

Amnesia

Memory: the electrochemical archive of all that we are. It is the source of our pride and our arrogance, the mistakes we learn from and the guilt we can never forgive, the bonds we forge and the sins we've committed. To lose one's memory is to lose part of your very soul. However, one does find that there are many occasions where such a loss is preferable to the alternative.

You are sure to become familiar with at least one such situation during your time here.

In the 16th century AD, a strange man arrived from a wholly distant plane of reality. This man would assume the identity Alexander of Brennenburg. His otherworldly alchemical knowledge introduced this world to the substance known as Vitae. A miraculous vital essence that can be called naught but magical. Immortality, transmutation, interdimensional travel, all was possible with Vitae. Such a shame that the immense quantities of Vitae required for such sorcery could only be obtained through the sustained fear and agony of countless living beings.

Whenever a human deigns to make use of the power of Vitae, tragedy inevitably follows.

You will receive **1000 Vitae** to help you endure the burden you'll face here. Various options below will also offer **Raw Vitae**, which can be used on purchases related to the other world. Regardless, You must keep your wits about you, if you wish to survive for ten years.

You may choose your age and gender freely.

TIME & PLACE

- *Where are you?* -

1839: Prussia - The Dark Descent

A man awakens in a decrepit castle with no memory of how he got there. These halls are haunted by equally abhorrent creatures and deeds. With no direction beyond letters from his past self, all the man knows for certain is that he is Daniel of Mayfair, his amnesia was self-inflicted, and that he must find and kill Alexander of Brennenburg. In some odd twist of fate, you likewise find yourself in the halls of Castle Brennenburg. Depending on the original reason for your presence in the castle, you may very well see Daniel as just as vile a monster as Alexander himself.

1899: London - A Machine for Pigs

A man awakens in a lavish home with no memory of how he got there. In his mind, he hears the voices of his twin sons, over the phone he hears an unknown voice. The voice directs him to reactivate an unfathomably immense machine to save his trapped sons. He quickly discovers that the machine is home to deformed man-pig monstrosities and evidence of the true cruelty of the machine and the madman who built it: Oswald Mandos. You find yourself waking up at the same time, in the house alongside the man, or somewhere within the machine.

1916: Belgium - The Bunker

A man awakens in a military bunker with no memory of how he got there. His name is Henri Clement. He is a French soldier on the Western Front during the Battle of Verdun. The most recent memory he has involves him and his friend Augustin Lambert facing what appears to be certain death at the hand of German soldiers. As he awakes, he finds only corpses filling the bunker, with traces of a hulking monster seeking to destroy all life that crosses its path. You find yourself somewhere within the very same bunker as Henri.

1937: Algeria - Rebirth

A woman awakens in the wreckage of a crashed plane with no memory of how she got there. Her name is Tasi Trianon. She was part of a mining expedition, alongside her husband Salim. She is faced with mystery after mystery as she retraces her steps to find the rest of her team either killed or deformed, the strange artifact on her wrist allowing her to travel through rifts into The Dark World, and her own unborn child which appears to be maturing months in the span of hours. You find yourself somewhere along her path, most likely another member of the expedition.

Date Unknown: Location Unknown - Other

You may choose any other location at any other time within the above range. Fate will contrive to involve you in some equally dire incident involving an amnesiac and Vitae.

BACKGROUND

- *Who are you?* -

Scholar - Gain 100 Vitae

While not particularly impressive in brawn, the quality of your brain is undeniable. You are an academic. Perhaps a teacher, archeologist, scientist, or even a detective. It is simply in your nature to chase after the truth. However, you will quickly find that the truth does not always appreciate being found. Your inquisitive nature makes you more likely than most to get involved in matters beyond your comprehension. Let us hope that curiosity was the worst of your sins.

Industrialist - No Cost Or Gain 100 Vitae

A bastion of civilization, a leader of men, and the embodiment of productivity. You could be the owner of a large factory or the sponsor of a well-respected workshop. Alternatively, you may receive a high-ranking position in a less literal form of “industry”: warfare. Some may call you greedy, cowardly, prejudiced, and maybe they're right. The fact remains that society needs you far more than you need society, even if they don't realize it.

In return for an extra 100 Vitae, you are unfortunately just one cog in the machine described above. An expendable factory worker, or a low-ranking soldier. Those fat nepotists at the top can look down on you all they want. Prestige means nothing in the eyes of a hungry beast

Aristocrat - No Cost

One of the privileged elites. Nobility is your birthright, and all the countless advantages that come with it. You have lived your whole life in luxury and can use your wealth and connections to gain resources and information most could only dream of. Just be warned that decadence and depravity often go hand-in-hand. Don't feel ashamed for seizing any chance you can to stab every one of your human connections in the back, because they're all waiting for the perfect chance to do the same to you. Regrettably, monsters aren't as easy to bribe as the police.

ESOTERIC ATTRIBUTES

- *What are you?* -

Ghoul - Costs 100 Raw Vitae

You crawl along walls like a spider, and leap like a grasshopper. Your agility is clearly inhuman. Your body is likely somewhat lanky, but that only adds to your reach, not to mention the terror of something so large hopping between ceiling beams without making a single sound.

