NWod Creatures of the Realms



Index

Introduction 6

Origins: 6

- Free-Spirit 6
- Free-Astral Entity 7
- 200/300 CP- Idigam 7
- Free-Cryptid, Urban Legend and Other Horrors 8
- Free-Supernal Being 8

Free-Fae 8
Free-Ghost/ Chthonian....9
Free-Abyssal (Outer Dark) 9
Free-Strange Entity....9
Free-Demon (Inferno) 10
Free-Hosts 10
200 CP-Pangaean 11
200 CP-Geryo 11
Free-Qashmallim 11
Free-Angels of the God Machine....12
Locations: 12
1-Supernal Realms....12
2-Astral Realm 12
3-Shadow 13
4-Twilight 13
5-Underworld 13
6-Abyss 13
7-Anywhere in the Tellurian: 13
8- The Hedge: 14
9- Stranger Cosmology: 14
10- Anywhere Else in the Setting: 14
General Perks: 14
Spirit 21
Astral Entity....26
Cryptid, Urban Legends and Other Horrors....33
Idigam 37
Supernal Being 42
Fae....47
Ghost/ Chthonian 55
Abyssal (Outer Dark) 58
Strange Entity....64
Demon (Inferno)....72
Pangaean....80
Host 84
Geryo....88
Qashmallim 92

Angels of the God Machine 98
Items: 103
General Items 103
Spirit 108
Astral Entity 110
Cryptid, Urban Legends and Other Horrors 112
Idigam 113
Supernal Being 114
Fae 116
Ghost/ Chthonian 117
Abyssal (Outer Dark) 118
Strange Entity 121
Demon (Inferno) 123
Pangaean 125
Hosts 126
Geryo 127
Qashmallim 129
Angels of the God Machine 130
Companions: 132
Spirit Companions: 132
Astral Entity Companions: 135
Cryptid, Urban Legends and Other Horrors Companions: 139
Idigam Companions: 143
Supernal Being Companions: 147
Fae Companions: 150
Abyssal Companions: 155
Ghost/Chthonian Companions: 160
Strange Entity Companions: 164
Demon (Inferno) Companions: 168
Pangaean Companions: 173
Hosts Companions: 177
Geryo Companions: 182
Qashmallim Companions: 186
Angels of the God-Machine Companions: 190
Drawbacks: 195
Scenarios: 199

Save the Locus: 199
City of Spirits: 200
Search of Secrets: 201
War of the Minds: 201
On the Nature of Spirit 202
Cult of the Shapeless 203
Conspiracy Blower: 204
Anomalous Legend: 204
Guardian of Magic 205
Protector of the Realm: 206
The Pledge of Seasons 207
The Quest of Arcadia: 208
Journey of the Underworld 210
Train to the Underworld 210
Founder of Corruption: 212
City of the Abyss 213
Follow the Signal: 215
The Swimming Hole: 217
A Wound upon this Land: 218
Demonic Rivalry 219
Drive out the Wolves: 220
Leader of the Host Club: 221
End of An Era 222
Guardian of the World: 223
Jailer of Beasts: 224
Progenitor of Legend: 225
Guiding One: 226
Crimson Masquerade: 226
City of Nightmares: 228
A Journey Into Time 229
Cosmic scenario: 230
Apex of the Shadow: 231
Moment of Aeons: 232
The Evolver: 233
Fantasy Continues: 234
Return of the Old Gods 235

Ascension of the Wyrd: 236
King of the Underworld 237
The Gates Open 238
The Stars are Right: 240
Master of the Lower Depths 241
Redemption of Inferno 242
Calamity's Return: 243
Pangaea Reborn: 244
Nightmare of the Ancients: 245
Soul Saver: 246
The God-Machine's Repairman 247
Spark Scenario: 248
Transcending the Cosmos: 248
Ending**:** 249
Go Home: 249
A Dark World: 249
Beyond the Gate: 249
Notes: 249
About Ranks: 249
Ranks of various entities: 250
About Influences: 255
About perks with similar effects: 257
About the item Doorway to Darkness: 258
About the relative power level of companions: 258
About Angels: 258
About the Astral Realm: 260
Companion References: 261
Spirit Companions: 261
Astral Entity Companions: 262
Cryptid, Urban Legends and Other Horrors Companions: 263
Idigam Companions: 263
Supernal Being Companions: 264
Fae Companions: 264
Abyssal Companions: 265
Ghost/Chthonian Companions: 265
Strange Entity Companions: 266

Demon (Inferno) Companions: 266
Pangaean Companions: 267
Hosts Companions: 268
Geryo Companions: 268
Qashmallim Companions: 269
Angels of the God-Machine Companions: 269
Changelog: 270

Jump By ProsecutorGodot

Introduction

Welcome Jumper to the World of Darkness, a modern Earth superficially similar to the one you may be familiar with.

However, during the night and in the shadows hide many supernatural entities from vampires to werewolves and even mages to say nothing of the bizarre entities that exist in other realms or in remote corners of the world.

You shall become one of the many spiritual or otherwise supernatural creatures that inhabit this cosmology.

Now take these **+1000 CP** and choose your path.

Origins:

Any origin can be taken as a Drop-In. You can choose your age and gender freely.

Free-Spirit

You are one of the many spirits that inhabits the Shadow, the spiritual reflection of the material world where spirits that embody concepts, emotions, events, objects and animals with traits straight out of stories dwell.

You can instead choose to be an extraterrestrial spirit such as a spirit of Mars or a spirit of the Void Beyond for example.

Spirits feed on essence that resonates with their nature which can include other spirits such as predator spirits devouring prey sheep spirits for example.

They can also exert influence over what they embody to spread resonance that they can feed upon.

You can also possess humans which makes your victims colloquially known as spirit-ridden which ranges from subtle nudges for spirit-urged to complete control for spirit-claimed.

Free-Astral Entity

You are an entity born from the Astral Space which contains the dreams and ideals of humanity and the cosmos itself.

You embody a facet of human, animal or cosmic experience which depending on your power could be a part of a single human to vast and powerful archetypes like Death itself.

200/300 CP- Idigam

You are an abomination that is neither spirit nor flesh. Once your kind were imprisoned on the Moon by the Wolf progenitor of the werewolves for not even him could destroy you. Following his death, you return into a world that is simply different from everything you knew.

Your main power is your incredible adaptability to shift your nature unlike spirits to gain potent powers as is the sheer alienness of existence that leaves very few prepared to fight your kind.

Uncoalesced Idigams are rank 3 entities. Coalesced idigams are at least rank 4 entities.

For 200 CP, you are a rank 3 Idigam.

For 300 CP, you are a rank 4 Idigam.

Free-Cryptid, Urban Legend and Other Horrors

Inside supernatural verges and in the most distant corners of the world live creatures of legend known as cryptids, you may be familiar with them as they include but aren't limited to Bigfoot, the Chupacabra and even the Grey aliens.

You possess strange powers or technology that can achieve sci-fi feats. Unfortunately, your kind doesn't seem to adapt well outside its home environment.

You can instead choose to be another kind of horror that is perhaps the only example of its kind such as an atavism, an urban legend or a creepypasta entity for example.

You could also be a magical creature that exists in myth and legends.

You could also be one of the countless strange, fey beings such as the Bogey of the United Kingdoms like the Drowned Men or the Alien Big Cats for example.

Free-Supernal Being

You are a supernal being, a denizen of one of the Supernal realms that grants truth and meaning to the world and upon which the mages rely on to work their magics through their connection with it.

You possess potent powers related to an arcanum among the Gross arcanums (Forces, Space, Time, Life, Matter) or Subtle arcanums (Spirit, Fate, Prime aka magic, Death, Mind) that can achieve effects beyond what mages can normally achieve.

Free-Fae

You are a fae, a creature imbued with the power of Faerie also known as Arcadia or the Hedge.

The Wyrd that empowers Faerie can grant you all manners of strange powers straight out of fairytales and even allow you to form contracts with concepts and elements to gain powers related to them such as Fire or the Forge.

Depending on your level of power, you could be a Hobgoblin, a Hedgebeast, a Changeling or one of the dreaded True Fae.

Free-Ghost/ Chthonian

You have died and become a ghost. This has made you an ephemeral entity but you thankfully managed to keep your mind and memories. You may be anchored to a place that was precious to you in life, an individual you cared for or perhaps be a free-moving ghost.

This grants you strange ghostly powers usually related to how you died.

You can instead choose to be a Chthonian, a bizarre entity from the Underworld that was never born and thus never knew life.

You possess strange powers related to Death and all its related processes like decay and nigh-perfect knowledge of anything related to death depending on how powerful and/or old you are.

Free-Abyssal (Outer Dark)

You are an Abyssal entity, an abomination from the realm of impossibility and paradox known as the Abyss with countless possible forms and manifestations.

You possess strange powers related to paradox which are strange effects caused by mages using magic in front of Sleepers (non-supernaturally aware humans) and eldritch powers to twist parts of the world to achieve effects that are unnatural.

Free-Strange Entity

The cosmos is vast and unknowable beyond anyone could ever imagine. You are a creature from a distant and strange reality/cosmos.

Perhaps you are like the plane-like Atakai that drop cargo, maybe you are one of the Men in Black who hound mages that caused paradox, you could be one of the bizarre worms known as the Hellmenth

whose ghost operators send messages on radio waves to lead listeners on a quest to unwittingly free them.

You could also be one of the Shadow Men whose rote to summon them is encoded in the Hildebrandt Recording, among countless possibilities.

Regardless of the details, you are a creature with bizarre powers and an existence that has little to no context for pretty much everyone from conventional reality.

Free-Demon (Inferno)

In the Lower Depths where strange realms lacking in an aspect or another of reality can be found exists a realm known as Inferno. This is a realm of sin itself inhabited by what may very well be called demons.

You are one such demon, a creature with potent powers over sin, desecration and corruption. Your kind excels at tempting foolish summoners and desperate people into bargains that damn their souls.

Free-Hosts

The Wolf was the guardian of Pangea who hunted many dangerous creatures that upset the balance yet a few of them managed to leave foul legacies that endure to this day.

You are one of the Hosts, monstrous amalgams of spirits and flesh that grow stronger as more animals become infected.

You could be one of the Azlu or Spider hosts that strengthen the Gauntlet or one of the Beshilu or Rat hosts that gnaw through the Gauntlet or one of the other canon examples of Hosts or perhaps one of your own design.

You possess powers related to the Gauntlet and Shadow as well as a method to possess humans.

200 CP-Pangaean

Once the material world and Shadow weren't separated. During that era when the world was known as Pangea walked powerful half-spiritual creatures known as Pangaeans.

You are one of them which can make you close to a living God for the Shadow depending on your power as you represent the natural cycles and forces of the world anything below a Celestial body is fair game such as seasons, the weather or animals like foxes and bulls. Depending on the era you start in, you could be among the last of your kind if you start after the Wolf's death.

Pangeans are at least rank 3 entities.

200 CP-Geryo

The Geryo are considered the Firstborn children of the Wolf. Unlike their weaker werewolves cousins, they were considered too dangerous and chaotic which is why he sealed them away in the Gauntlet before they were eventually released perhaps because the seals weakened over time.

You possess potent shapeshifting powers to form dangerous weapons and heal. You also possess some Pangaean nature though you aren't a spirit. Your energy can twist and warp the world around you unless you control them.

You can spread a contagion known as the Geryo strain which can inflict mutation and mental degradation.

Geryos are at least rank 3 entities.

Free-Qashmallim

The Qashmallim are the creations of the Principle. They help or hinder prometheans on their pilgrimage though they also have other purposes in existence.

You can choose to be an Elpidos who serves Pyros to encourage, develop and animate. They usually take angelic forms and grant

“angelic miracles” such as appearing in dreams or causing virgin births.

You can instead choose to be a Lilithim who serves Pyros in its form as chaos and disruption. They tend to take the forms of horrific monsters and demons, and are associated with horrific events.

Free-Angels of the God Machine

Angels are constructs of the God Machine who live to do its bidding. They can build infrastructures to spread its influence and accomplish its inscrutable goals.

They can use essence provided by the God Machine to fuel their Numinas known as Protocols who while seemingly supernatural may actually be a set of occult physics. They also possess incepts that can allow them to alter fundamental parts of reality.

Locations:

Roll 1d10 or choose it doesn’t matter

1-Supernal Realms

You have arrived in one of the Supernal realms which could be any of them among the Aether, the Primal Wilds, Arcadia, Pandemonium or Stygia.

These realms house great danger but also great opportunity.

2-Astral Realm

You have managed to reach the Astral Realm which is a mental realm connected to the dreamscape of humanity, living creatures and the living unconscious depending on where you go.

It houses concepts and people from history that could be bargained with such as Death that appears as a goth woman that can offer resurrection in exchange of a life.

3-Shadow

The Material World is but one part of the World of Darkness. The other side is the Shadow, a world of spirits that embody objects, animals and concepts.

It is a realm of predators but also of potent wisdom and power if one knows how to bargain with the spirit courts.

4-Twilight

The Twilight that can be conceived of as the natural state for ghosts and spirits as they are naturally immaterial.

It is by crossing twilight that one can reach the Shadow or the Underworld.

5-Underworld

The Underworld is the realm of the dead with only the first layers bearing any resemblance to the afterlives of various cultures. Beyond that are ghost and rulers of the Dead Dominions known as the Kerberoi who uphold the Old Laws that are perhaps older than humanity itself.

This is a dangerous place but can also be useful for those who require reagents from the underworld or who seek a path to the Lower Depths.

6-Abyss

The Abyss is a realm which lacks any sort of logic and is incomprehensible to mortal minds.

Even the most reckless of archmages wouldn’t try to enter it carelessly as few have managed to reach it and none have been known to come back from it.

7-Anywhere in the Tellurian:

The cosmos is vast and there are many more places to be.

This allows you to choose anywhere within the material universe to be, even off the planet.

8- The Hedge:

The realm that forms the boundary between Arcadia and the mortal realm in Changeling the Lost.

It is populated by Hobgoblins, Hedgebeasts, Changelings and leads to Arcadia where the domains of the True Fae can be found. They are always on the lookout for new playthings.

9- Stranger Cosmology:

Maybe you have arrived in a much more bizarre place. This could be any sort of strange realm such as the one that the Men in Black come from or the realms that the Atakai hail from.

10- Anywhere Else in the Setting:

Perhaps none of the locations are to your taste. So be it, you can choose any other location that hasn't been offered such as one of the Lower Depths like the Duat or Inferno.

General Perks:

Free- A World of Darkness:

Maybe you enjoy the cosmology and possibilities of this world and wish to take it with you? This toggleable perk allows you to make every world you enter as dark and expansive as the World of Darkness.

Supernatural and mundane conspiracies hide in the shadows, cryptids appear in the remotest places, supernatural entities and undead of all kind have existence since as long as anyone cares to

remember, powerful entities make schemes with a payoff decades or even centuries later.

