only think you know what you are talking about. Maybe you do trust others and do give out accurate information, but only after the point where it would have been useful. Regardless, expect some resentment for it.

For +100 CP, this only pops up now and again.

For +300 CP, you do this a lot. Like, a lot a lot.

Monster Bait [Variable] – Maybe it is your shampoo, but any supernatural creatures on the prowl in your vicinity seem to prefer you.

For +100 CP, this only activates during your Hunts.

For +300 CP, this is on all the time and any nasty creepy crawly that catches wind or sight of you will make a point of going after you sooner or later, though they will not break their cover for it.

For +500 CP, you have all the aforementioned, but it also affects any monsters of the human variety. Hope you are ready to deal with rapists, abusers, serial killers, kidnappers and more.

Finally, for +1,000 CP, you never have any peace. This is on all the time, affects anyone or anything that could conceivably gain satisfaction from your suffering (though not wildlife of any variety), has a global range that will slowly draw all it touches towards you and no one who has you within their reach will hesitate to strike then and there, consequences be damned. I hope you have eyes in the back of your head, a lot of friends and guns, and possibly some form of immortality. Good luck.

Bad Luck [Variable] – For +100 CP things rarely go completely right for you. There is usually some kind of fly in your ointment, though it is not necessarily a large one.

For +300 CP, expect things to go very wrong very quickly and very frequently.

Blood Hunt [Variable] – The Regent of Norfolk has declared a Blood Hunt on you for some reason. Maybe you made fun of her pubic hair.

For +200 CP, you do not have much to worry about. She will not put any more effort into finding you than she did for Kevin, a vampire who went right back to using his human name and apartment the moment he was out of her sight. Bad luck or timing might still see you running into a Kindred or a Ghoul who knows you.

For +400 CP, she is actually putting effort in. Expect to have multiple groups of vampires and their human slaves actively looking for you every night you are here.

For +600 CP, the Regent herself is out for your head. For all her failure to comprehend the modern era, she is still a wildly powerful and skilled Tremere who has survived much. Do not underestimate her.

Finally, for +800 CP, the Prince hunts for you. Tread cautiously. Each higher level of this Drawback includes the conditions of the previous levels. You can end the Blood Hunt only by completely uprooting the Camarilla of the area.

Hunted [Variable] – Well, what did you do to get on Big D's shitlist? The Family is now out for your head. What, you're human? They do not seem to care.

For +100 CP, they are not actively looking for you and you might be able to talk them out of killing you if you can arrange for a conversation to clear up their misconceptions.

For +300 CP, they are actively looking for you and will not be dissuaded from their task.

Finally, for +600 CP Big D has called in several favors and gotten his 16 other children to fly to England to help put you in the dirt. They are all lifelong Hunters with a lot of experience in killing things that should be able to flatten them with a glance. Do not underestimate them.

Ghouled [Variable] – Well, I hope it was worth it. Or maybe you were forced. Either way, you are a Ghoul now. You have a hideous craving for vampire blood, an obsession with your master and a willingness to do anything for your next fix. On the bright side, you will be young and healthy as long as you keep taking your dose of vitae and you may even gain some of your master's supernatural powers as well.

For +100 CP, you have a very negligent master who forgets about you easily. You could break free of them easily if you so wish, especially if you have something to help you overcome a drug addiction.

For +300 CP, your master is (for better or worse) responsible and prompt in ensuring that you receive your vitae, but they also have tasks that you must get done for them. Fail them and they will cut you off, assuming they do not just kill you. Should you try to escape from them, they will certainly do their best to hunt you down. They assume you to be an average human for now, but that could change.

Finally for +700 CP, you lose any and all Perks, abilities, skills or items that could help you cure or manage your addiction. Any Followers or Companions you bring along will likewise be powerless to help get you clean. Nothing at all will stop the cravings or the pain that you suffer if you try to get off of it. You are hooked on vitae from now until Jump's end. Your master has some notion that you are not all that you appear to be and will pressure you to tell them all upon your next meeting.

Injured [Variable] – For +200 CP, you begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering.

For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.

Crippled [Variable] – For +400 CP, you begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting.

For a lesser +300 CP, it has already healed and you must simply learn to live with it.

Personality Traits [+100 CP] – You have some quirks. They can occasionally make social interactions difficult. Take the trait associated with your origin and you can add another +100 CP to your total.

Crazy [Patriarch] – No, you are not crazy. You make perfect sense! It's just that it's a Hunter kind of sense! Kill all rodents on your property, constantly keep on the move, always be armed, dislike the concept of time and more! You are PERFECTLY RATIONAL! Among your own people. Usually. AND SOMETIMES YOU LIKE TO RAISE YOUR VOICE!