Brote - Costs 100 Raw Vitae

Strength that boggles the mind. While you won't be throwing automobiles or shattering iron shields, you can break through most wooden doors and can kill most humans with one good hit. You likely have some natural weapon, like sharp claws or a cleaver grafted onto your arm.

Lycan - Costs 100 Raw Vitae

It's only appropriate for a beast to have the senses of one. Your perception is all-around sharper than the average human. Within an enclosed space like a bunker, you could smell the slightest trace of blood, or hear a glass window breaking from anywhere in the whole complex.

Rodent - Costs 200 Raw Vitae

Few shelters are safe from you. Like a rat from Hell, you can quickly dig tunnels through soil, wood, or even concrete with enough effort. In addition, however your body may be shaped, you are able to pass through openings that should be impossible for one even half your size. This doesn't affect weight, so don't think you can crawl through a suspended ventilation system.

Eternal - Costs 200 Raw Vitae

A gift that even the greatest of Earth's emperors would envy. You no longer age, quickly heal from injuries, and your body no longer demands food or water. However, you'll find that the more you rely on this immortality, the more bestial you become in body and mind, so it'd be prudent to continue living your life as you were prior. These side effects can be delayed with Vitae.

Remnant - Costs 200 Raw Vitae

The flesh is physical, but the soul is so much more. You can act as a kind of relay between neighboring dimensions. Normally, this is just jumbled whispers of questionable utility. Should you personally know someone within such a dimension, then they can use you to focus any telepathic or conjuration abilities and rituals between worlds, should they hold knowledge of such things.

Nightmare - Costs 300 Raw Vitae

Like many hailing from The Dark World, your mind has been enhanced, granting you the ability to communicate telepathically. The range of your telepathy is about 2 city blocks, within which you can detect the presence of intelligent minds within that range, assuming you're paying attention. You can only perceive their relative location, not what they're doing, saying, thinking, etc.

Wraith - Costs 300 Raw Vitae

This power is the mental made physical. You are able to focus your psychic energy into an invisible and tangible force. It isn't especially strong or precise, but its range is significantly greater than your body's reach, allowing you to grab and lift any humans within your line of sight. You can even use it to slowly levitate and avoid leaving footsteps for others to hear or track.

Echo - Costs 300 Raw Vitae

Even space kneels before your psychic might. Through an act of mental exertion, you are able to warp short distances through space itself. You are limited to warps within your line of sight. On a related note, you also seem to possess a vague sense for the gazes of others, but only enough to perceive someone who has been directly focusing on you for several uninterrupted seconds.

Poltergeist - Costs 400 Raw Vitae

Something about you is rejected by reality, which is why you seem to partially exist outside of it. You may either be constantly invisible, yet able to interact with the world despite being greatly resistant to physical harm and obstructions, or a more unstable state where you are constantly flickering between tangible and intangible, visible and invisible, at random intervals.

Phantom - Costs 400 Raw Vitae

Your mind has freed itself from the flesh to an extent. You are capable of astral projection, transmitting yourself as a kind of phantom that can only perceive and be perceived. You can send your astral body as far away as you wish, even into other dimensions, should any rifts be present. However, your body is left immobile in this state, and its death will take your mind with it.

Corruptor - Costs 400 Raw Vitae

You are privy to the process of creating a potion which initiates the groeling transformation into a Ghoul. The process is slow. Taking anywhere between a few hours to several weeks but is irreversible once complete. In the first stage, the infected will experience potent regenerative abilities and the loss of physiological needs like food or water. During the next stage, the infected will occasionally experience black-outs and short-term amnesia where they briefly assume a form and temperament akin to the final stage. Finally, their body will fully transform into a feral beast. Their humanity will be completely gone, and their hunger will never cease. It is not advisable to use this without an Ankhari Stone, unless your intention is for the Ghouls to run wild.

SCHOLAR ATTRIBUTES

- *Was your curiosity rewarded?* -

Archaeologist - Costs 100 Vitae, No Cost Scholar

Those years spent at the university certainly paid off. There's no culture to grace this earth that you could be considered wholly ignorant about, even if there are assuredly those who know more than you about specific subjects. Upon setting sights on a historical artifact or structure, you can quickly surmise who was involved in its creation and what its likely purpose was. This comes with an intuitive sense of when such an artifact fundamentally doesn't belong in this world.

Backtracking - Costs 100 Vitae, No Cost Scholar

There are times where one must go back to move forward. You'll find that returning to your starting point is often far simpler than the initial journey. Monsters will be rarer, you'll unknowingly sidestep most traps, and the trip feels all-around shorter. This only applies when backtracking is your only immediate goal. If your backtracking would knowingly bring you towards an objective distinct from the backtracking itself, then this perk's effects will cease.

Rummaging - Costs 200 Vitae, Discount Scholar

One can't be picky when fighting for one's life. Fortunately, you rarely need to be. You possess frankly absurd luck with finding notes or resources catering to your immediate needs. What luck that an ancient temple would have match boxes lying around, or that an alchemy lab would have notes lying around explaining the exact recipe of the potion you need to progress. Luck can only take you so far, but it'll go a long way in keeping you alive in the short term.