Countless realms exist and distant planets and celestial objects may not be as lifeless as they appear to be.

In fact, the world becomes so strange and the cosmology becomes so expansive that no one can accurately map it out and only those afflicted with the greatest hubris believe they could do so.

Free- Fact of Reality

It is said that there are entities and powers capable of erasing one from existence even working retroactively.

This perk protects you from all conceptual erasure, temporal paradoxes and hax meant to destroy and/or erase your existence. You will live even if one murders your ancestor or the God-Machine uses a protocol to try to erase you.

Free- Supernatural Existence

This perk represents the basic physiology of whatever supernatural entity you have become.

It also allows you to perfectly maneuver your body and adapt instantly no matter the changes to your form.

Your supernatural form becomes an alt-form in future jumps.

Free- Supernatural and Mortal Perspective

It cannot be understated how alien and strange the mindset of the beings you can become are.

This perk guarantees that you can hold on to your normal mindset no matter what you become and never change for the worse. This also allows you to understand and communicate with all creatures no matter how strange and alien are their minds.

Free/100 CP/ 200 CP- Rank

A rank represents not only authority both literal and metaphysical but also the power of the entity.

As your rank increases so does your ability, power and authority over your kind. You also become better at accomplishing anything required by your nature.

For Free, you are a rank 1 entity the least powerful rank among your kind though this isn't to say that you don't have abilities that patrons could find valuable or that you may otherwise make great use of. You can start at the rank mentioned in the origin if you chose **Idigam**, **Pangean** or **Geryo** as your origin.

For 100 CP each purchase, you can increase your rank by 1 until you reach rank 5 which is the level of royal avatars and the limit of what normal mages and other supernatural creature can face and/or summon.

For 200 CP each purchase, you can increase your rank by 1 until you reach rank 10.

Keep in mind that rank 8 is already among the most powerful and ancient entities while rank 9 could be a spirit on the level of Gaia who represents the World itself.

Rank 10 has few to no example aside from the Supernal Realms themselves, the concept of an almighty God like Ain Sof or the immovable mover or the Adversary perhaps better known as the Devil for the demons. Sometimes they are even described to be beyond manifest conception as lesser beings are simply incapable of conceptualizing such a transcendentally powerful entity.

You can buy this perk until you reach rank 10 unless you have bought the capstone booster in which case, you can buy/increase it as many times as you can afford.

You can increase your rank in this jump and future jumps through training, consuming essence or otherwise gaining power in general.

Free/50 CP /100 CP (Discounted if appropriate to your nature or origin)- Influence and Numina:

Spirits and similar entities have influence over one or more aspects of reality. They also possess numina which are various supernatural powers appropriate to their nature.

You possess influence and numina even if you aren't a spiritual creature.

Influences greatly increase your growth and creativity in the relevant area and allow you to manipulate the aspect of reality to your will with a higher rank granting more power and versatility.

You can improve your influence (ie. Gain additional dots) and/or gain additional influences with time and training.

You possess numina of a number and power appropriate to your rank.

You can develop more numina with time and training.

Depending on what you are, you may also gain dread powers which are abilities that are outside usual classifications such as those of the Idigam, the Geryo or strange horrors for example.

You can't increase your influence past 5 unless you have a commensurate rank (ie. rank 6 for influence 6)**.**

For Free, you possess a couple dots either in a single influence like numbers, fire, loss… or in two different influences.

For 50 CP each, you may add a dot either in an influence you already have until you reach 5 dots or to gain a new influence.

For 100 CP each, you can increase a 5-dot influence by one until you reach 10 dots.

Note that there aren't canon examples of what a 10-dot influence can do. A 9-dot influence is capable of achieving any effect related to

what it has influence over just by using some essence/mana/ pyros/ whatever supernatural energy you have access to.

You can't increase your influence past 10 dots by buying this perk unless you have bought the capstone booster in which case, you can buy it as many times as you can afford.

50 CP- Supernatural Beauty

Spirits and other creatures presented here aren't human and even the ones that try to disguise themselves as human usually have tells or details that make them uncanny or frightening.

By taking this perk, you become a strikingly beautiful entity possessed of a beauty or handsomeness that beggars belief.

This not only includes perfect hygiene if you don't want to get dirty but also a pleasant demeanor that can perfectly hide your inhuman nature such that mutations and other physical deformities would appear exotic instead of repulsive. You also become aesthetically pleasing even if you are as disquieting as an Abyssal entity normally is.

Finally, this attractiveness works on both members of your kind and outside your species.

You can buy this perk multiple times to become truly beautiful on a level surpassing even divine entities with enough purchases.

100 CP- Human's Disguise

Some entities are known to take the forms of humans to blend in and accomplish their goals.

You have mastered this power even if your kind wouldn't normally have this ability. This allows you to take on a human form that perfectly hides your supernatural nature and appears normal to all methods of detection from the mundane to the spiritual, magical and supernatural including the technology of the God Machine.

You can take on your supernatural form at-will.

200CP- Unbound

There are methods used by werewolves and mages to bind supernatural entities to their wills be they ghosts or spirits.

By taking this perk, you become flat-out immune to any attempt to summon, bind, control or compel you in any way without your consent. This also applies to wards and other methods designed to imprison or seal you away.

300CP- Purged of Weakness:

It is no secret that entities have weaknesses be they from folklore like cold iron for fairies or more specific ones related to the spirit's nature.

By taking this perk, you become immune to the banes, bans and weaknesses of whatever you become. This also makes you immune to the drawbacks of your perks, powers, items etc. so that you are never harmed by them or made weaker for having them.

This could allow you to live under the sun as a vampire and treat fire like any other hazard or allow a fae to use cold iron for example.

300 CP- Welcome Everywhere:

Many creatures have limited ways of entering reality from Abyssal entities requiring specific circumstances, spirits requiring the Gauntlet separating the Shadow from the Material World to be thin enough or Supernal Beings who normally require someone to summon them.

This perk allows you to travel freely to all dimensions, realms and worlds of the setting.

You are also immune to the environmental hazards of the realms and can safely exist even in realms that should be anathema to your

existence like the Underworld for Spirits or the supernal realms for Abyssal entities.

Post-spark, you can travel anywhere you want.

400CP- Eternal Spirit:

Spirits require sustenance for they waste away without it either disappearing back to their realm, going into hibernation or even being destroyed in the worst cases.

You don't have to worry about it as you find that your supernatural energy reserves constantly refill over time.

This also makes any form of sustenance and/or breathing optional for you.

600 CP- No Place Like Home

It has to be said that the Material World can be as alien to supernatural creatures as their home realms are to normal humans.

You will find that anytime that you are in an environment that you can be considered native to such as the Shadow to a spirit, twilight and the Underworld for a Ghost, Inferno for a Demon, you receive an incredible boost to all your attributes and powers.

This boost increases even further if it is a place that is yours such as your home, a lair or a place you have conquered for example to the point that you may able to beat back even forces that should vastly outstrip you.

Capstone Boosted: The Kingdom is Where I Stand

What is next after having home advantage? Of course, it's to take it wherever you go.

You can use your abilities, powers and even your mere presence to transform the area around you in a range depending on your

rank/overall power with the greatest of entities perhaps transforming the entire world and beyond.

When the world is transformed, it takes on the form and characteristics of your home plane or other place that you thrive in while granting you a boost even higher than the previous perk.

With time and training, you could even use this perk to transform living creatures into new forms loyal to you empowered by your home and even create incredibly powerful artifacts and objects with powers based around your home.

600CP- Legend of the Realm

Father Wolf, Luna, the Maeljin, the Annunakis, the Old Gods, the Archqashmallim, the Death Lords all unbelievably powerful entities and among the oldest of their kinds. Soon perhaps, there will be another.

You receive a tenfold boost to all your physical, mental and spiritual abilities. This also applies to all supernatural powers and magic you may have.

This also makes your growth and learning speed increase tenfold.

There are no longer any limits to how far you can grow as you can improve and expand upon all your perks, powers, abilities, skills etc.

This also removes leveling curves so that growing from the 4th rank to the 5th rank takes the same amount of time and effort as from the 1st rank to the 2nd rank for example.

This perk is a capstone booster.

Spirit

100 CP- Into the Shadow

There wouldn’t be much point to be a spirit if there wasn’t a spirit world now, would it?

This perk allows you to freely cross the gauntlet into the Shadow and guarantees the existence of a Shadow/Spirit world in every world you go to.

This also includes updating knowledge of the Shadow's geography, language and Spirit politics so that you know the dangerous places to avoid and who to pay respects to. This means that you are fully fluent in the language of spirits known as the First Tongue.

100 CP- Spiritual Predator

The nature of the Shadow is simply that of an ecosystem of hungry predators.

You possess the ability to feed on resonance that fits your nature and/or influence(s).

In doing so, you not only can recover from wounds and refill your energy reserves, but you can also permanently increase your power perhaps enough to increase your rank.

Similarly, you can devour spirits for much of the same effects as long as they fit your nature such as a wolf spirit devouring other wolf spirits and spirits of prey of like sheep spirits for example.

Beware that devouring an incompatible spirit can mutate your nature as a hybrid of both known as a Magath. They are reviled by spirits in general and hunted by werewolves for they tend to be highly disruptive of the balance between the Shadow and material world.

You can also possess people if you can overwhelm their will or they consent, you can then either nudge them in the proverbial backseat or take full control of their bodies.

200CP- Best of all Worlds

A Spirit that devours an incompatible spirit becomes a Magath but why should you be so limited.

You are now immune to the negative effects of anything you consume and can now consider yourself compatible with all kinds of spirits and essence.

This also allows you to take the powers of even incompatible spirits you consume to take their influence(s) and abilities.

200 CP- Gift Bestower

Spirits can bestow abilities known as gifts upon werewolves.

You have mastered this ability and can grant gifts to anyone you want. These gifts are based upon your nature, abilities, powers, perks etc.

Keep in mind that gifts still need to be powered by a supernatural energy and as such it is unlikely for normal humans to be able to use them.

You are also a master of deal-making and bargaining so that you can always extract something worthwhile from those who come looking for you to receive gifts.

This perk also applies to creating Fetiches and imbuing them with power if you feel like becoming the patron of a werewolf pack.

400CP- Choir Master

Spirits are known to form groups with other compatible spirits known as choirs. Powerful spirits also join groups of specific conceptual spirits known as Descants that minor spirits never join for membership is a sign of significant status.

You are a master of spirit politics of all kind. You can easily find and ally with compatible spiritual and conceptual entities.

This can also be helpful in increasing your rank and influence(s) since compatible spirits obviously produce resonance that you can feed upon.

You can also form broods which are more of a symbiotic grouping or political associations with spirits related to your nature such as a tree spirit with birds and squirrel spirits for example.

400CP- Spirit Spymaster

Spirits in the Shadow are invisible to those without the appropriate senses which obviously allows them to gather much information without being seen.

You excel at spying and gathering information perhaps beyond even the most skilled of spirit of observation and spying. This skill applies for spying on both mundane and supernatural entities.

You can even gather information without actually doing anything much like how cat and raven spirits can find odd pieces of information or how sewer-spirits know almost everything about their domains.

600CP- Spirit Royalty

The predatory nature of the Shadow means that spirits tend to die and be replaced frequently unless they are strong enough to deter predators and/or of high enough status to have useful connections.

You have managed to grow strong indeed as even if you were but a minor spirit before you would now be a royal avatar also known as a rank 5 spirit.

This boost applies to all aspects of your beings from the spiritual, mental and your supernatural powers.

This also has granted you potent leadership skills and charisma that is most effective on spirits weaker/ lower ranked than yourself.

This manifests as a sort of lure that allows you to quickly gather a large number of spirits to work for you. They even tend to have useful knowledge and/or abilities.

Capstone Boosted: Emperor of Spirits

Perhaps I spoke too soon, you are no mere royal avatar but instead an Incarna one of the great spirit emperors of the Shadow that is very much godly in scope.

This grants you an even bigger boost to the previous perk and also allows you to form your own court of spirits much like Luna and Helios.

This allows you to create lesser spirits reflecting your nature that you can also arrange into different choir specializing in different skills, knowledge and abilities such as scholars, warriors, oracles or furies for examples.

This can also allow you to create all sorts of entities and customize them to your liking such as creating an invisible Horror that acts as a literal blind spot in the mind of spirits of light like Lunes for example.

Finally, you can bless lineages to create loyal potent half-spirit entities with powers reminiscent of your own like werewolves who owe their powers to Luna and Father Wolf.

600CP- Conceptual

Most spirits are limited in that they are incapable of existing in places in which their material world reflection doesn't exist such that a bird spirit can't exist in a place without birds for example.

This doesn't apply to a certain classification of spirits known as conceptuals who represent universal concepts such as fear, hunger, death.

You have gained a similar status as you embody your influence(s) on a conceptual level which allows you to exist even in places where you shouldn't be able to. You can even drain them from the world including living creatures to feed yourself much like essence though this can have negative repercussions on your targets such as wasting away.

This also greatly helps in crossing boundaries including dimensional ones unless the place you are trying to cross into is somehow entirely lacking in the concept such as one of the Lower Depths for example.

Capstone Boosted: Incarnation

You already embodied your influence(s) so where do you go from here?

You can assume a form that embodies one of your influence, powers, abilities, perks, skills etc. In doing so you massively improve its power, versatility and growth rate to achieve effects that you would be incapable of otherwise.

You are immune to harm and the negative effects of everything related to what your form embodies.

With time and training, you may learn to combine these forms to perhaps achieve a perfect chimeric shape that encapsulates all that you are.

Astral Entity

100 CP- Astral Traveler

You are an entity of the Astral and thus can journey through it. You can travel to the Astral Space of your current jumps which acts the realm that gathers the ideals, dreams and thoughts of humans, living beings and the entire primordial cosmos.

This also allows you to travel into the dreams and nightmares of others and yourself. This includes travelling to your own Oneiros which can be considered your mindscape that contains representations of yourself, your memories, traumas etc. that can also be represented by various entities like a Daimon and Goetic Spirits.

You are also a lucid dreamer.

You gain an updating knowledge of Astral Space so that you are always familiar with its dangers and the entities that dwell there.

100 CP- Born of the Soul

You are a creature of the mind and soul, an astral being. This grants you potent powers over the mind and soul commensurate with your rank/ overall power.

This has also made your shape quite malleable as you can change it to appear as anything you can imagine perhaps a young leader suitable for rebellion or someone the person you are speaking to knows so that you can throw them off guard for example.

You are also capable of easily navigating any sort of mindscape, dreamscape and soulscape as you are also immune to the environmental hazards found there. This also includes the madness brought by the isolation and subjective time dilatation found in the Sidereal Wastes.

You can similarly protect your equipment and properties from the properties of the realms such as keeping your gun as a gun instead of having it transform into a sword when entering a medieval realm for example.