Blunt [Elder Son] – You do not speak elaborately. You do not lie. You do not use metaphors. Ever. When others do these things, you do not usually respond well.

Impulsive [Younger Son] – You tend to do or say the first thing that pops into your mind. Whether or not it is a good idea to do or say that thing is not something you typically stop to consider.

Naive [Son-In-Law] – You tend to assume the best of others, so long as they are human. Only monsters are monsters, right? You let your guard down around humans unless given blatant and extensive evidence that there is something wrong going on.

Childish [Grandson] – Is it that you do not comprehend what is going on or is it that you just do not care? Regardless, you are always a bit more interested in your own activities than what the adults are doing. Firing a live bullet from dad's gun in what was supposed to be an FPS gaming session is in character for you.

Paranoid – It is not paranoia. They really are out to get you. You have a great deal of trouble accepting that you might not be in danger at all times. You are constantly planning for the next Hunt while simultaneously trying to ensure that you are not being hunted yourself. You need evidence to think that anyone is not secretly a plant, a slave, a monster or something else.

Egocentric – It's all about you. This is your story and the others are just bit characters. You have some trouble empathizing and respecting other people. Do not expect to make many friends here.

Jittery – You scare easy. This is a problem when you are expected to take the fight to the creatures of the night. You can manage to stand your ground, enter that cave, fight that fae, etc., but it is going to be a struggle every time.

Bankrupt [+200 CP] – In addition to suddenly losing all of your financial assets (yes, all of them), you have been successfully reported to the tax bureau. They want their back taxes and you need to pay them off to get the warrant for your arrest rescinded. You owe them a truly ridiculous amount of dosh (something about compounded interest multiplied by the number of Jumps?) and every penny you manage to earn in this Jump will go straight to them to repay those. If you manage to get cornered by the bland suits they send to arrest you, you will find yourself stripped down to your Body Mod, locked out of your Warehouse/equivalent and your Companions abandoning you until you manage to either escape prison or successfully argue your case to earn your freedom. You will still manage to successfully complete the Jump even in prison, but it will surely be very unpleasant.

Always An Ex [+200 CP] – Your relationships frequently crash and burn. Maybe it is the Hunting lifestyle, maybe it is your own personality, but you cannot seem to maintain any kind of happy or even neutral social relationship without great effort. Your own Companions, Followers and Pets are the only exceptions to this.

Thine Eyes Are Blocked [+300 CP] – You have great difficulty recognizing the supernatural. Sir D would be quite disappointed. Unless it is in your face and blatant, you always assume a mundane explanation for anything you experience.

Thine Mind Has Fogged [+300 CP] – You lose all knowledge of this setting. While knowledge of the World of Darkness remains, you enter this setting with no knowledge of where you are, who the local players are and what is going to happen in Norfolk in the coming days. Nothing you do to remind yourself about this knowledge will work.

The Lore Fades [+300 CP] – You lose all knowledge of the World of Darkness. Knowledge of Hunter: The Parenting remains, but you only know what the show has displayed up to Episode 4 (vampires/ghouls/sorcerers have been shown on screen, D confirms that werewolves/ghosts/mages exist, no one is yet sure about mummies, Kuei Jin are believed to be LARPers, etc.). Nothing you do to try to remind yourself about this knowledge will work.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items And Warehouse Removed [+300 CP] – All of your out-of-setting items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting items and/or a Cosmic Warehouse or any of its equivalents to lose.

End Choice

Go Home – Family, let's go home!

Stay – No, not that home! The new home!

Continue – A window to a fathomless beyond stretches out before you.

Notes

*At least, not yet. Give it a few more Jumps.

**If Episode 5 does not feature Boy firing the M60s, I will be VERY disappointed.

***Not explicitly spelled out in the show, so I am just assuming the Prince is something along the lines of this.

I know the virtues/creeds don't perfectly align with the characters, but I was trying to make one fit for each of them and I think these ones are the best given what we've seen so far.

Tried to make it look like you were reading an old journal under the light of the orange moon. Gave up and made an orange background. I have entered the 'good enough' phase of life.

07/19/2024 – V0.9 done and ready to review.

07/23/2024 – Changed Big D, Big Heart to Big D! NA. Big D, Big Heart was a bit too similar to Storge for my liking on a second read through. Corrected some grammar, spelling, vocabulary errors. Thought about slimming down the 100 CP options for each background, then thought *no, this is the World of Darkness. Give them as much as you can.*