Unlikely Popil - Costs 200 Vitae, Discount Scholar

It is often said that necessity is the mother of invention. You'll find that your ability to learn, intuit, and problem-solve are greatly increased while under stress. With an unstoppable shadow after you, you could pick up the basics of torture and black magic in a matter of days. While wandering a dark castle filled with monsters, it takes you only a few minutes to figure out how to repair or operate any mechanism you lay your hands on, even those of paranormal or alien origins.

The Bottom of the Box - Costs 400 Vitae, Discount Scholar

It is when times are darkest that hope is most needed. Things may appear hopeless, but so long as you continue to oppose that futility, the light will make the path to victory increasingly apparent or create one wholesale if none existed. While you may start your journey grasping at straws and jumping at shadows, before long a mere human would be able to defeat an immortal sorcerer by pushing over a small, undefended podium, and the unstoppable otherworldly entity determined to chase them until the ends of the Earth might just inexplicably give up.

Forget and be Forgotten - Costs 400 Vitae, Discount Scholar

I never would have thought that amnesia was contagious, or perhaps you've just always had that kind of presence? Your foes have an odd habit of forgetting about your existence shortly after you leave their sight. Bestial beings will return to their patrols after barely investigating where you disappeared. Even for those who should know better, the possibility of you posing any kind of threat rarely crosses their mind. This doesn't apply if you take actions with the intent to be seen, or your presence is clearly an unavoidable obstacle or necessity for your foe's plan.

Occult Tinkering - Costs 600 Vitae, Discount Scholar

The magic and technology of Earth is centuries behind the Other World, but it would be foolish to discredit it wholly. Your specialty lies in devising rituals to brute-force the effects of far more advanced spells or artifacts, so long as you have, at minimum, a detailed description of the original. This comes with a significant increase in both the inefficiency and energy cost but allows you to exclude all but the most vital components or ingredients. Take the Traveler's Locket for example. The best the greatest magicians to ever live could muster was an elaborate ritual requiring three orbs and dozens, possibly hundreds, of human sacrifices.

Faustian Bargaining - Costs 600 Vitae, Discount Scholar

There's just some unknown draw to the scent of life that peaks the interest of powerful beings, for good or ill. To start, you know a ritual that can slightly slow the pursuit of intangible or otherworldly beings by spilling countless gallons of fresh blood. Even once they inevitably reach you, they may pass you over for a far more appealing victim, should one present itself. However, these deals aren't always so convenient. Transcendent entities may offer you their unconditional support for some request, in return for a living being who holds great personal significance to you, like a child or lover. They aren't guaranteed to be killed, but you will never see them again.

INDUSTRIALIST ATTRIBUTES

- Was prosperity worth the price? -

Do Not Disturb - Costs 100 Vitae, No Cost Industrialist

Everyone needs their beauty sleep. Even disasters appear to recognize this courtesy. Danger is far more likely to pass you over while asleep, even as it strikes everyone around you. You may pass out amongst enemy gunfire to learn your ally miraculously carried you to safety or wake up in the infirmary to find you slept through a massive beast slaughtering every other person in the building. This will be little help when the odds of the threat “missing” you are all but impossible.

Bottom Line - Costs 100 Vitae, No Cost Industrialist

Who needs accountability when you have profitability? You’ll find that siphoning the resources of your company into personal projects has a negligible impact on its output or your authority over it. It’s not like there’s any laws saying a meat processing company can’t reconstruct an Aztec pyramid underground, and is it really the end of the world if the shareholders aren’t told what the factory you’re building is actually supposed to produce? You don’t seem to think so.

Concentration - Costs 200 Vitae, Discount Industrialist

Life carries many hardships, but time waits for no man. You have learned how to focus all your grieving, guilt, or other negative emotions, into productivity. You could spend the night weeping for the loss of your children, or you could draft a factory that puts its contemporaries to shame. You could reflect on your sins and come to terms with your inner demons, or you can devote that energy to buying out other businesses to more than double your company’s net worth.

Human Weakness - Costs 200 Vitae, Discount Industrialist

An invincible body does not necessitate an invincible heart. So long as an inhuman or otherwise unnatural creature possesses some comprehensible form of emotions, you can exploit them. Use a well-timed shotgun blast to spook the immortal beast that tears through concrete. Better yet, find something the creature holds an emotional attachment to, even if only in a past life, and they’ll be so overcome with emotion they’ll stand completely defenseless as you spring your trap.

Veins of Brass - Costs 400 Vitae, Discount Industrialist

You could sit behind a desk and pay others to design your facilities, or you can take matters into your own hands. You have the logistics skills to run a massive business, but paired with your equally exceptional engineering skills, you can design your own factories from the ground up. Not just regular-sized factories. You can keep scaling up until the guts of your factories reach miles underground and process far more raw materials than most businesses could ever provide. Of course, you'll still need to hire people to handle the actual assembly and maintenance.

Better Off Dead - Costs 400 Vitae, Discount Industrialist

Where others see an eyesore, you see untapped labor. So what if an orphan or two got boiled in the pipes, or you locked your immigrant janitor in your factory with a violent monster? They should be grateful their last moments were spent making themselves useful. So long as you hire from groups who could be considered "unwanted" or "undesirable", you can be as needlessly irresponsible with their lives as you wish, without ever facing legal consequences. Of course, be mindful to quash any delusions of rebellion among the workers themselves.