Similar to a spirit, you can possess people and animals as long as you can overpower their will or they consent.

200CP- Astral Blight

Astral Blights are creatures born of the wound left when a creature or object of the Temenos (ie. Collective Unconscious) is removed from it either by a mage or through its own will.

You may not be one of them but you possess similar powers. You can devour astral objects and entities and create wounds into Astral Space both of which allow you to grow stronger.

You possess a potent ability to counter magic cast at you.

You can also invert and back again your influence(s), powers, perks etc… so that a curse becomes a blessing or a power of growth becomes one of decay for example.

200 CP- Daimoniac Therapist

In the Oneiros of each and every individual dwell a Daimon who represents an integrative part of the dreamer's psyche. They take forms that a dreamer can't deny and use similar powers including spells. They represent the mage's higher self and rule over their dreamscape as they strive to force the mage to confront their fears and flaws to grow and develop as a person.

You have mastered those skills as even if you aren't a Daimon you make a terrific therapist as you can help people face their fears, their traumas and their vices to become better people.

You also no longer have to fear any sort of creature born of your mind or soul as your mastery of the self allows you to command them all.

Finally, as Daimons also act as guides to the Astral Realms so can you also act as a guide in Astral spaces and other mindscapes/ soul realms.

400CP- Platonic Power

One of the things that makes Astral Space so attractive to mages is the existence of entities representing or wielding the platonic ideal of elements and objects.

You have somehow gained a similar ability as you can make any of your perks, powers, abilities etc. and any of your creations into a platonic ideal of what they are.

This perfects whatever they are to an unbelievable degree as they simply outstrip anything else that isn't similarly representing, imbued with or embodying concepts or other supernal/spiritual forces.

400CP- Power of Collective

The Tenemos is home to all sorts of creatures from cartoon characters, pop culture figures, archetypes embodying concepts, ideologies, conflicts and even forgotten gods.

You benefit from popularity as the more people know about you in any sort identity and the more thoughts are directed at you, the stronger you become permanently perhaps enough to increase your rank.

As your understanding of the Tenemos is quite deep you are also particularly skilled in large scale astral manipulations to affect it. This can allow you to create your own realms embodying various ideals and even move the opinions of potentially millions of people.

Do note that the larger in scale the manipulation is and/or the more entrenched the belief to be changed is, the harder it becomes though it obviously becomes easier the higher your rank/overall power becomes.

You have also become capable of ideological attacks which are mental attacks that can affect your target's beliefs and opinions. Normally, the effects disappear after 24 hours but if you manage to overwhelm their willpower you can force upon them beliefs and/or opinions that become deeply entrenched in their identity.

600CP- Archetype/Walker

The Tenemos is home to not only various astral entities like nightmares but also to potent archetypes that shaped human culture and legends.

You have gained the powers of a particularly potent archetype of around rank 5. You could even be some god that fell out of favor in modern times like Anubis of the Egyptian pantheon. This grants you potent powers including influence(s) and numina related to what you represent.

You can also act as a terminal to other versions of the entity your body such as your godly self in the Supernal realms for example which can grant you potent knowledge and power related to the supernal for example.

In future jumps, you can choose another god to be based on or somehow have the god you are based on exist in the setting perhaps as an expy.

You can instead be a walker with the main difference being that you are a sort of legendary construct associated with the imaginings of a famous living person. You still continue to exist even if the individual you are based on dies.

You hold more sway over the material world and can even possess the person you are based on.

If the person you are based on dies, you can make it so that they do not leave behind a ghost. In that case, anyone trying to call or summon their ghost can instead be made to call upon you.

In future jumps, you can choose another individual to be based on or somehow have the individual you are based on exist in the setting perhaps as an expy.

Even better, you can grow stronger by spreading the image, myth, fiction and/or idea that you are the archetype of.

You can also gain different forms and powers like numinas and influence as multiple cultures and/or subcultures can have vastly different opinions and views on the same figure.

This can even allow you to exist and act simultaneously in multiple places/realms in the Astral Space

You can easily locate anyone or anything within the Astral Space.

You can buy this perk again at a discount to gain both options as in to be both a walker and an archetype somehow.

Capstone Boosted: Concept God

You have managed to go beyond what astral entities are capable of. You can now be considered a God of the Astral Space in truth as you possess incredible power over it.

Your numina, powers and influence(s) have grown much stronger as you are now comparable to at least a rank 7 entity.

You can create all sorts of realms and environments in Astral space whether it be the Oneiros, the Tenemos, Anima Mundi or even the Sidereal Wastes and Ocean Ouroboros that can influence the real world even on the physical level.

You can also create all sorts of astral entities loyal to you be they scenery people (simple entities who are more similar to mobile landscapes than anything else), residents (the average inhabitant of the Tenemos), Goetias, Daimons or even Walkers and Archetypes to cite a few examples.

Furthermore, you have managed to move past the main weakness of astral entities which is their inability to affect the physical world. From now on, all your perks, powers, abilities etc. that you should only possess in a certain dimension, dream… or that shouldn't be able to work in the dimension, world… where you are using it can now be used fully so enjoy having both power in dreams and in the waking world against those who dared to dismiss you as a mere construct of the mind.

600CP- Of the Dreaming Earth

The Anima Mundi is the world soul of the cosmos itself.

You have been marked by its power as you are capable of using the Ecstatic wind that can erode the differences between a person's mind, body and self-identity with the region which can even reduce them to an animalistic state and mutate their physical bodies.

The wind is even more dangerous for it can make its victim feel pleasure and rapture as their self-identity bleeds away.

This nature also allows you to commune with all the forces of nature even if incompatible with human consciousness which can grant you great boons.

Finally, as a mark of one of the oldest entities of the world you have gained the powers of the Begotten from Beast the Primordial with none of the drawbacks. They embody various fears of humanity.

You do not need to feed on fear but can grow stronger from it.

Your horror is under your full control and can use all its abilities regardless of satiety. You can use learn and/or develop all the powers shown by Begotten like Atavisms and nightmares including kinship nightmares. You can also create your own Lairs in the primordial dream and other Astral Spaces.

You can also innovate and create your own atavisms and nightmares even ones based on fears that aren't in canon.

Capstone Boosted: Progenitor of Nightmares

Intriguing, it seems that you have truly become one of the most fearsome creatures of Astral Space.

On top of the Begotten powers, you have now also gotten the powers of the Insatiables.

You can not only subvert the Lairs of Beasts but can also use all esurients shown by the Insatiables. They are truly alien powers of the Primordial Dreams usually based around extreme environments that predate humankind.

You can also innovate and create your own esurients even ones based on your own Moments instead of canon ones.

You have also become similar to the Dark Mother of the Begotten. You can create the various supernatural entities of the setting and

future ones. They are loyal to you though they can't be stronger than you are without using an external power source.

You possess potent powers at the level of a god (around rank 7 with this capstone boosted perk alone) over fear, greed, tyranny, murder, injustice, hate, dreams and nightmares. You also embody Entropy and the heat death of the universe.

Cryptid, Urban Legends and Other Horrors

100 CP- Anomalous Entity

Not quite spirit and not quite flesh. Cryptids are among some of the strangest beings out there.

You are one of them as you are quite adept at living and thriving in the most distant and chimeric of locales including places like Verges where the Gauntlet between the material and the Shadow grows thin enough to create portals between the two.

You also possess strange powers and influence commensurate with you rank/overall power that don't quite match anything else in the world.

100 CP- Unseen Being

The Jersey Devil, the Grays Aliens, the mothman, the Mongolian Deathworm all cryptids with few clues as to their existence or habitat.

You possess a similar ability as you find that when you don't want to be bothered you can quite easily get rid of all your traces and evidence of your existence with trails to you running cold even when pursued through supernatural powers.

This can even apply to recordings and other records of information with photos appearing blurry or files burning in a surprisingly controlled fire for example.

You can even make yourself disappear from the minds of ordinary people.

200CP- Grey Technology

The Gray Aliens possess a strange ability to build impossible technologies such as the generation of anti-gravity fields and devices for telepathic communication for example.

You have mastered this ability as you can create all sorts of incredible and impossible technologies that you can even blackbox in such a way that the material registers as inconclusive to analysis.

You can even use essence/ whatever supernatural energy you have to outright craft your technologies out of thin air.

You could very well create your own flying saucers and death rays.

200 CP- Verge Creator

Certain cryptids like the Grey Aliens live only in verges in remote locations such as high in the sky.

You excel at finding verges and other passages to spirit realms wherever they may be.

You can even create your own verges by opening portals between the Shadow and the material world.

400CP- Aether Devourer

When animals as well as plant and fungi are exposed to the God machine they may turn into a form of cryptids.

You seem to have become similar to them as you can sense the Aether that runs through its infrastructure and its constructs like the Angels and Demons.

You are also a highly adept hunter of the angels and demons of the God Machine. You can even hide and burrow into infrastructures to get the drop on them and even get mistaken for a hunter angel.

You can further hone your specializations to become an even more effective hunter.

You possess shapeshifting abilities like a reptilian to hide yourself as a human for example.

You can also broadcast the fabled “Satan Signal” which causes angels to fall. In future jumps, any entity part of a collective or hivemind can be made to separate through this signal such as Dark Matter in a Kirby jump for example.

In future jumps, this applies to other supernatural machines.

400CP- Creature of Legend

Cryptids usually appear as extraordinary animals or strange aliens like the Gray but you have managed to become something different.

You have become a magical creature similar to the Bygones of the Old World of Darkness. This allows you to choose a magical creature and get the powers they are known for at a level appropriate to your rank/ overall power.

You could be a unicorn, a gryphon, a roc, a kraken, a leviathan, a dragon, a sea serpent or perhaps a tengu, an oni, a kitsune, a yokai… You can choose any sort of creature whether it is mythological, legendary or folkloric as long as it isn’t some sort of God in and of itself.

Alternatively, you may choose a form and powers based on urban legends, creepypastas…

This form becomes an alt-form after this jump.

You can buy this multiple times to gain the form and powers of another magical creature.

600CP- Horror Phenomena

Not all cryptids or urban legends are equal with some being more fearsome than others.

You have become a particularly powerful entity similar to a rank 5 with all the influence(s) and powers you had expect even if you were rank 1 prior.

This can take multiple forms such as being a secret entity summoned through a government conspiracy, an atavistic creature who somehow survived until the modern day or even an omen of disaster like a mothman for example.

This can also allow you to create fortean and interstitial spaces, bizarre places where reality as we know it is replaced by another reality alien to our own. They can be found sometimes when taking a wrong turn on a path and once found can have the person who discovered it rapidly find other fortean spaces.

You can learn to create additional kinds of bizarre and/or paranormal/anomalous phenomena with time and training.

Capstone Boosted: Worldwide Fear

The World of Darkness is a place of horror and as such there are more monsters that exist than have ever been penned down.

You have become a powerful entity of fear comparable to powerful archetypes and gods of the Shadow.

You can feed on fear, terror and horror to grow stronger and develop new influence(s) related to what you fed upon.

You can create all sorts of loyal monsters and entities that don’t seem to fit in any category. This includes not only cryptids and magical creatures but also other strange creatures like creepypasta entities, atavisms, anomalous creatures, Night Terrors and Black Goblins that stalk children for example. The only limit is that you can’t create something stronger than you without an external power source.

You can even make it so enough rumors and legends about an entity and/or a phenomenon can make it real as an entity loyal to you and/or phenomenon under you control.

This also grants you reverence among monstrous oddities and cryptids.

600CP- Ancient Region

Once, the world was full of wonder and magic. Then technology advanced and magical creatures retreated to the distant corners of the world.

This perk allows you to spread your influence over regions to bring back the magic and spirituality of ancient times.

This not only makes such lands greatly helpful for supernatural entities of all kind but it can also help cryptids and other creatures that can only live-in certain spaces like verges as they can thrive inside those zones.

Capstone Boosted: Magical World

If before you were limited to regions now you may spread your power over the entire world and perhaps even over the Solar System and beyond with a high enough rank/overall power.

You can even go further and summon/bring back long extinct creatures like dragons and all sorts of atavism loyal to you for example.

Idigam

100 CP- Inchoate Horror

The Idigam possess strange powers that no other entities possess, powers which you now share.

You can manipulate essence in ways inconceivable even to other spirits. This can allow you to for example divide a spirit into a multitude of lesser spirits.

You can revive corpses with all their former abilities and personality though limited by your own power. They can't disobey you and they can even be made to only recover their will by consuming human flesh.

You can create reliquaries, items infused with your powers. Anyone you allow to wield these relics can use the powers infused within. You can even teleport to any relic across any distance even in other realms of existence.

You can unmake defeated or unresisting spirits into essence that you can use for your own purposes.

You can drag people and creatures from across the gauntlet to you. You can even force victims into the gauntlet to render them incapable of acting and unaffected by the passage of time.

You can subtly sway the minds of humans towards your agendas.

You can twist the nature of the Shadow in an area commensurate to your rank/overall power. This turns it into a nightmarish maze where your foes can become trapped as paths loop on themselves and using spiritual powers or numina damages the user.

You can twist spirits, humans and werewolves by infusing them with your essence to turn them into entities reflecting your nature loyal to you. They must be either incapacitated or unresisting for it to work.

You can similarly easily sculpt creatures of flesh into whatever form you wish.

You can even summon alien spirits from the void who require new rites and methods to bind and banish them.

You can extend your senses to your servants and any creature infused with your essence. You are automatically aware whenever a servant is attacked or injured and your servants can get your attention with a single thought.

You can poison creatures with your essence.

Yet all these powers pale before the true horror of the Idigam which is their incredible ability to change their very nature. This allows you an incredible ability to reinvent yourself to exchange your powers for new more fitting ones and adapt to dangers you may face.

100 CP- Hidden Horror

Idigam are among the most dreaded of horrors for no one aside from their cults can tolerate the alienness of their existence.

You excel at masquerading your nature as something else. Perhaps you can hide yourself as a ghost and dwell in graveyards unimpeded or perhaps you can hide yourself as a sort of spirit that no one has seen before.

You also excel at drawing attention away from you and what you are.

200 CP- Recurring Nightmare

The Idigam were imprisoned on Luna's celestial body and deep beneath the Earth and yet they returned all the same.

You possess a terrifying ability to survive and escape any sort of prison or predicament you find yourself in.

You could be imprisoned on the Moon and yet hitch a ride on a rocket or you could hide so deep that even someone determined to hunt your kind could find no trace of you for example.

200 CP- Cult Founder

Certain Idigam like Gamugur and Mussughana have managed to form cults around themselves.

Like them, you excel at forming cults to serve you in spite of how alien and inhuman you may be. In fact, you can even twist your alienness in such a way that you appear divine and bring awe instead of fear to your faithful.

They can even be from powerful backgrounds like leaders of powerful companies who could develop technology that would be useful to you like nanobots that you can control and feed through like Mussughana is said to be capable of if it were to receive them.

You also excel at using your powers, influence(s) etc… to accomplish "miracles" to awe your followers.

400CP- Spiritual Doctor

Certain Idigam are possessed of great curiosity that leads them to use their essence shaping abilities for the sake of mad research.

Like Gifmalu Igizalag, you excel at using your abilities and powers in creative ways to advance your knowledge.

You also excel at fusing humans and spirits together to create loyal and twisted abominations.

You can even hide yourself quite well while observing the results of your experiments.

400CP- Chimera of the Dead

Umum Wabalu Damu is an Idigam that lives in a graveyard and uses ghosts to complete her own existence.

Like her, you excel at manipulating ghosts as you can twist them in all sorts of ways including into servants loyal to you, grant them powerful ghost numina and even turn them into powerful weapons that you can gift to your servants.

You can also fuse ghosts with your spiritual body to become an amalgamation as you gain all their memories, knowledge, skills and powers. They become a loyal hive-mind for you.

You may even learn to twist and remove souls from living humans and who knows what kind of wonder and horrors you may one day achieve with souls.

600CP- Eternal Growth

The Idigam are known for their ability to grow and redefine themselves which is something you have mastered beyond anyone else.

You slowly grow stronger overtime even without doing anything.

Even better you excel at evolving yourself especially in response to threats and obstacles, you could gain multiple numina and evolve your body into a form suited to overcome them for example.

Capstone Boosted: Master of Evolution

It seems that your ability to grow is even greater than anticipated.

This not only boosts the previous perk but also makes it so you can achieve incredible evolution much like the Builder of Tongues during Pangaea.

This could you allow you to create a chrysalis to change over time into a powerful new form with incredible abilities.

The chrysalis can even cause strange effects to happen around it that depend on your nature and its rupture could even cause natural disasters like earthquakes if you want it.

600CP- The Alien Star

The Idigam Ansar-zalag befriended a dying star spirit on the Moon that it later tried to devour.

Regardless of whether the star spirit survived Ansar-zalag became a terrifyingly destructive Idigam capable of incredible devastation through Fire and radiation.

You have gained a similar level power as it which would make you around rank 5 with the influence(s) you had expect.

You also possess great affinity with stars and related spirits.

You tend to chance upon entities related to them with favorable dispositions and you find it easy to develop and gain powers related to them.

This also makes it very easy for you to gather cults related to stars including the Sun as you can even transform your faithful into blessed with fiery and radiant powers.

Capstone Boosted: Descended Star

It seems that you are much more powerful than Ansar-zalag itself.

You have become perhaps the greatest of all Idigams as you possess power on par with a rank 7 entity.

This has also expanded your affinity with the stars to include all extraterrestrial spirits.

This could not only allow you to easily befriend even the normally hostile hateful angels of the Planets but even the alien Void Spirits can be befriended and comprehended by you.

You also find it easy to develop and gain powers related to other planets, stars and even the Void.

Furthermore, you have gained an incredible ability to call upon and facilitate the summoning and intrusions of alien spirits loyal to you which not only includes the angels but also the Void Spirits even ones as massive as the Void Leviathans, with the smallest of their kind is as big as a skyscraper and hopelessly outclasses werewolves.

The only limit is your rank/overall power as you can't summon/call upon/ facilitate the intrusion of a creature stronger than you without an external power source.

Supernal Being

100 CP- Born of Truth

Supernal beings can be considered one of the greatest embodiments of the Arcana itself as they each represent an arcanum viewed through the lens of a Supernal Realm.

You possess power and influence commensurate to your rank over one arcanum as well as influence(s) related to them such as wealth for a being of Matter, lost things for a being of Death…

You can also easily travel to the Supernal realms and are immune to its hazards such as its soul-searing nature that even archmages fear.

Normally, supernal beings embody only one arcanum but you are a jumper so we can make an exception.

You may purchase this perk up to 10 times to gain power over all arcanums.

100 CP- Magic Teacher

One of the most common reasons to summon a supernal being is for it to tutor the summoner in their arcanum.

You are a great teacher easily capable of passing on everything you known even in arcane disciplines like magic. You can even guide your students to break their bad habits and become better people.

Even better, your students can easily take a shine to you and are more than happy to pay whatever tithe you ask within reason.

200CP- Artifact Maker

Supernal artifacts originate from the Supernal realms and it is known that certain Supernal beings can create them.

You are a master of crafting as you can create all sorts of objects and imbue them with magical and/or supernatural powers to make artifacts and imbued objects.

You are only limited by your own power and whatever material(s) you have access to.

200 CP- Limit Bending

Supernal beings are capable of feats of magic that beggar the minds of mages.

You can similarly expand on what you can do with your abilities, magic, skills etc.

With power over time, you could literally travel through time and fix broken artifacts by finding them unbroken in the past or another timeline or with power over fate literally weave fate to change it and travel to other confluences of fate.

With power over death, you may remember the last words of anyone who died or with power over matter, you could achieve transmutation that awes other alchemists for example.

400CP- Trial of Jumper

Supernal beings especially those of the Aether and Pandaemonium are known to demand trials of their summoners which could be anything from winning a game of chance to holding fast to their stance despite intimidation to a literal trial by fire.

You can similarly set trials for people who wish to call upon your services not necessarily by summoning you.

You can also grant boons for those who please you such as access to some of your gear and abilities.

Even better like Metatron, you are constantly aware of what they are being used for, can take them back at-will and can even set conditions for their return such as the end of the task they were lent for or their usage outside the situation they were meant to be used.

400CP- Knowledge of the Master

The entity known as the Memory of Hell despite how painful its trial is still gets summoned for the simple reason that it allows its summoner to be guided to practitioners of any Legacy that teaches

the Mind Arcanum or any Legacy open to Mastigos. The Thousandth cut on the other end can help puzzle out enemy motives.

Similar to those entities, you excel at guiding people including yourself to where they can further their learning be it with mages, teachers or supernatural entities of all kind.

You are also highly adept at figuring out people's motives, cause and effect relationships and giving advice in general both personal and practical.

600CP- Master of Arcana

Some Supernal Beings surpass the rest of their kind. You have become a powerful supernal entity similar to a rank 5.

This grants you potent powers and influence(s) as well as potent equipment that greatly improve them like Metatron's sword, shield and wisdom.

You can summon and unsummon your equipment at-will.

You are also greatly revered by weaker members of your kind.

Capstone Boosted: Old One

What an unexpected surprise Jumper, it seems that rather than a mere supernal being you are actually an Old God of the Supernal.

This grants you incredible power and influence(s) which makes you on par with a rank 7 entity. If your power was Forces you could represent the consumptive power of Fire for example or if you were Life you could represent the notion of Predator and the Hunt itself for example.

You also gain the ability to create your own Supernal beings and artifacts limited only by your rank/overall power, how much energy you have access to and/or your resources.

You can even freely change your body between your normal state and a geographical region reminiscent of the Supernal realms known as a Lustrum which grants you perfect knowledge of all creatures within your geographical body. You can even manifest avatar bodies to explore it.

Even better, you can grow by consuming symbols and patterns related to your influence(s) such as magma for Fire or prey for Predators/Hunt.

You can also grow stronger permanently through worship.

600CP- Supernal Descent

Verges are regions where the Supernal draws close to the material world and you have learned to create them.

You can create supernal verges based on Supernal realms of your choice also known as Demesne when artificially created. They can even contain irises that lead to Emanations of the Verge's Supernal realm (these are realms linked to the Supernal realms that provide an alternate path across the Abyss) as well as places related to them such as the Shadow for the Primal Wilds, The Lower Depths or the Astral Space for Pandemonium, the Underworld for Stygia…

Verges gather mana at a steady rate into Hallows.

Verges allow Supernal entities to exist normally in the material world and yours in particular grant you a potent boost to your abilities and powers.

Capstone Boosted: Realm Maker

Impressive, you have managed to take your verge-creating skills to the next level.

Not only is the previous perk greatly improved but you can make your verges into worlds of their own similar to the chantries created by archmages. They can't be accessed without your permission.

You even have full control of the laws within those places and the loyalty of any sort of creature there.

Fae

100 CP- Fae Nature

The Fae are imbued with the power of Faerie which grants them their magic.

You can use Fae magic and glamour at a level commensurate to your rank (with your rank can also represente your Wyrd Score).

You may also be, depending on your choices more or less physically powerful such as an ogre or a hedgebeast instead of a Fairest Changeling for example.

This can also make you supernaturally skilled in certain skills such as crafting for a Wizened, social manipulation for a Fairest or stealth, spying and assassination for a Darkling for example.

This is usually magic of cloaking, disguise and misdirection but can also take the form of more bizarre powers such as gaining a power from anything you consume.

This grants you the ability to learn all sorts of fairy magic, fae aspects/abilities, rituals, pledges, entitlements… though you may have some that you favor depending on what kind of fae you are such as the contract of the forge or the contract of darkness for example.

You can buy this perk multiple times to choose different forms, powers and fae specialties.

100 CP- Traveler of Faerie

Faerie is an alien realm to the material world and you can easily travel to it and back to the material world.

You can travel the Hedge and into Faerie itself. This also makes you immune to environmental hazards in those places.

You of course gain updating knowledge of the geography, hazards and dangerous entities found there.

This also guarantees the existence of the Hedge and an Arcadia equivalent in future jumps.

This perk adapts in future jumps to allow you to enter and leave similar fairy realms such as the Feywild in a DnD jump.

200CP- Spirited Away

Fae are sometimes known to kidnap people with the True Fae as the most infamous for it.

You are a particularly skilled kidnapper as you can easily sneak in and out unseen and can quickly gather information on your targets to find out their schedules and when they are most vulnerable.

Furthermore, even though you aren't a True Fae you possess the ability to create fetches.

Fetches are fae-constructs made out of whatever is at hand and a part of the victim's shadow, they can be made to replace the victim in their day-to-day life to avoid suspicion.

200 CP- Master of Oaths

An iconic power of the Fae including changelings is their mastery of the power of words. You have mastered the power of Contracts, oaths and pledges.

You can make contracts, oaths and pledges with humans, animals and even inanimate objects, concepts and forces with dire consequences if they are broken as they suffer appropriately ironic punishments.

These contracts can grant you power over what they represent with higher levels requiring greater rank and/or experience.

You are also highly skilled at bargaining, deal-making and can find any sort of legal loophole which could make you one hell of a lawyer.

This can even help you bypass the costs of contracts through finding a catch in its clauses.

400CP- Goblin Merchant

Certain Fae are goblins who set up Goblin Markets, illegal markets that can nonetheless offer potent contracts known as goblin contracts and various goods and offers.

You can offer contracts even if you don't have the required powers, they can even be of a level higher than the recipient knows such as a fourth-level nightmare contract bought by someone who doesn't know the previous three levels.

Similarly, you excel at buying and selling all sorts of faerie items such as the goblin fruits.

With the power of contracts, you could even buy and sell more abstract wares such as love, hate, success, sadness…

Furthermore, you also excel at creating black markets and deals such that even True Fae would barter there. You can even cover them with fae magic like masks to hide their true nature.

400CP- Huntsmen

The True Fae created an implacable caste of hunter faes by stealing their hearts.

You can skillfully wield a fae weapon granted by this perk as a signature weapon. You are an extremely skilled hunter able to track down any quarry.

You gain a loyal animal herald of your choice. You can speak through them and use them for remote observation.

You can hide your heart and as long as it remains safe, dying will simply make you reform.

Since you are paying CP for it, you have the powers without losing your heart and/or having a title forced on you.

600CP- Fae Noble

The True Fae are the greatest of the Fae and though you aren't one yourself you have come closer than most.

Your power has increased enough that you are on par with a rank 5 entity.

You can grow your power through making deals, experimenting with faerie magic and living an interesting life perhaps as a sign of approval from the Wyrd.

You also understand the mentality of the most mercurial of Fae which can make you a dab hand at their politics and schemes.

You are revered as nobility among fairies in this and future jumps.

Capstone Boosted: A True Fae

So, it seems that you are even greater than I first imagined.

You have gained all the powers you had expect of the True Fae. You are at least a rank 7 entity.

This makes you immune to almost all kinds of damage aside from cold iron and abilities from entities at least as powerful as you are like other True Fae.

You are nigh omnipotent inside your domains and/or properties as only other True Fae and similarly powerful beings could hope to contest you.

You can control the laws of reality within them and even reshape entities within to your liking much like how the True Fae turn humans into changelings.

You have access to multiple regalia and the contracts related to them which means you have at least ten contracts you have access to.

You can create masks to appear as a normal human though you maintain access to your supernatural abilities.

You also possess a mien which can be considered your true form that grants you various supernatural powers.

You have also gained titles to become on par with particularly notable True Fae.

These include actors (corporeal manifestations), props (objects) and realms (entire realms and worlds unto themselves).

You can also create Wisps which are extensions of yourself that can even travel beyond Arcadia to serve as your agents and hounds.

You don't need a physical body as your titles allow you to create your physical Keeper forms to interact with lesser entities.

You can take all sorts of forms from shadows, to animals, chimeras, trees…

Your true core is your Fae Name that can't be interacted in any way without first destroying all your titles.

You can transform your title(s) into avatar(s) that can act independently of you and allow you to be in multiple places at once even outside Arcadia. They can even be mistaken for changelings.

You can feed on emotions to grow stronger.

You are also particularly skilled at the game of immortals also known as Legend.

This is a game between two or more True Fae with many rules agreed upon by both parties.

They serve as both stories and challenges.

The winner can exile the losers from Arcadia and/or devour their title(s) and True Names depending on the stakes of the game.

They are added to you as powers, abilities…. That you can use.

If you devour the True Name of a Fae, you may turn them into another Avatar/Actor/Keeper that you can use.

You can also take on the Wild Hunt to feed your Legend as you hunt down mortal creatures for nourishment.

In future jumps, you can adapt the game to work for all sorts of creatures from demons, spirits, gods and even normal humans.

As the True Fae's nature is up to the storyteller, you possess an oddly mutable nature and you can perfectly hide your origins.

Here are some of the suggested ideas in the game that you may already be capable of:

Gods: you can be based on or have served as the basis of divinity either from human mythology or eldritch and unknowable Lovecraftian Gods.

This grants you divine powers and domains/influence(s). You can easily gather cults as they can easily believe themselves to be God-touched and in a way they are.

Angels and Demons: You can be based on or have served as the basis of angels and demons.

This can give you the powers you had expect of angels and demons such as appearing in dreams, punishing sinners… You also excel at making use of cracks in others' self-esteem to worm your way in.

Neither Heaven nor Hell: the most familiar option as it represents the Fae as they are known in folklore. You excel at sweet talking others and taking them with you on a trip, perhaps to sell their souls to other Fae.

This is coupled with great powers of trickery and travel as you could safely use even a raft that should have sunk long ago.

Aliens: the extraterrestrial or hyperdimensional option.