Horrors to Come - Costs 600 Vitae, Discount Industrialist

Some nights they come to you, without routine, instigation, or warning. Cruel visions of dark futures and heretical machines. These could be visions of war or disasters that will take your loved ones, or schematics for colossal feats of magic and science that could change the world. However, these visions seem predisposed to cause as much suffering as possible if accepted at face value. The visions of war may show just enough to instigate you into taking irrational action without revealing the full context. The schematics may be designed to only produce its intended miracle after innumerable sacrifices. Focusing these visions into a true force of good falls to you.

Metal Heart - Costs 600 Vitae, Discount Industrialist

Science, magic. Isn't dividing them up into such a stiff binary short-sighted? If the production of bullets or meat can be scaled up through pipes and conveyor belts, why not a magic ritual? You are adept at blending mystical spells and rituals with automation technology. You could plunge a sacrificial knife into a human's heart over a magic circle, or you can design a machine that does so automatically to dozens of humans every second. Need a new computer to run your factory? Just slice off half your soul and put it in charge. Or... maybe it's best you don't do that. These machines are hardly inexpensive, but just think of all the time you'll save once they're complete.

ARISTOCRAT ATTRIBUTES

- Was prestige everything you had hoped for? -

When in Rome - Costs 100 Vitae, No Cost Aristocrat

If one as dignified as you are capable of such debauchery, what hope do the common rabble have of resisting its allure? Polling down others into the same hedonism and immorality as yourself is terrifyingly easy. It's not instant, requiring slow conditioning, a few comfortable lies, and some plausible pretense of necessity, but it won't be long until that meek archeologist is expertly torturing your "death-row inmates" without a word of complaint, and maybe even a smile.

Life Taker - Costs 100 Vitae, No Cost Aristocrat

Let's not try and pretend that there's a noble family out there who doesn't own a well maintained torture dungeon. You are skilled in all forms of torture. Everything from the Impaler to Scaphism. This provides skill in the techniques themselves, as well as the desensitization to execute them without the slightest hesitation. Not to say this inherently makes you a sadist, but it does make the screams of innocents far easier to enjoy.

Mouse Trap - Costs 200 Vitae, Discount Aristocrat

I suppose everyone needs a hobby. You are skilled at constructing elaborate mechanisms and traps. Whether it's stone walls that close in or doors that trigger complex arrow traps once opened. These are all relatively simplistic in construction, but that's precisely why they're surprisingly cheap to install. This also generally gives you a good mind for creating obstacles courses and puzzle rooms that demand creative thinking to escape.

Waste Not, Want Not - Costs 200 Vitae, Discount Aristocrat

How cruel to dismiss science as "mad" or magic as "dark" due to unconventional methodology. You find it effortless to get your hands on samples and notes from experiments and rituals of a taboo nature. A meat tycoon invented a factory powered by human sacrifice? It won't take much negotiating to get a copy of the schematics. A baron in Prussia animated corpses into undead monsters? I'm sure he won't mind shipping you a few failed products for study.

Living Myth - Costs 400 Vitae, Discount Aristocrat

Through a combination of social engineering, record tampering, and simple good fortune, you'll find integrating yourself into high society through less than ethical means to be a concerningly trivial matter. I'm sure your father died under perfectly natural causes right after bequeathing their entire fortune to you. Similarly, who's to say that the old man living in the run-down castle isn't its rightful owner? This extends to fooling, or at least intimidating, others into silence on other abnormalities of your position, like your blue skin, or your failure to age over the last 300 years.

Always Correct - Costs 400 Vitae, Discount Aristocrat

It's only natural that one as noble as you is wholly infallible. Why else would nobility be trusted with so much authority? Your raw charisma and manipulation ability extends to the point of insanity. Convince a naive apprentice to kill for their own survival, or make a partner fall so madly in love with you, even as you openly cheat on them, that they'd gladly destroy their own career for your approval. This even extends to authorities, who you can enrapture or bribe so thoroughly that they'll barely attempt to investigate the dozens of disappearances tied to you.

Alchemist - Costs 600 Vitae, Discount Aristocrat

You can call the other great occultists of history your peers. Perhaps you are like Alexander, having experienced the advanced alchemy of The Dark World, before being grounded by the incomparably primitive tools and resources of Earth. Even with these limitations, you can concoct acids of unprecedented potency, poisons that can turn a man inside out or revive them as a loyal drone, elixirs that can trap a soul within a rotting corpse, and so much more. The ingredients for these creations aren't always particularly cheap or pleasant to obtain. Access to ingredients from alien worlds or dimensions will greatly expand your options.

Conjurer - Costs 600 Vitae, Discount Aristocrat

The other side of mysticism. You possess a grasp of interdimensional magic matched only by Alexander of Brennenburg. While you can open portals between nearby dimensions, each use demands a substantial amount of Vitae or any comparable resource, as well as something to focus all that energy. A less energy-demanding variation of the ritual can be performed, but the results can be unpredictable, such as the transported item or creature being rendered permanently invisible due to existing partly outside of this dimension. These rituals become even easier if you already have someone in the other dimension to stabilize the portal on their end.