You possess strange technology and incredible skill in both abduction and experimentation as you can easily turn humans into all sorts of Fae.

Nightmare Factory: You possess powers straight out of nightmares. You excel at exploiting fears and imprisonment.

You can even send nightmares to dreamers painting horrid dream-vistas out of blood and black tar.

It is even possible to use your dreams and nightmares to create such as creating humanity through them to have a place in the world as well as Arcadia.

Killing through nightmares is also something you excel at.

You can even make dreams and nightmares real including turning objects and locations from dreamscapes into potent tokens or granting life to dream/nightmare entities.

You also gain the ability to create your own Fae beings, plants, locations and artifacts limited only by your rank/overall power, how much energy you have access to and/or your resources.

You can even turn objects, forces and entities into Fae even ones as bizarre as a book turning into a hobgoblin for example.

The artifacts you create can even be ones straight from myths and legends such as Excalibur or a Vajra for example.

As you are paying CP for this, you don't have the weaknesses of a normal True Fae such as the inability to grow and change, the weakness to cold iron, frailties related to your Title, sterility for example.

You can also gain titles outside the Game of Immortals by going on great quests and/or achieving growth and great feats for example.

You can purchase this perk multiple times to gain 4 additional Titles each time.

600CP- A Wyrd Power

The Wyrd is the source of power for every Fae from the weakest goblin to the strongest of True Fae.

You have been marked by its power more deeply than most as your deep bond with the Wyrd has granted you potent powers over Fate and stories.

Not only can you manipulate Fate to your advantage, but you also excel at divination and predicting events especially when they related to narrative tropes.

Capstone Boosted: Wyrd Transcendence

For all their powers the True Fae still seek a higher state of being known as Wyrd Transcendence and you have come much closer than most.

This not only boosts the effects of the previous perk but also grants you even more potent power over Fate, Oaths and Creativity itself as the Wyrd also accounts for the Legends of the Fae.

You too can move towards Wyrd Transcendence even if you aren't a True Fae. This could take the form of claiming titles from the True Fae but also from growing in your mastery of Fae Magic and going on grand adventures.

As you reach transcendence you may surpass the Old Gods themselves and perhaps reach further beyond.

You may achieve similar states of transcendence by mastering the related force such as a vampiric transcendence by mastering all sorts

of disciplines or a magic transcendence by mastering many kinds of magic schools in a DnD/Pathfinder jump for example.

Ghost/ Chthonian

100 CP- Underworld Traveler

Though ghosts usually haunt graveyards or the places they died many exist in the Underworld.

You can travel to and from the Twilight and from there go to the Underworld and back again.

This also allows you to travel to other afterlives in future jumps.

100 CP- Power of Ghosts

Ghosts have their own powers taking the form of ghostly numina. You possess ghostly numina and influence(s) appropriate to your rank.

As ghosts are creatures of memories and emotions you will find it easier to develop powers and influence(s) related to important events to you and interests such as fire for someone who died in a fire for example.

You can also have anchors which allow you to maintain yourself and draw power from them.

200CP- Geist

Sometimes, someone who dies can make a deal with a ghost to come back to life. They are hence accompanied by the ghost who becomes known as a Geist.

You too possess this ability as you can make a deal with a ghost/shade to return to life with either of you acting as the geist. This perk also grants you access to the various disciplines known as

keys seen in Geist at a level appropriate to your rank though you can increase them with time and training.

200 CP- Chthonic Memories

Chthonians possess an alien mindset yet they are called upon by mages for their deep knowledge of death.

You too possess deep knowledge of anything related to death and the underworld from ghost numina, passages to the Lower Depths, memories of the dead, secrets, magic related to death…

Your knowledge is only limited by your rank/overall power such that if you were on par with the Kerberoi or even the mythical Deathlords you could know pretty much everything about anything related to death and/or anyone who has ever died.

400CP- Haunting

It is known that ghosts can haunt places and you are particularly skilled at that.

Any place that you own and/or have extensively marked with your supernatural powers can become a sort of haunted spot.

This allows you to spy anywhere within it and to use your powers on anyone within the place.

This even makes your powers much stronger within places that you are haunting.

400CP- Psychopomp

Certain occultists though mostly geists take up a role as psychopomps to serve as guide for monetary reward.

You are a particularly skilled psychopomp as you can skillfully guide anyone through all sorts of underworlds.

You may even save ghosts from the Lower Mysteries though know that Kerberoi will stop at nothing to stop you in that case.

On the other hand, you also excel at helping ghosts deal with any unfinished business and convincing them to pass on.

600CP- Kerberoi

Kerberoi are the masters of the Dead Dominions who uphold their laws.

You are one of them which grants you power around rank 5.

You also gain your own Dead Dominion of your own design with your own Old Laws.

You are inherently aware of the identity and location of anyone who breaks them.

You gain the reverence of all ghosts and shades weaker than yourself.

Capstone Boosted: Deathlord

How unexpected, you aren't a mere Kereberoi.

You have become one of the mythical Death Lords who are said to be the greatest authorities of the Underworld itself.

This grants you incredible power and influences over death, souls and the Underworld itself on par with a rank 7 entity.

This can even allow you to accomplish inconceivable feats related to Souls and death such as resurrecting someone whose soul was destroyed or erased perhaps by recreating an exact copy or by fishing it out of oblivion for example.

600CP- Master of Ectoplasm

Even the Dead require items and you are among those who can provide them.

You can create functional weapons, tools and objects from corpus, ectoplasm and various resources of the Underworld.

In fact, you are good enough that you could even recreate the ghost-machines that populate The Junkyard as well as create fully functional prosthetics.

You can even apply these enhancements to yourself much like how the ghost-machines of the Junkyards improve themselves with spare parts.

Capstone Boosted: Dead Memories

It seems that you have gone even further.

You can now use more than corpus and instead use the memories and dreams that have passed.

You can even create new Lower Dominions with creatures loyal to you and Old Laws under your control.

Abyssal (Outer Dark)

100 CP- Voidborn

Abyssal entities have many powers related to an aspect of creation that they twist and corrupt.

You possess numina and influence(s) twisted by the Abyss at a level commensurate to your rank.

You can also travel to the Abyss as well as similar eldritch realms and back again. This also guarantees the existence of an Abyss in every jump you go.

This also grants you immunity to environmental hazards there and of similar realms of void and eldritch.

This of course also grants you the ability to understand the mindset and motivations of Abyssal entities

Finally, as Abyssal entities technically do not have true forms you possess an incredible ability to change your form and nature.

You could go from a magic book that tempts with forbidden knowledge to a false house that traps supernatural creatures to a false spirit that feeds tainted essence to spirits to a disease that causes aphasia and even axioms that replace the laws of physics.

The only limits are your rank/overall power and the time you have.

100 CP- Dark Deals

Both Acamoth and Gulmoth are known to make deals with mortals and their summoners.

You possess the ability to grant investments similar to an Acamoth which can even include temporary reprieve from aging.

You can even use the souls of those who accept them to go back to the Abyss or otherwise twist their mindscape with abyssal imagery.

Furthermore, you will find that your abilities are magnified when using them to fulfill a bargain such that an influence over names could allow you to exchange the true names of two people for example.

You also excel at goading and persuading people to accept your deals as you can act convincingly enough to have mages truly believe that they understand you.

200CP- Fortune of the Ages

Acamoths are known to amass vast stores of wealth and knowledge and riches that they have no use for aside from serving as bait for minions. Similarly, Gulmoths are known to sometimes grant supernal artifacts.

You too possess a strange ability to gather all manners of fortune to you from material wealth to knowledge and even supernatural artifacts.

It isn't necessarily something you can use directly but many fools can be tricked into accepting dire bargains if you dangle the right temptation.

200 CP- Antinomian Power

Mages of the Left-Handed paths are known to practice antinomian magic which involves infusing the Abyss into their magic at the cost of unpredictable side effects.

You have mastered this ability as you can infuse the power of the Abyss and Paradox into your powers, perks… to massively enhance them with side effects that are guaranteed to be at worst neutral to you and your allies.

You can go even further as you can twist your powers, perks… with the Abyss to turn them into eldritch powers perhaps if you had awakened magic, you could sign your name on a Watchtower of the Liquid Sword or one of the anti-watchtowers known as the Dur-Abzu to gain incredible eldritch spells and powers.

Maybe your fire abilities create inextinguishable black flames and/or green flames that rot rather than burn or your summoning magic calls strange shadowy figures that feed on terror and can accomplish bizarre feats for example.

This also makes you an incredible teacher of the Left-Handed Path be it for awakened magic or any sort of dark and sinister technique, magic…

400CP- Ruinous Corruption

The Oath of Ruin is an incredibly powerful Abyssal Entity of at least rank 6. To achieve its entry into the world it has spread its influence into the bloodline of the Harper family with more and more of its body incarnating into the world as the family expands.

You too can spread your influence and power in such a way. You can corrupt living beings be they human or otherwise and as their descendants grow in number, you steadily increase your power and influence.

This could allow you to incarnate yourself even if you were a highly powerful Abyssal entity.

Your influence(s) can easily be used on and around those marked by your power such that you can guide their behavior, help them avoid disaster and magnify their fortune such as making incredible investments, good harvests or finding valuable resources such as mines of precious ores in cheap and seemingly worthless lands.

This could even make the ones with particularly large concentrations of your corruption more likely to awaken as a Scelesti for example.

400CP- Laws of Nemesis

The Nemesis Continuum is an Abyssal intruder that takes the form of an axiom of laws that replace the laws of physics as more of them are proven.

You have gained a similar power as you can use your power and influence to replace the laws of conventional reality with bizarre laws straight from the Abyss itself.

It could be something like the square cube law no longer applying past a certain size, green objects becoming burning hot or time and space may even lose their meaning for example.

This can also allow you to create Abyssal Verges which are intrusions by the dreaded Annunakis.

This creates strange regions of unreality that can have distant effects even on unrelated entities.

Perhaps, codependent cults of personality spread as their members become husks bereft of identity or the horizon at sea loses its

meaning as all directions seem to blend in together and unseen soul-eating raptors hunt at the periphery of sight for example.

The regions affected as well as the Abyssal laws are under your control.

600CP- Great Being

Abyssal beings also possess hierarchies though they remain opaque even to some of the most well-learned Scelesti.

You are a particularly powerful Abyssal entity of around rank 5.

You also gain the ability to create your own Abyssal entities and artifacts limited only by your rank/overall power, how much energy you have access to and/or your resources.

This of course includes corrupting humans, spirits and any sort of entity into an Abyssal creature.

You are a dab hand at Abyssal politics as you can comprehend the maneuvers of such incomprehensible entities.

You are revered by weaker Abyssal entities and similar eldritch creatures in this and future jumps.

Capstone Boosted: Dreaming Annunaki

What an unexpected surprise jumper, you are not merely a great being but one of the dreaded Lords of the Abyss also known as the Annunaki, the Great Dreamers of the Abyss.

You are a stillborn world/universe of such tremendous power/influence that even the dreaded Abyssal entities like the Acamoth and Gulmoth are more comparable to microbes compared to your dark majesty.

This not only greatly boosts the previous perk but it can also allow you to create incredible Greater Abyssal Beings like the Prince of 100000 Leaves, a sentient timeline so abhorrent that reality itself

rejected it or the Mirror at the End of All things who can make vast regions unto and therefore of the Void for example.

You can similarly create, innovate and improve incredible Abyssal artifacts, realms, locations…

Your dreams and nightmares are potent things that you can even use for creation and destruction.

It is said that the 10 dragons of the Arcanum that dreamt of Laws were Annunakis.

This could even allow you to create phantom planets, alien stars, alternate history tracks, forbidden physical, magical and occult laws incompatible with reality for example.

Intruding merely parts of your existence into the world can have massive consequences as cults based around your nature and powers form, strange events happen and unrelated entities display patterns of behavior that reinforce your agenda.

As a world/universe in your own right you could even replace the universe itself or destroy it.

However, you can't bring your full might upon the universe without somehow accomplishing a full incarnation.

As such you are normally limited to creating Abyssal Verges and wield power and influence in the world "merely" comparable to some of the strongest spirits ever.

600CP- Destruction

The Abyss hates and envies the material universe for having ever known what it's like to exist.

You possess great powers and influence over destruction and oblivion that could bring down the Tapestry itself in time.

Wounds you inflict can be made unhealable yet surprisingly clean. Anything you destroy can be destroyed utterly leaving neither ghost nor memory behind.

You also inherently know the weakness of anything you look at from living beings to inanimate objects, the better to dismantle and destroy them.

Capstone Boosted: Mirror of the End

It seems your destructive potential was vastly underestimated. Beyond simple destruction, you have gone beyond and reached a level comparable to the terrifying Abyssal entity known only as the Mirror at the End of All Things.

This not only greatly improves the previous perk but grants you tremendous powers and influence over nothingness and the void itself.

Your mere presence could send a wave in an uncertain number of directions that could make everything around you like unto and therefore of the void making it a complete and total erasure to spread the same emptiness the Abyss also known as the Void is known for.

To say nothing of what you can do when you actually use even a modicum of your terrifying destructive might.

Strange Entity

100 CP- Unknown Entity

Entities from beyond the cosmos also possess bizarre powers.

You possess strange powers and influence(s) at a level commensurate with your rank.

They also do not seem to work in any way recognizable to entities from more conventional realities.

100 CP- Of Stranger Realms

Beyond the known cosmos are strange realms where bizarre entities dwell.

You are capable of traveling past the known cosmos into bizarre and alien spheres and realities.

You are also immune to the environmental hazards found there and are always knowledgeable enough about the dangers and entities found there in this and future jumps.

200CP- Strange Gifts

The Atakai are bizarre plane-like entities that drop cargo after a ritual is done in their name.

Similar to them, you find it easy to find oddly well-crafted objects that seem closer to the platonic ideal of an object than anything crafted by hand or tool.

It can even include imbued objects and supernal artifacts.

200 CP- Agent in Black

The Men in Black are bizarre entities that appear like uncanny false humans in response to mundane humans witnessing supernatural events.

You possess an uncanny sense capable of locating anyone who witnessed or caused a supernatural event.

This can even grant you a sense for the direction where they are hiding.

You don’t share the Men in Black’s vulnerability to temporal effects.

You also gain the ability to set up conditions for your summoning such as the mundane people witnessing supernatural events.

This can even be coupled with a timer of around 43 hours at the end of which you are sent back to where you were prior to your summoning.

Dying in any way prior to this simply allows you to reform and even resets the timer.

400CP- Codes in the Numbers

The Hellmenth are massive godlike worms that seek to invade the world to devour everything there. To do this, their ghost servants use their powers to send messages on the airwaves that once decoded lead to the locations of the pillars that maintain their prisons.

You are capable of coding all sorts of messages that you can then pass on through the radio or other frequencies like movies or Tv shows perhaps.

They are even encoded in such a way that only the intended recipient(s) can decrypt them.

You on the other hand can decrypt any and all messages without any ill effect.

In fact, you seem to have a strange fortune in finding secret messages that lead to areas of interest to you such as secret ruins or places where you can gain the knowledge and/or power you seek for example.

400CP- Quincunx Symbol

The Quincunx are bizarre entities that appear as a mandala or points in light arranged in what is known as a Quincunx arrangement.

You have managed to master the quincunx arrangement in all its significance such that adding it to any sort of sacred or occult endeavor massively improves it.

This could allow you to create ritual circles that protect the summoner from anything the summoned entity might try outside it or create seals that last for eternity unless the arrangement is disturbed for example.

You also possess the strange powers of the Quincunx that allows them to cause madness, share memories between the afflicted and makes them (the afflicted) more vulnerable to mind-affecting abilities.

600CP- Higher Weirdness

Some of the stranger entities are said to follow the orders of higher beings among their kind.

You have gained great power as you are equivalent to a rank 5 entity.

You are very knowledgeable about all sorts of bizarre and alien entities from outside conventional reality in this and future jumps.

This also makes you revered by strange alien entities.

Capstone Boosted: Ultra-terrestrial God

Impressive, you have now truly become a higher being.

This greatly boosts the previous perk. You have gained power on par with a rank 7 entity.

You know everything there is to know about alien entities from outside reality including their abilities, weaknesses as well as the methods to summon and bind them.

You also possess the ability to create twisted servants like the ghost operators of the Hellmenth. You can also create all sorts of strange entities loyal to you like the Men in Black, Atakai and Quincunx for example.

600CP- Second Sight

It seems that your strangeness is even greater than imagined.

You possess a deep bond with the distant parts beyond reality itself. This allows you to repaint the world around you with the laws of such a place like the realm that the Atakai come from for example.

You also possess various methods to spread your corruptive influence.

This can take the form of various corruptions such as corruption by alienation, power, lust, hatred, ennui or torment for example.

You can even spread your corruption through various sources such as books of forbidden lore, cataclysmic events/epiphany, discovery of horror or perhaps a family secret for example.

All these events can spread your rites, artifacts tied to you… to corrupt people and creatures to your bidding with power that shatters reality to reveal what lies beyond creation.

Any use of rites in your name makes you stronger and particularly difficult or pricey ones make you that much stronger.

Capstone Boosted: Reality-Bending Horrors

May the universe have mercy on us for you possess no mere bond with the outside of creation, you are a reality-bending nightmare from beyond the veil.

This grants you potent power that could be planet-shattering with only a thought if you didn't require potent rites or world-ending catastrophic events to bring your full glory to the universe first.

This merely leaves you on the level of one of the most potent spirits ever.

Here are a few options of the kinds of power and entity you could be:

Alien Gods: you are an entirely Alien god in both scope and power. You can align events, fate and time to bring your and/or your kind's rise again.

You may exist bodily in this or some other reality, you have the ability to reach across space and time with your vast intellect. You can grant your followers potent rites and powers.

You are particularly attractive to those who feel alienated.

Your physical manifestations tend to be bizarre hybrids perhaps cephalopodic, monstrous chimeras… as they can easily crush armies. Your servants also share such bizarre forms.

You can also be dead yet undying as some among your kind are known to be.

Chaos and Bubbling Creation: you represent creation at its most primal, chaotic and spurting impulse of fecundity unchecked.

You are a force of hunger and desire that could devour worlds while endlessly copulating with them as you overwhelm everything with desire and generative, mindless energies.

You are a force of creation, rebirth, generation and consumption.

You are an extremely attractive patron to those inspired by lust and ennui as the pleasure you bring is both endless and can leave no thought that lasts longer than a moment.

You and your servants tend to be formless ooze, yeast, bacterial growth though you have no definite physical form.

In spite of it, your horrid appearance can inspire lust and the need to breed in onlookers. You and your servants can impregnate targets regardless of gender involved.

As an embodiment of chaos and life itself, you may very well be impossible to get rid of. At least without killing all life.

Demons of the Outer Darkness: you are a demon yet not one from recognizable mythology.

You come from beyond the stars or from realms of existence whose nature is alien and dangerous to humans as well as actively malicious towards life.

Unlike the rest of your kind, mortals stand no chance against you as the cycle of life and death seems to rebel against the wrongness of your existence.

You are particularly attractive to those interested in corruption and hatred – mortals who believe themselves capable of outwitting you. You possess incredible powers of destruction, procreation, feeding (on life energy and sometimes flesh) and knowledge.

You are highly capable in deal-making and in expanding your power and knowledge.

You can exist out of phase with reality as you can act as an ephemeral entity.

Flaws in Reality: You are a flaw in reality itself sometimes known as the “errors of God” though unlike the others who are sometimes known as blind idiot gods you are fully conscious since you are paying this with CP.

You make an extremely attractive patron for those given to hatred and torment.

Rather than being outside reality, you are a part of it that can inherently bring ruin to the rest of it. You can cause change and reaction just by existing.

Perhaps you are the anti-song that represents the opposite of the universe of sounds and vibrations, a sound that cuts across all other noises and turns reality into a mess of static for example.

You do not have physical form. You can create loyal spawn that have consciousness or at least mobility and sensibility unlike other Flaws.

They tend to be at the level of outer things/demons in form and power though lacking in intentional malice or directed purpose.

They are highly skilled at tearing down and destroying and can be bound to your will.

Force of Entropy: Perhaps representing the most dreadful of all entities. You are a force of entropy who unlike the flaws in reality do have consciousness. You can make your consciousness and mindset as alien as them for forces of entropy are conscious in inscrutable ways that often prohibit any communication between them and any sane human.

You are in many ways a companion and opposite to chaotic things as where they create, you destroy utterly without hope of renewal.

You are a cold dead entity that draws everything into your black-hole heart.

You can be subtle as you corrupt one being or act as an overwhelming and vast god who seeks to destroy everything. You are the ultimate expression of hate and torment.

You are an extremely attractive patron to the selfish.

You may or may not have a physical form yet your pervasive presence grants you near omniscient knowledge of death, corruption, endings and horror. All things that you possess extreme power and influence over.

You can create avatars mere motes of your power that are about as potent as the most potent of Outer Demons.

They can look like anything you wish though your kind favors foreign, alien forms to humanity such as cold, dead and rotting reflections of shapes given unnatural life.

You can still take more easily overlooked forms to blend in such as a mannequin-like human or a large pet for example.

Your own: design your own option of a similar level as the others.

You can buy this multiple times to choose other options.

As you are buying this with CP, you don’t need to worry about gaining vulnerabilities from this perk.

Demon (Inferno)

100 CP- Power of Sin

You are a demon and so you possess power and influences over sin, evil and temptation commensurate with your rank.

You may also have influence(s) over one of your malapraxis keys (these are circumstances related to your favored sin(s)), elemental such as the natural world, technology or anything that may have a reflection in the Shadow, conceptual over dreams and ideals or historical such as a certain part of history or folklore.

You also gain dark numina of a number and power appropriate to your rank.

You can feed upon sin and evil to grow stronger. You also have a specific kind of evil that serves as your malapraxis and works as a delicacy for you.

Maybe you encourage your targets to use darkness to hide their violent crimes, maybe you influence workers to leave their jobs yet indulge in sloth such that they fear to leave their home or maybe when people start fires out of greed, wrath or pride is when you feast for example.

You possess an aura that can corrupt things and creatures around you even long after you leave with the specific effects depending on your favored sin(s) and circumstances.

You know the dragon's tongue which is the language of demons that can't be translated or decoded though it can be taught. You also know every language of the setting including ancient, dead tongues and languages used in supernatural societies.

You understand sin on a level few ever do. Anyone you meet who has ever indulged in your favored sin(s) also reveals the circumstances and time when they did even if they have forgotten some or all those occasions.

No power can see through your lies, half-truths and other deceptions even for those who don't depend on reading your mind like reading fate.

Even rituals meant to command you to speak the truth can be resisted without the casters knowing if the ritual succeeded as you could perfectly act cowed and defeated while spouting a torrent of lies in a pained voice.

No force in existence or outside it is capable of piercing through your thoughts and motivations.

You are also capable of possessing others as long as they consent or you overpower their will/incapacitate them.

You can also corrupt objects into unholy relics and desecrate places to create what is known as a Malus locus.

You draw strength from human perception especially in the form of a testament.

You can travel to Inferno and similar Hellish realms in future settings.

You can travel to Twilight, enter the Shadow, stalk the Astral Plane and even enter people's dreams.

100 CP- Inferno's Bargain

The most iconic image of demons is that of a deal-maker and that is something that you have mastered.

You are also highly skilled at bargaining, deal-making and can find any sort of legal loophole which could make you one hell of a lawyer.

You also always know all laws everywhere in the setting especially if they happen to be the laws of hellish realms.

200CP- Testament of Inferno

There exist ways for demons to evolve and rise through the ranks and you have mastered them enough to make use of them even if you are

a dominion instead of a Whisperer (the lowest class of demons) and to not make them more difficult to use at higher rank.

Diabolical union: using a supernatural host like a mage or otherwise, you influence a ghost or spirit. When you corrupt the ghost or spirit, you may choose to merge together into a new powerful entity known as a Diabolus.

Transcendence through sin: by driving your host to evil acts, you may become a higher-level demon known as a dominion complete with your secret name, sign and sin.

Your host may be driven mad as their mind is bombarded with images of Hell interspersed with images of your secret name, sign and sin.

This can grant enough knowledge for an occultist to create rituals based on you.

If you are stronger like a Dominion or Diabolus. You may instead benefit whenever someone indulges in your favorite sin.

Occult exaltation: if your host is an occultist, you may urge them to name, define and empower you.

This involves creating a testament describing your nature and powers. The occultist is guided through libraries, databases and mad meditations to create it.

The longer and better researched the testament, the greater the benefits you gain such as 1 or more infernal ranks, new Numina and even new Malapraxis.

Soul Damnation: perhaps the most direct. Dominions as powerful demons usually can only increase their rank by damning mortal souls. This can also involve ritual sacrifice for example.

Demonic Fetter: You can bind yourself to a desecrate place or object. Or any person with low enough morality such that you may even possess them.

The object becomes a Malus Loci, an evil object or cursed place where boundaries (including Twilight) do not impede your actions.

Note that the name may appear as a string of letters but when sent directly to a mind can appear as a maddening flood of sounds and images.

A secret name grants not only power and status in the infernal hierarchy but also a means to summon you.

200 CP- Road to Hell

As you might surmise only the most hubristic individuals would use a demon summoning ritual lightly.

Unfortunately for more cautious sorts, demons are capable of hiding their true nature.

Like the Diaboli who can be impure Shadow spirits known as Immundus, Larvals who are evil ghosts and Deceptors who are astral entities born of sinful thoughts, you excel at hiding your true nature even appearing benevolent instead of malicious.

In fact, you may choose among **spirits, ghosts and astral entity** to gain powers and influence(s) based on them. The better to fuel your ruse.

You also excel at corrupting both mortals and supernatural creatures like spirits whether morally or directly.

This can take the form of slowly making your victims more and more comfortable with increasingly depraved acts from animal sacrifice to premeditated murder for example.

You can buy this multiple times to choose a different option.

400CP- Infernal Power/ Empyrean Light

It is in the nature of Inferno to corrupt everything within reach and you have internalized this principle.

Not only can you use corruption itself to corrupt individuals and whole groups to your will instead of slowly persuading them to indulge in their vices but you can infuse the corruptive nature of Hell into your powers, skills, abilities, perks… to greatly enhance them and give them hellish properties.

Maybe your fire becomes inextinguishable hellfire that can burn souls and damn them to an eternity of suffering, maybe your water becomes the waters of Hell poisonous and erasing memory, maybe your shadow magic turns into a hungry all-devouring maw or your life magic creates parasitic plants and tumorous growths containing parasites inside your targets.

Coincidentally, this also means that you can turn any power, perk, skill, ability… to destructive/harmful and/or corruptive ends no matter how benign they may be.

You may choose to be a fallen angel such as a Grigori or Inothiel the Herald for example. You could instead be a fallen divinity like the Erinyes for example.

Your corruptive powers can also be used to change your very nature to make you a demonic equivalent of whatever you are.

Or

If demons exist then perhaps so do angels and your newfound powers seem to prove it.

You have internalized the principles of the Empyrean who stands as the opposite of Inferno.

You can use your purification to purify individuals and whole groups to your will instead of using lengthy exorcisms or therapy to redeem them.

You may even turn demons to Good and/or your will that way. You can similarly consecrate and bless items, creatures and people using those powers.

You can infuse the purifying power of Empyrean into your powers, abilities, skills, perks… to greatly enhance them and grant them heavenly properties.

Coincidentally, this also means that you can turn any power, perk, skill, ability… to healing/protective and/or purifying ends no matter how corruptive or dangerous they may be.

Your fire could become heavenly fire that burns sinners and evil creatures while leaving the innocent unharmed, your water can become holy water that clears pollution and corruption from bodies of water, maybe your plant magic can create sacred trees straight from mythology like lesser offshoots of Yggdrasil or Bodhi trees for example.

Angels aren't always benign and as such your purity can simply be the apocalyptic kind that leaves cities and civilizations in ruin if your ire is roused for example.

You may choose to change your nature and powers to instead be an Empyrean Angel instead of a Demon of Inferno.

You can also use your powers to purify your very nature to become a holy/angelic equivalent of whatever you are.

You can buy this twice to gain both options.

With both options, you may turn any of your powers, perks, abilities and even your very nature towards corruptive and purifying ends as easily as flipping a switch.

400CP- Dominion Manifestation

Though there are many kinds of Dominion demons some among them can be classified in certain classes or properties.

You happen to have mastered the skills and powers associated with one of them.

Defilers: you excel at poisoning places using either your Infernal Influence(s) or mortal proxies. You could create twisted woods and rotting tenements to make people lose respect for the world or each other for example.

Nemeses: You excel at long-term torture and inflicting worldly torment on your targets. You also excel at killing them or arranging for someone else to do it.

Slayers: You excel at killing and murder in all forms. This also makes you particularly agile with a knack for brute force. You are a surprisingly effective guard for valuables.

Subversives: You excel at corrupting entire institutions to lower standards of morality and ethics. It may take longer than the other options but the feast of sin later down the line can more than make up for it.

Tempters: you excel at leading even the most virtuous souls astray. You can even use them for all they are worth as they sin and ruin their life until they fall to either madness or suicide for example.

You can buy this multiple times to choose another manifestation.

600CP- Dominion Noble

Dominions are the highest class of demons below the Archdemons themselves.

You have become on par with a particularly powerful Dominion of rank 5. This greatly improves all your powers over sin, temptation, corruption and unholy.

You are a dab hand at infernal politics in both this and future jumps.

You are revered by weaker demonic entities.

Capstone Boosted: Greater Archdemon

To think there could be another.