UNDISCOUNTED ITEMS

- *What do we have here?* -

Primary Light Source - Costs None, 100, or 300 Vitae

A personal risk but likely a necessary one. You possess a handheld light source appropriate for your time period like a lantern or flashlight. No matter what this device is, you'll possess the ability to instantly light and extinguish it at will. For **no cost**, this is tragically fuel inefficient, being able to stay alight for ten minutes at most. Luckily, you'll find more of its respective fuel source with bizarre frequency. For **100 Vitae**, this is something akin to a hand-cranked flashlight. While you no longer need to worry about finding fuel, the loud crank mechanism can draw unwanted attention to you. For **300 Vitae**, this device is a true marvel of engineering, depending on your time period. This can stay alight for hours at a time, but in the off chance you manage to use it up, you'll find its respective fuel source far, far rarer than in the first option.

Secondary Light Source - No Cost

In case you don't wish to waste your primary light source, you'll frequently come across a form of consumable light source. What form this takes depends on your time period, such as matches or tinderboxes. While these allow you to light up an area, these are all one-use resources.

Pocket Bag - Costs 100 to 400 Vitae

A small convenience, but not necessarily vital to your survival. This small bag increases the amount of items you can comfortably carry on your person. Each purchase doubles the amount of bags, to a maximum of 8. Oddly, you have no issue wearing all of these simultaneously.

Ankhari Stone - Costs 600 or 800 Raw Vitae, Discount with Corruptor

A potent artifact of The Dark World. These are used as controllers for the Gatherers, or "Ghools" as they've come to be known on Earth. As long as you hold this, the Ghools are slaves to your will, and can be commanded telepathically, though they'll still prioritize the commands of those with more concrete authority like Empress Tihana. This can also emit a spotlight that accelerates the transformation into a Ghoul. For an additional, undiscounted **200 Vitae**, the control will extend to other servitor races you create, and the light will advance the rate of similar transformations.

Gate Builder - Costs 600 Raw Vitae

It's anyone's guess where you came across such a marvel. You have uncovered texts from the ancient Gate Builders. Once fully translated, these can be used to create portals that can transport one not only anywhere on the planet, but even into neighboring dimensions. However, while these are relatively more fuel-efficient than most trans-dimensional rituals on earth, a still notable amount of Vitae or a similar resource must be expended with each use.

SCHOLAR ITEMS

- *What did you find?* -

Journal - Costs 100 Vitae, No Cost Scholar

A simple, leather-bound journal. These pages are regularly filled up with detailed documentation of your day-to-day thoughts and activities. Oddly, should you find yourself needing to indirectly guide someone down a certain path, these pages will inexplicably scatter into a convenient breadcrumb trail for them to follow, as long as you've personally been to the end point.

Laudanum - Costs 100 Vitae, No Cost Scholar

A commonly used medicinal remedy in the 19th century. A proper dosage will provide you with substantial healing in both body and mind. However, in excess it can become a deadly poison, and even if used as intended can have a negative impact on the children of expecting mothers. You start with one vial in your pocket. Post-Jump used vials will refill after 24 hours.

Elixir of Emmerysh - Costs 200 Vitae, Discount Scholar

This potion was initially discovered by the Dark World alchemist known as "The Apostate" in order to maximize Vitae collection by erasing one's memory to render their fear fresh for each round of torture. This potion induces amnesia when orally consumed. You receive the recipe to brew more of the elixir, as well as a replenishing garden for the core ingredient: Damascus Roses.

Scar Sample - Costs 200 Vitae, Discount Scholar

This sealed vial contains a stabilized sample of the fleshy growths associated with the guardians of the Orbs. This flesh retains the Shadow's ability to violently absorb vitality. This also effectively makes it the perfect poison to Vitae or similar forms of vital essence. However, be careful that it doesn't grow out of control and trigger a chain reaction of apocalyptic proportions.

Occolt Acquaintance - Costs 400 Vitae, Discount Scholar

This severed head has been animated by magic and appears to belong to one of the legendary occultists of history. Their knowledge of mystical forces puts their contemporaries to shame, even though they can't do much with it in their current state. Even more impressive than their knowledge is their ability to maintain a jovial attitude in the darkest or most revolting situations.

Forgotten Idol - Costs 400 Vitae, Discount Scholar

The religion that forged this idol has been swallowed into the abyss of history, but this relic has very real power. This idol can be used to make psychic contact with powerful interdimensional entities. These beings will very often be willing to strike some kind of deal for you, but there's no guarantee that their terms will be in your favor, or that they'll react gracefully to rejection.

INDUSTRIALIST ITEMS

- *What have you made?* -

Pocket Watch - Costs 100 Vitae, No Cost Industrialist

This pocket watch always tells the accurate time for your location, even if never wound. It also contains a stopwatch. As long as a mechanical process you initiated is no longer than an hour, this stopwatch will perfectly represent how long until that process is complete. Like knowing exactly when a generator will die, despite not measuring how much fuel you added in the first place.

Beast Bait - Costs 100 Vitae, No Cost Industrialist

At the end of the day, what hope does a savage animal have of outsmarting a human? In your pocket is a pungent (thankfully wrapped) piece of raw meat. If lost, you will inevitably find a new piece within an hour. This meat has an irresistible appeal to creatures of a bestial or savage persuasion, briefly distracting them. Doesn't work if a creature is wholly devoid of desire.

Generator - Costs 200 Vitae, Discount Industrialist

What better symbol of man conquering the darkness? This fuel-powered generator can power a decently sized bunker for about 20 minutes from a full tank. However, this also comes with a canister of petrol that can be used either to fuel the generator, or simply to burn your enemies. As long as petrol has been invented where you are, you'll occasionally come across new canisters.

Chemical Weapons - Costs 200 Vitae, Discount Industrialist

If they work on humans, who's to say it won't on monsters? You carry 3 gas grenades which spray a poisonous yellow smoke for around one minute. These aren't especially lethal, but are still quite painful to be engulfed in. You receive a gas mask to protect yourself, and can rarely stumble upon additional grenades, as long as such a thing would logically exist in that time and place.

Incendiary Weapons - Costs 400 Vitae, Discount Industrialist

Something a little more lethal. A box of dynamite and 3 grenades. The dynamite is powerful, but you don't receive much of it. The grenades are deadly enough to hurt inhuman monsters, but with their often-unnatural durability, killing them is unlikely. You can rarely stumble upon additional grenades, as long as such a thing would logically exist in that time and place.

Compound X - Costs 400 Vitae, Discount Industrialist

Compound X is highly toxic, flammable, and corrosive, particularly when exposed to intense light. It has several more esoteric effects, such as interfering with electrical devices, fusing the flesh of different species on a molecular level, and even reanimating dead flesh, or even just chunks of flesh. You receive directions to produce this compound, with or without Vitae

ARISTOCRAT ITEMS

- *What did you receive?* -

Tools of Science - Costs 100 Vitae, No Cost Aristocrat

How can one expect to understand the natural world without the tools to investigate it? You are equipped with a small lab containing all the alchemical tools one could ever need. Collecting ingredients is another matter, but I'm sure you'll manage. Every piece is abnormally resistant to filth or cross-contamination, and any damaged equipment is replaced after 24 hours.

Tools of Magic - Costs 100 Vitae, No Cost Aristocrat

Torture isn't a particularly popular pastime, but it is unmistakably an expensive one. You receive a sizeable collection of any torture device you can think of up to the 19th century. You even receive a set of small torture chambers installed within a property of your choosing. These are only ever as unsanitary as you wish, and damaged pieces are replaced after 24 hours.

Kaernk - Costs 200 Vitae, Discount Aristocrat

An aquatic species native to The Dark World. Whether due to its default nature or a mistake in transporting it here, this creature exists partially outside of this dimension, rendering it invisible. You receive two of these. While you could just use them as guards for any submerged location, their saliva is actually a potent potion ingredient that greatly expands your alchemical options.

Ritual Chamber - Costs 200 Vitae, Discount Aristocrat

This chamber can be installed under a property of your choosing. The magical runes within slightly increase the potency and greatly increase the success rate of mystical rituals performed within. It contains three podiums for focusing the energy of magical artifacts. As a final precaution, you can siphon a portion of a ritual's energy to fuel a force-field protecting the caster.

Secluded Castle - Costs 400 Vitae, Discount Aristocrat

Of course, what self-respecting nobleman would be caught without a domain to their name? You are the owner of a massive castle. Time has not been kind to these walls, but it retains repairs and alterations you make between Jumps. As a final note, there always seems to be a decently sized but extremely secluded village nearby, in case you need "help" with your experiments.

Brennenburg Wine - Costs 400 Vitae, Discount Aristocrat

Somebody extremely powerful either owes you a favor or wants you dead. These barrels of wine originate from Castle Brennenburg itself. I'd strongly advise against imbibing it. Those who drink this wine will find their bodies agonizingly deformed beyond recognition, before resurrecting as simple-minded drones enslaved to your will. Any used or lost wine is replenished each Jump.

THE STICK

- How far are you willing to go? -

Regrettably, your time here will expose you to some of the worst this world has to offer. Brutal torture, seemingly invincible monsters, alien worlds, vile magic, and beyond. Whether you are the cause, an accomplice, or simply the unfortunate victim of this darkness depends on your choices above. If you desire some kind of reward for your hardships, the only way to sweeten the pot is by compounding one of the below challenges onto your time here. You may choose one at no cost, but taking any of the remaining three will cost **200 Vitae** each. If you took **The Light Ascent**, you may take on as many or as few challenges as you wish for no additional cost.

The Dark Descent

You aren't just a victim, you're a scapegoat. An otherworldly entity known as The Shadow will pursue you either onto death, or until the Orb it guarded is restored. The Shadow manifests as the flesh that grows on nearby surfaces and harms on contact. While you once held the Orb, it was seized by a powerful alchemist who threw you to The Shadow while he reaps the rewards. You must defeat the sorcerer and somehow retain possession of it for the rest of your time here.

A Machine for Pigs

In a long-forgotten boot of madness, you severed half of your soul and placed it within a powerful machine. It knows you as well, if not better, than you know yourself, and will contact you through indirect means, like phone or telegram, to trick you into activating the machine. Should they succeed, the loss of life will be unimaginable. Your lives are linked, so you must find some way to prevent this machine from ever reactivating without killing yourself in the process.