You have ascended the Infernal Hierarchy beyond any of the demons that mortals had the displeasure of meeting.

You are now an archdemon, a true Lord of Inferno of at least rank 7 also known as a Greater Archdemon.

You can still grow in strength through leading people to sin and/or testaments to rise through the ranks of the infernal hierarchy to the level of the Duke of Hell/ Maeljin and beyond.

You can also create all sorts of demonic entities loyal to you as well as demonic rites, investments, powers and artifacts limited only by your rank/overall power, energy and resources.

You can even corrupt lifeforms to create potent servants like the Bale Hounds or even Soulless Wolf the Firstborn or avatar of the Maeljins used as a messenger to their Bale Hounds servants.

600CP- Wound Maker

Wounds are places of exceptionally negative energy in the Shadow usually protected by powerful demonic spirits known as Maeljin.

You have gained the ability to create Wounds not only in the Shadow but also in other realms including the material world.

Not only do they offer great sin as they are full of poisoned resonance.

They greatly enhance all your abilities while you are within them and can attract and/or summon all sorts of demonic guardians to protect the place perhaps even a Maeljin.

They can also act as portals to whatever Hellish realm exists in the setting.

Capstone Boosted: Wounded World

Fascinating Jumper, you have managed to go even beyond.

Not only does this greatly increase the effects of the previous perk but you can now outright expand the wounds from where you originally created them. In time, they may even cover the entire world.

More than giving poisonous resonance, your Wounds may now also corrupt people who stay close to it as they lose more and more of their morality.

It can even desecrate objects and creatures that should be incorruptible by all right.

Pangaean

100 CP- Born of the World

Pangaeans are among the most primal of creatures and you stand among them.

You have gained power and influence(s) commensurate to your rank over facets of creation and the world lower than a Celestial body such as seasons, weather or even animals like wolves, foxes, alligators or bulls for example.

You can travel to and from the Shadow to the physical world and vice-versa.

100 CP- Of the Old World

Pangaea was a dangerous world where the law of the jungle was the norm.

You possess all the knowledge and skills you could ever need to thrive in such a world from identifying edible plants and fungi, the patterns of migratory herds, the behaviors of predators…

This updates in future jumps to allow you to remain a similarly skilled survivalist.

200CP- Paramour of Spirits

It is said that Mother Luna descended to Pangaea to take Father Wolf as consort.

Similar to him, you seem to have great romantic fortune with spiritual creatures of all kind especially when it relates to spirits related to the Moon.

They could even grant you potent boons.

200 CP- Father of Hosts

The hosts are monstrous part spirit entities born from certain Pangaeans prior to their death.

You too possess such an ability as you can create loyal hosts of creatures with powers reminiscent of your own.

You don’t have to lose your life or weaken yourself to create them either.

400CP- Blessing of Pangaean

Pangaeans represent living aspects of the world and as such were worshipped as gods in ancient times.

This greatly boosts all your powers, abilities, perks etc… that are related to nature, animals, cycles, seasons…

You also find it easy to gather cults of followers around you that you can also bless with magic and other abilities such as increased vigor tied to your own nature and powers.

This could be magic of fertility and healing if you are a Bull or magic of trickery if you are a fox for example.

400CP- Great Hunter

Father Wolf was an incredible predator who managed to down some of the most dangerous creatures that walked Pangaea.

Like him, you seem to be a preternaturally skilled hunter as not only are you much more powerful than your rank would suggest but you can easily track any sort of quarry no matter where they run.

This also grants you great cunning in both catching your prey and sealing it, if necessary, much like how the Idigam were sealed on Luna's moon body or the Geryo were sealed inside the Gauntlet.

600CP- Firstborn

The Firstborn are Father Wolf and Luna's children powerful spirit entities that also serve as totems to werewolf tribes.

You have gained power that approaches them as you are comparable to a rank 5 entity.

This also grants you great skill in leadership and cooperation both with your kind and more distant relations like the werewolves to the Firstborn.

You are also capable of easily traveling to different realms much like how Death Wolf is said to have reached the Underworld.

This can even allow you to change your nature and influence(s) much like how Death Wolf gained great power and affinity over death.

Capstone Boosted: The Origin

Impressive Jumper, it seems that rather than the Firstborn you may be more comparable to Father Wolf himself as you are a rank 7 entity.

This not only greatly enhances the previous perk but also guarantees that all your descendants will be both powerful and loyal unlike his.

Furthermore, you may choose to be the origin of a supernatural template of creature or simply have powers that would suggest such a possibility.

In any case, this grants you powers far beyond what individuals of that kind can accomplish such as the different between Father Wolf and a Werewolf or a True Fae to a Changeling.

This can also grant you instinctual loyalty among those entities. You may also choose to have them or similar creatures retroactively exist in future settings if they are absent.

600CP- Pillar of Worlds

Pangaeans embody aspects of the natural world and you seem to have truly embodied yours.

You have gained much more power and influence(s) over what you represent such that you can accomplish feats that even spirits of the conceptual kind would consider ludicrous.

This naturally also makes it much easier to refine and improve your powers over what you embody.

Capstone Boosted: Fulcrum of the World

Father Wolf represented the gauntlet itself and so with his death Pangaea fell.

You have managed to embody your powers and influence(s) on such an intrinsic level.

This not only grants you much more power and influence over them than the previous perk but also grants you inherent knowledge of everything related to it.

This can allow you to instantly know when someone is disrupting what you represent much like the various creatures Father Wolf hunted for example.

Host

100 CP- Infection Vector

It is well-known that Hosts are capable of infecting animals to spread their influence.

So can you, you can infect animals especially those of your Host species to your will. In doing so, you become capable of influencing their behaviors and spying through their senses.

You can also grow stronger the more animals of your Host you infect**.**

100 CP- Spirit Monstrosity

Hosts are monsters that are neither spirit nor flesh with potent powers of their own.

You possess powers and influence(s) related to the Host that you choose to be.

This also includes their ability to interfere with the Gauntlet such as raising it to cut the Shadow from the material world or gnawing holes through it for example.

You could instead feed on something else like fear much like the Wolf-Host.

You can devour or join with other Hosts (and supernatural members of your Host species in future jumps) to become stronger and more intelligent.

You can devour humans to take over their body as some sort of monstrous human-Host hybrid.

This not only makes you stronger but you can also hide your Host nature such that even werewolves would be unable to see through you.

Worst of all for your enemies, even if you are cornered you can separate into a swarm of your Host species to escape with only one among their number holding your soul and thus being vital to your well-being.

You can travel to and from the Shadow to the physical world and vice-versa.

You can buy this perk multiple times to gain the form and powers of different Hosts.

200CP- Escapist

While Hosts are generally the most dangerous foes that a werewolf pack can find, there are times when even the Hosts must escape either from a dangerous alliance of werewolf packs or from more dangerous monstrosities like the Idigam.

Thankfully, you are particularly skilled at escaping as you not only instinctively memorize escape routes but you possess great creativity to help your escape including creating distractions and misdirection. This is coupled with potent survival instinct that can warn you well in advance when dangerous creatures are closing in on your position and/or territory.

200 CP- Deals of the Hosts

The Bouda also known as the Hyena Host are perhaps the only Host that managed to live peacefully among humans in no small part thanks to the spiritual knowledge of the latter.

You excel at making deals and finding compromises even between groups that should be as opposed as Hosts and humans.

You could even make deals of mutual cooperation with werewolves to fight back against an Idigam and have them keep their words for example.

400CP- Domain of the Host

The Crab Host are some of the most dreaded of Hosts for the simple reason that they managed to create a domain into the sea where wolves are ill-equipped to hunt to the point that attacking their castle is considered suicidal.

You are particularly skilled at finding and thriving in particularly remote and dangerous locations for your enemies.

You are also especially capable of modifying your territories to suit you and make them especially hostile to intruders much like the crab host do. You could even create a safe haven for your kind in the gauntlet much like the rumors of massive groups of Spider Hosts in the Gauntlet weaving a web to somewhere in the Shadow where werewolves can't go.

400CP- Hosts Manipulation

It is said that the rat Host has managed to create monstrous rats that can even serve to dig tunnels.

You are a highly experimented and creative maker of monsters as you can use your essence to mutate animals into all sorts of loyal monstrosities to suit your goals.

600CP- Heir of Pangaea

The Spinner Hag and the Plague King are the progenitors of the Spider and Rat Hosts respectively who each hold a soul-shard of their progenitor in the hope of reviving them.

You are closer than most as you are comparable to a rank 5 entity of your kind of host. This not only grants you potent powers but also

various forms that you can shift into, control over lesser members of your kind and great leadership skills.

With you at the head, your kind could very well carve a safe haven that even werewolves would avoid.

Capstone Boosted: God Reborn

So, it seems to have happened, a Pangaean walks among us once more.

You have managed to gather all the soul shards of your Host to become your progenitor reborn. This makes you a rank 7 entity with potent powers depending on what you are such as the plagues of the Plague King or the webs and venom of the Spinner Hag for example.

You can even create your own Hosts loyal to you and experiment to grant them other powers and natures perhaps one closer to spirit than flesh or vice-versa.

You can also create plans to revive yourself by spreading your soul shards much like the Spinner Hag and the Plague King though in your case your followers, Hosts etc… will actually have a good idea of what they must do to accomplish this instead of relying on primal instincts.

600CP- Endless

The Locust Host is fearsome not only for their hunger but also for their swarming abilities as there is nothing the werewolves can do against an army of millions of hungry Hosts.

You can easily gather and lead massive numbers of your kind that you can easily keep well-fed.

This also grants you great fortune in finding useful territories for you and your kind.

Capstone Boosted: The Swarm

Or maybe you didn't need to gather a swarm after all. You have gained an incredible ability to create clone bodies of yourself using some energy that share your abilities, perks, powers etc….

They can even be made to act independent though still loyal to you. You can easily take back everything invested in them and whatever knowledge and power they gained while separated.

This can allow you to become your own invincible swarm as you march to crush all your foes.

Geryo

100 CP- Blood of Pangaea

The Geryo are creatures of spirit and flesh much like their Pangaean progenitor.

This grants you potent powers and gifts related to your influence(s) commensurate to your own rank.

They generally excel at corrupting and twisting the world around you as a Geryo's presence is reality-shaking. This can apply to both the physical world and the Shadow.

You can travel to and from the Shadow to the physical world and vice-versa.

You are also tremendously hard to kill as even destroying your head(s) could see you regrow them in time.

100 CP- Strain Bringer

All Geryos carry a potent strain that can infect werewolves and the Beasts known as the Begotten (and other supernatural creatures in future jumps).

This leads to a swift physical and mental degradation of the afflicted.

Some however, experience far more striking mutations that call to mind the power of the Geryo or challenge the fundamental nature of

the werewolf state entirely. If the infection progresses far enough, they could even transform into new Geryo themselves.

200CP- Hatred of the Wolf

The Geryo were sealed by Father Wolf in the gauntlet while werewolves ran free. As such is it not expected for the Geryo to hate and envy them?

You are particularly adept at fighting werewolves and shapeshifters of all kinds. Not only do you easily learn their weaknesses but you also have a knack for refining your powers, abilities and skills into forms that are particularly effective against them such as hampering their regeneration for example.

200 CP- Hidden Poison

Much like Orocheiros, you excel at corrupting and eroding institutions.

You can easily bribe officials, spread addictive drugs, gnaw buildings and in general work to erode society itself.

You can even hide your monstrous form under an illusion to walk freely among humans.

This is coupled with a bizarre ability to gather wealth and resources that quite literally fall into your lap from ancient gold ingots to all manners of valuable relics and artifacts.

You can even twist ghosts into servants and gather secrets from stygian depths.

400CP- Cult of the Geryo

For how inhuman the Geryo are, there are a surprising number of occultists, spirits and werewolves willing to bargain with them or form cults under them.

You similarly attract people interested in your abilities and existence who can give you a fair reward for your time from working for you as companies in the human world, forming werewolf packs, granting you wealth and influence from spirits and even rare occult texts useful to you.

400CP- Changing Nightmare

The Geryo are primeval nightmares which isn't to say that they are incapable of changing.

Like Zahakeryon, you will find that your story can shift, grow greater and entangle with new notions much like how his nature as a warden mixed with fear and nightmares.

This can even take the form of gaining the powers of other supernatural entities much like how he gained the powers of the Begotten's (also known as the Beasts) nightmares.

You can even indulge your new powers by cultivating related concepts such as creating new urban legends and instigating panic for powers of fear and nightmares.

This has also changed the nature of your Geryo strain as those infected are twisted with your nature into your loyal servants.

600CP- Venom of the World

Not all Geryo are equal as some are more powerful than the rest of their kind.

You are a particularly powerful Geryo easily comparable to a rank 5 entity.

You can easily corrupt creatures into loyal distorted and possess charisma worthy of a cult leader as werewolves and normal humans can both fall under your influence.

Capstone Boosted: Calamity of Pangaea

Impressive Jumper, it seems that you are much stronger than first thought.

This not only great improves the previous perk granting you power on par with a rank 7 entity but also makes you truly dangerous beyond other Geryo.

Your poisonous essence is extremely noxious as it is on par with such dread Pangaeans as the Spinner-Hag and the Plague King themselves.

It can cause all manners of corruption in the spiritual and physical worlds and even infect more and more people with Geryo strain perhaps even through other modes of transmissions like televisions for example.

If you push your powers even further, you could very well twist, break and infect reality itself much like the Contagions that the God-Machine can suffer.

You have even learned how to create your own loyal Geryo with their own incredible abilities and different natures.

600CP- Keeper of Secrets

Quattuor is a Geryo that was tasked with retrieving knowledge that would be lost once the creature died.

Like him, you have a preternatural knowledge of when and where knowledge is about to be lost because of the passing of a creature.

This is coupled with your ability to drain knowledge from souls even once they have passed ensuring that the bearer's death won't end with the loss of the knowledge.

Capstone Boosted: Retriever of Knowledge

Impressive, you have managed to go beyond Quattuor himself.

More than just retrieving knowledge before or shortly after the bearer passing you have mastered a particular kind of necromantic abilities.

You can use your powers to communicate with creatures that have long since passed away to gain their knowledge.

You can also use those same powers to recreate objects that have been destroyed including buildings and libraries.

With this, you may find knowledge that has been lost since Pangaea itself.

Furthermore, you possess great fortune that can see you accumulating knowledge that is particularly relevant and useful to you such as occult rituals that you can use, the location of potent loci or perhaps the locations of powerful relics that shape the Shadow itself.

Qashmallim

100 CP- Pyros Numina

The powers of quashmallim are many and because Pyros are the driving force of souls, they are some of most versatile entities out there.

You can use your numina to duplicate the effects all sorts of transmutations available to Prometheans and Flux as well.

You can even use the numinas, gifts and spells available to spirits only limited by your rank/ overall power level.

You can also take various forms as the Qashmal are known to take on a variety of forms.