Rebirth

Through a tragic series of coincidences, you made contact with a powerful inhabitant of The Dark World and were tricked into consuming a concoction that would transform you into a Ghoul. Your challenge is to maintain your sanity until the end of the Jump. While you can try your luck resisting through pure willpower, the odds are not in your favor. Your best chance to halt the transition is to somehow make your way to the Dark World and slay the being who infected you.

The Bunker

A beast follows you. They possess inhuman senses, the strength to tear a man limb-from-limb, and the durability to heal from a point-blank shotgun blast. They are determined to slaughter you and never lose your scent for long. You must survive these 10 years, either by staying on the run and closing your ears to every innocent caught between you and the beast, or by somehow orchestrating a situation that can kill the seemingly immortal predator.

THE CARROT

- *How will you be rewarded?* -

No matter which challenges you choose, you receive an eternal lantern that never needs refilling. Any **Vitae** spent on your **Primary Light Source** is refunded to be spent elsewhere. Secondly, while you are no more resistant to madness, you'll find even small victories can help you regain some sanity. Finally, whatever conflict you became wrapped up in here likely involves an amnesiac in way over their head. If you manage to keep them alive, you may take them as a companion.

The Dark Descent

In return for your perseverance, you retain the Orb. The Shadow still guards it but has recognized the Orb's rightful place as in your possession and will not attack you. The Orb is a potent artifact that even The Dark World finds transcendent. They are capable of focusing ungodly quantities of Vitae or bestow visions of the future. Who knows what other abilities remain to be discovered.

A Machine for Pigs

The machine has relented and will fully submit to you as it follows between worlds. Its specific purpose is unclear, but claims that by sacrificing enough humans, it can create a miracle great enough to change the future. Whether or not that's true, an interesting byproduct of sacrifices made to the machine is the creation of powerful, reanimated pig-human hybrids.

Rebirth

You did the impossible, and either fought off a virus that has driven countless mad in far less time, or defeated an entity who might as well be a god from your perspective. In return, you receive a device known as a Traveler's Locket. This artifact allows you to perceive rifts in space and walk between dimensions at seemingly no cost. You'll also find such rifts in future worlds.

The Bunker

The beast has been outlasted, outwitted, or overpowered. Somehow, you find yourself before the mysterious pool that transformed a regular human into such a creature, and sample it yourself before you realize what you're doing. Against all odds, you aren't driven mad by the liquid. You receive **600 Raw Vitae** to spend on **Esoteric Attributes**. If the changes render you monstrous in appearance, then you are able to transform back and forth from your human and monstrous forms.

RETRIBUTION

- *What have you done?* -

Beyond Human - 100 Raw Vitae, Can be taken twice

A freak, an abomination, a monstrosity. However you phrase it, your appearance is grotesque. This is initially subtle: some scarring, an unnatural skin color or height, etc. By taking this a second time, your flesh resembles a sick beast or a mutilated corpse. Any halfway sane human will attack or run on sight. The first purchase is mandatory for those wishing to buy any esoteric attributes.

Impassioned - Gain 100 Vitae

Love and hate are but two names for the same poison. One that you have been tragically stricken with. You are overcome with a self-destructive passion in one form or another, that compels you to display undue cruelty or short-sightedness. Hatred that blinds you with rage, longing that can justify any sin in your eyes, desire that enslaves you to your muse's every word, and so on.

Wary - Gain 100 Vitae or 100 Raw Vitae

A little caution will serve you well, but even vigilance has its limits. You often overreact to the slightest odd noise or smell, and no matter how much of an overwhelming advantage you hold over your enemy, you will flee after even the slightest injury. The only reason you receive so little for this is the number of circumstances in this world where such sensitivity is a boon.

Apostate - Gain 100 Vitae

You will not be forgiven. Whatever crime you committed or reasons you may have had, you can expect no forgiveness from society at large. For better or worse, this is hardly an inconvenience when the threats you face are monsters or otherworldly beings. However, your crimes are well documented, and any society who ties them to you will immediately become your enemy.

Banished - Gain 100 Vitae or 100 Raw Vitae, Incompatible with Stranded

Your true home is known as Zerzura, or "The Dark World" as humans have come to call it. Through an unfortunate set of circumstances, you have been stranded on Earth. You are constantly anguished by the inadequacy of this world's magic and technology and will go to seemingly any length to return home, no matter who needs to suffer for you to re-enter the gates of Eden.

Title Drop - Gain 100 Vitae, Can be taken twice

There are some things that are better left forgotten. Whether from an alchemical brew, an unknown sickness, or a blow to the head, you have been stricken with amnesia. By default, this only rids you of any knowledge you may have possessed about this world. For a second purchase, you have also been robbed of your entire past up to this point, both in this world and any prior.

Punished - Gain 200 Vitae or 200 Raw Vitae

The mind is but one avenue to ravage the flesh. Whether from a chronic condition, a past injury, or unthinkable experiments, your time here will be spent in unending agony. Every step is like having nails piercing your tendons, every breath is like swallowing quills. You will come to tolerate this pain in time, but you will never cease to feel it entirely.

Damaged - Gain 200 Vitae

The brain is such a vulnerable organ. A past tragedy has taken its toll on your mental endurance. Perhaps some unforgivable sin or the loss of a loved one. This leaves you far more vulnerable to stress and madness. At your worst, reminders of this past can cause you to blackout. Adrenaline goes a long way in averting the worst-case scenario while in immediate danger.

Grunt - Gain 200 Vitae or 200 Raw Vitae

You are far more in-tune with your wild side than most of civilized society. Your anger can drive you berserk, your hunger can blind you to the difference between man and food. Indulging these instincts will erode what little reason remains, ignoring them will only cause them to swell. You must find a balance between starving and indulging the beast, lest it fully consume your mind.

Phobia - Gain 200 Vitae

No matter how they strive for civilization, humanity has only come so far from the primitive apes who jumped at shadows. You bear an irrational yet potent phobia of some common situation or phenomena. Whether that be fire, darkness, tight spaces, etc. Continuous exposure to these stimuli, no matter how vital to your survival, brings you continuously closer to a state of panic.

Shackled - Gain 200 Vitae or 200 Raw Vitae

Your will is not only your own. Whether through mental manipulation or more overtly paranormal force, you find yourself bound in the service to a truly evil individual. While they don't inherently seek your death or suffering, they will ask you to commit whatever abhorrent or demeaning tasks that they are unwilling to do themselves. You can only be free once they are dead.

Barrels! - Gain 200 Vitae

What a peculiar form of schizophrenia. You find yourself constantly haunted by the voice of an easily startled individual prone to overeating at the slightest distress. Their incomprehensible jokes and frequent screaming fits will never fail to distract and annoy you. The more perilous the situation, the more determined they are to shatter the tension, and your concentration.

True Sight - Gain 300 Vitae or 300 Raw Vitae

In pursuit of true sight, you have crippled your own sense of either sight or sound. In their place you receive visions of hidden pasts, immortal empires, otherworldly magics, and the screams of tortured souls. This sixth sense is a constant drain on your sanity, and while it grants an uncanny awareness of your environment, you must depend on your other senses for immediate threats.

Sleepwalking - Gain 300 Vitae

Nietzsche once said that "Man is his own worst enemy" and none better embodies that than you. Outside of immediate danger, you'll find yourself blacking out, and awakening as another version of yourself determined to sabotage all of your efforts and generally make your life harder, short of killing you. Each time you awake, you will retain no memory of this "other you" or their actions.

Rotting - Gain 300 Vitae or 300 Raw Vitae

It is astounding the lengths that one will go to for survival. Your body is plagued by an incurable illness, one that has damaged multiple of your organs beyond repair and will surely kill you in a matter of weeks. The only way to stave this off and preserve your life is with a constant supply of Vitae. To help you along, you start with the basic instructions of how to harvest Vitae.

Stranded - Gain 300 Vitae, Incompatible with Banished

Through a series of events that you barely understand, you have found yourself lost in the ruins of The Dark World with no means of escape. An opportunity for escape will eventually reveal itself to you, but until then you must contend with finding consumable matter in this wasteland while avoiding the gaze of the deformed monstrosities who call this dimension home.

Rooted - Gain 300 Vitae or 300 Raw Vitae

I hope you're confident in your ability to hide, for running will not be an option for long. Over the course of your time here, your mobility will be steadily robbed from you until you are completely deprived of it. This could be simple paralysis, or perhaps your body physically rooting itself to a location. You must be sure to make all preparations to ensure your safety until the final year.

Expecting - Gain 300 Vitae

I'm afraid that your own life is not the only one you need to worry about. You are pregnant with a child. In addition to leaving you physically vulnerable, the child will be sickly once born. Should you fail to keep the child alive, before or after birth, it will be counted as if you also died. Should you succeed, your child will be cured and may be taken as a companion.

The Light Ascent - Gain 600 Vitae or 600 Raw Vitae

Your odds of survival in this world are no better than the likes of Daniel, Henri, or Tasi. Your powers and equipment from other worlds are sealed away for your time here. Still, if those three can brave these impossible odds, who's to say you cannot do the same?

A FINAL KINDNESS

- *Where will you go from here?* -

You awake to find three doors and three potions standing before you. You may keep as many or as few of the potions as you wish, which cannot be replenished or reverse-engineered in any way.

You don't need to take them now, or at all. You may only choose one door.

Forget the Future - Go Home

The first door takes you to your original world and forever concludes your Chain.

The first potion erases all memory of your Chain, freeing you from regret of what you've lost.

Forget the Past - Stay Here

The second door takes you to your last position in this world and forever concludes your Chain.

The second potion erases all memory of your original world, freeing you from your humble origins.

Forget the Present - Move On

The third door takes you to the location of your next Jump, continuing your Chain as normal.

The third potion erases all memory of this specific world, freeing you from the horrors seen here.

CLOSING NOTES

- *What is left to say?* -

Gauntlet by **Gene**

You retain the ability to harvest Vitae from living beings in future worlds.

The “Other” Place & Time option can be used to instead start at the same time and place as other Amnesia media, like Justine or Remember, or just design your own Amnesia-inspired story.

The downsides of Eternal don’t apply if/when you have abilities that render its effects redundant.

I actually don’t remember whether Tasi found a cure for her Ghoulification in Rebirth, and I don’t feel like checking. Which is why beating the one who infected you just inexplicably solves the problem in the Rebirth scenario.

The amnesiac companion from the scenario reward can be either a canon protagonist or an OC.