100 CP- Controlled Fire

The lifespan of a Qashmal is limited not simply in the way of mortal creatures but in a very real sense that they only exist for the duration of their mission and/or until they run out of Pyros.

Thankfully, you are a truly independent existence as you do not need to rely on a bond with a patron, a dreamer, a mission or any sort of external factor to exist.

This also means that you won't disappear if you run out of Pyros and that you can produce your own Pyros at a steady rate appropriate to your rank/overall power.

200CP- Guide of the Created

Often when the Qashmallim appear it is to guide Prometheans further along their Pilgrimage as they teeter over the precipice of abandoning all together.

You excel at guiding people and getting them out of their funk and depression even if you do it through riddles.

This makes you particularly good at guiding artists and creators in fostering new things.

This also grants you great skill and abilities to make that happen from manipulating events to force them out of their complacency or taking the form of someone they wronged for example.

200 CP- Agent of Chaos

The Lillithim is the choir of Qashmallin who use their powers in a destructive and chaotic way to force change.

Similar to them, you possess great powers and abilities to bring about change and chaos.

You are always aware of the most destructive ways to use your powers, skills and abilities.

You can awaken pandorans and similarly destructive entities. You excel at leading creators astray perhaps by guiding them to flawed formulaes, forcing Prometheans backwards on their Pilgrimage and in general force the breakdown of institutions, societies and individual lives.

400CP- Divine Manipulation

The Qashmallim are sent on missions to manipulate circumstances or guide people from Created to other supernaturals like Werewolves, Vampires and even Mages.

You excel at guiding and manipulating events and people to accomplish your goals. You could cover-up the murders of a pack of human-hating werewolves only to guide them into conflict with spirits, guiding mages to awaken dangerous entities only to have another cabal destroy it for example.

In fact, you can even appear out of nowhere to fulfill your goals such as stopping a haunting for example.

400CP- One Qashmal, Many Bodies

The quashmal Ruby and Mr. Gold are actually a single qashmal.

Similarly, you are capable of existing as multiple distinct entities at the same time even with different specialties.

You could have one skilled in social interactions and information gathering while another is skilled at investigating the root of supernatural events for example.

The higher your rank and/or overall power, the more additional bodies you may have.

600CP- Greater Qashmal

Not all Qashmal are equal as some are more power than others.

You have become a Greater Qashmal which grants you power on par with rank 5 entities.

You are also particularly skilled at cooperating with or otherwise avoiding aggression from other angelic entities.

This also grants you reverence among angelic entities weaker than you in this and future jumps.

You also can exist outside of time.

Capstone Boosted: Divine Fire

Impressive Jumper, rather than simply a Greater Qashmal you have become much greater than any have anticipated.

You have become what is known as an Arch-qashmal, a being capable of global effects which grants you power on par with a rank 7 entity.

You have also somehow gained a much greater understanding of the Principle itself such that you have gained influence over the concept of energy and existence itself.

This allows you to create your own loyal Qashmallim limited only by your rank/overall power and/or how much energy you have access to, but who knows how far you will go as you start to embody and gain more and more power over such a vital concept of existence.

This also includes the creation, innovation and manipulation of strange phenomena, locations… associated with them such as the Showman of Secrets for example.

600CP- Mastery of Alchemy

The Prometheans and the Qashmallim are both inherently tied to Pyros. And yet it is through alchemy that Prometheans are made.

You have mastered all forms of alchemy in this world including inner ones and are a master of innovating new ones.

This can allow you to create your own prometheans and pandorans to do your bidding or perhaps to send on a pilgrimage to become humans.

You will be similarly skilled and knowledgeable in all forms of alchemy that exist in future jumps.

Capstone Boosted: The Principle of Soul

Impressive jumper, you have achieved what might be an impossible miracle for anyone else.

You have gone beyond alchemy and managed to truly achieve the power to create true souls like the Principle is said to be capable of using Pyros or whatever supernatural energy you have.

You have even gained incredible powers reminiscent of the Principle itself, choose one. They all get you great power and influence over what you represent.

Destiny: you are a force of balance over destiny and time itself.

You can send your servants and forces to different points in space-time to rectify imbalances and anomalies by accomplishing their missions though they don't necessarily understand how their missions related to them.

You may even have them appear as incisions in time through oppositional forces of Pyros much like the Elpidos and Lillithim.

The Evolutionary Principle: You are the cosmic blueprint that governs evolution itself.

You can create and send your servants and forces to engineer equal, opposite irregularities across the human experience to maintain the balance and laws of existence that could be disturbed by supernatural creatures.

The System of Thermodynamic Balance: You exist without time and work in countless invisible ways to tune reality and maintain it.

You can create and send your servants and forces to engineer equal, opposite reactions to balance the deeds of Prometheans and other creatures to eliminate anomalies.

The By-Product of Theft: You can tap into and steal from even universal sources of energy.

You can create lifeforms in response to the existence of supernatural entities like the Created ensuring that there is an equal number of your creations to correspond and mirror those supernatural entities.

Your servants can form and re-form whether or not they succeed in random and arbitrary missions that nonetheless advance your goals.

God: Said to be the Creator, all-knowing, all-powerful, all-present. Though you can't bring your full omnipotent might to bear without great rituals or catastrophic events in the universe.

Your servants and forces are formed from ousia, God's substance. Ousia in the material realm takes the form of Pyros.

Your servants are thoughts personified by Pyros, fragments of a much larger mind, yours and they seek to accomplish your whims and caprices.

The Manichaean Dyad: You are two equal yet opposite entities: one embodies Flux to use Pyros as a force of mutation and chaos. The other embodies Elpis to extend Pyros into harmonious evolution.

Your extrusions into the material realm creates different kinds of servants to do your bidding.

You can make your servants of different kinds act with conflicting goals while remaining completely unaware of each other much like the Lilithim and Elpidos.

They can't conceive of the other's existence. They cannot see or hear each other. They ignore or react with confusion to the idea that an opposite force exists.

Your own: design your own option on a level similar to the other ones.

You can buy this multiple times to choose an additional option each time.

Angels of the God Machine

100 CP- Construct of the Machine

Angels are built by the God-Machine to fulfill certain directives.

You possess power and numina known as protocols commensurate to your rank.

Unlike other numina, protocols aren't supernatural as they make use of occult physics.

You can also use incepts which are root-access codes of reality to accomplish potent feats that leave obvious disturbances to the senses of supernatural creatures. You also know how to use exploits which can achieve similar feats without connection to the God-Machine.

You can create covers which are false identities that also include memories.

You also have access to embeds which are hard-coded natural laws that can be tapped for specific effects.

100 CP- Machine's Favorite

It is known that the God Machine does away with those it has no longer any use for from human to angel.

Somehow, this never happens to you as no patron no matter how heartless seems to want to do away with you unless you directly oppose them.

200CP- Gadget Builder

The fallen angels known as the Unchained build objects known as gadgets that they can embed powers within.

You have mastered this skill beyond any Angel or Demon. You can create gadgets and objects that you can imbue with any power, perk, etc… including incepts and exploits.

You can even set triggers, passwords etc… so that only those you approve of may use them.

They can even run without Aether or supernatural energies even if they contain incepts and exploits unlike canon gadgets who would require Aether in that case.

200 CP- Always Pure

It is in a way extremely easy for an Angel to Fall as all it requires is to have thoughts and/or desires that fall outside the mission they were created for.

Thankfully, it seems that you don't have to worry about this as no force in existence or outside it may corrupt you, transform you or otherwise change you without your consent.

If you were a more heavenly kind of angel for example, they may physically cast you out from Heaven but you will remain as holy as you used to be.

400CP- Contagion Vector

The Contagion is perhaps the most terrifying of all diseases. A metaphysical contagion that can infect the God-Machine's infrastructure itself and in doing so warp and break reality.

You have somehow gained power over one such Contagion. It could be a contagion of emotion that leads everyone to stagnant apathy, a contagion of the Dead as ghosts from the Underworld rise up and spread through time such that the masses become apathetic as the status-quo has remained the same for decades. Or perhaps even a bizarre taint of foreign energy from a parallel world with its own God-machine as the foreign energies mixed with those of this one when used in the same rituals lead to unpredictable sometimes fatal results, mage spells cast with foreign mana makes it Truer and part of our reality that has always been and alien diseases spread, for example.

You may discover and/or develop more Contagions either canon ones or ones of your own design.

400CP- Angelic Incarnation

Angels have roles that they were built for which they may keep even if they Fall.

You have mastered the relevant skills and abilities to an incarnation:

Analysts are spies and investigators of the God-Machine. You can easily go unnoticed and excel at observing, cataloguing and evaluating information.

Psychopomps are workers installing Infrastructure and tending to facilities. You excel at building, quick transportation of goods and resources and maintaining facilities. You know little else about the God-Machine's designs as your kind is created with the strict purpose of constructing.

Messengers spread the word and influence of the God-Machine among humanity, gathering servants for its schemes. You excel at social engineering and manipulating the flow of information to reach the right ears at the right time. You can easily shape minds and influence your targets behinds the scenes.

Destroyers are created for the sole purpose to destroy and erase objects be it persons or objects that threaten the God-Machine's designs, or just existences that have to be removed as part of a proper procedure, or even objects that are in the way of creating infrastructure. You excel at warfare, violence and destruction of all kind. You also excel at hunting down your targets as the Hunter-Angels of the God-Machine are Destroyers.

Guardians are created to act as protectors of the interests of the God-Machine. You excel at protection and guardianship from short missions meant to neutralize threats to key resources, to longer

missions lasting decades guarding normal humans and even guarding your fellow Angels on missions to ensure their success.

You may purchase this perk a maximum of 5 times.

600CP- Infrastructure Builder

You have done it Jumper, you have cracked the code.

You have learned how to create all the Facilities and Infrastructures used by the God-Machine to achieve its goals and spread its influence.

Infrastructures are occult matrixes that give a particular output or end product that can serve as the Infrastructure for another matrix.

You can even connect Infrastructures in the form of a Project to achieve particular goals.

Facilities can be used to recycle creatures including angels, scraps and resources into forms more useful to you.

You even understand the designs themselves such that you could even innovate and modify them to better suit your goals.

Needless to say, this also means that you understand the laws of physics, occult, metaphysics and probability that they run on.

You can fuse all your technologies, magic, supernatural powers, occult etc. to create supernatural occult technology much greater than the sum of its parts.

You are also capable of reverse-engineering and understanding any sort of technology.

Capstone Boosted: Engineer of the Divine

It is said that the God-Machine was artificially created and you may be a likely candidate to have been the mind behind one or at least to create a replacement.

This not only massively boosts the previous perk but also makes it so that your understanding of technology, occult physics, probability, metaphysics and laws of the universe is always thousands of years ahead of the greatest civilization or genius of the setting.

You have also learned to build the servitors of the God-Machine from Angels, Clockwork Servitors and even Dagda.

You truly understand how the God-Machine works and could even build your own better God-Machine given enough time and resources.

600CP- Angel of Iteration

Angels can be made stronger than their peers depending on the mission that the God-Machine has for them.

You are a particularly potent example of your kind with power on par with a rank 5 entity.

This also grants you the authority to order weaker angelic entities.

You have also gained an ability that the God-Machine hasn't seen coming.

You possess the incredible ability to learn, iterate and improve upon yourself.

Using material and/or supernatural energy such as Aether, you can reconfigure yourself, improve yourself and in general become more adept at overcoming obstacles in your way from enemies to schemes and more besides.

Capstone Boosted: Become as God

Perhaps now the God-Machine has reason to worry.

You have become an incredibly powerful entity comparable to a rank 7 entity.

Your iterative ability has grown to the point that you can use your incredible processive power to calculate the future with incredible accuracy and make improvements long before they are required.

This also greatly helps in scheming and manipulating events to your liking.

You have gained the ability to scheme and create plans on a level matched only by the God-Machine itself as you can use many seemingly unrelated events to advance your goals much like It.

This has also granted you an understanding of the cosmos and all its laws on a level matched perhaps only by the God-Machine itself.

You can also connect to your properties, facilities etc. to control them and spread your influence. They can even help in increasing your power and evolving you further.

This pretty much makes you a miniature equivalent to the God-Machine.

Furthermore, your iterative ability has grown much greater perhaps even surpassing the evolutive capability of monsters like the Idigam.

In time you can reach the level of the God Machine or even beyond.

Items:

Any Lost or Destroyed Item is restored in your Warehouse after a month at the latest.

General Items

Free- World of Darkness Collection

What an interesting find.

You have received a complete collection of every work tied to the World of Darkness from the tabletop books to the fictions and even the video games with all the hardware necessary to run them.

Perfect if you want to confuse many of the conspiracies out there.

Free/50 CP/100 CP/200 CP- Wealth

Money makes the world go round and even inhuman creatures can find uses for it.

For Free, you receive 1000 dollar. You will receive an extra 1000 dollar every month.

For 50 CP, this increases to 10000 dollars. You will receive an extra 100000 dollars every month.

For 100 CP, your wealth increases to reach the top 1% of the top 1%. Enough to match the wealthiest of conspiracies and ancient beings.

For 200 CP, there is simply no limit to the amount of material wealth you possess.

You can convert your wealth to any other form of currency you wish.

The money you receive is perfectly legal, untraceable and guaranteed to not cause inflation or economic crash unless you want it to.

50 CP- Host Body

Ephemeral beings unless using a numina to materialize generally have to rely on possessing a body to interact with mundane humans.

This is a nondescript mundane human body of your specifications. The body is hollow and serves as a perfect host body for you.

Even better, while inside the body you appear as a normal human to all senses and detection be it mundane or supernatural including artifacts designed to identify possessing entities.

It also comes with the relevant ID card and paperwork related to the identity.

The body can become a companion or follower at your discretion in which case they become a sentient being in their own right.

You can purchase this multiple times.

100 CP- Cheap Home

Many supernatural beings live far from urban areas and yet there are those among them who blend in among mortals.

This is a 2 Floor suburban home with both an attic and a basement of your own design.

It is equipped with all amenities you could ask for, is self-cleaning and self-maintaining. You legally own the place and don't need to pay taxes for it.

It is even located in a neighborhood without nosy neighbors who don't know how to mind their own business.

The home adapts in future jumps to remain similarly inconspicuous and comfortable.

You can purchase this multiple times.

100CP- A Car

Though you may possess various ways to get around it sometimes pays to use more mundane means.

This is a car of your own design that never seems to require maintenance or refueling. You have all the paperwork that proves your ownership of it.

You can purchase this multiple times.

100 CP- Weapons

Though you possess powers beyond mortal ken, weapons can still be useful in situations where you don't wish to expose yourself.

This is a collection of various weapons from knives and batons all the way to firearms such as various handguns. You possess all the paperwork to legally own them.

It is hidden in a suitcase that can hide a surprising number of objects and even get past scanners undetected.

200CP- Supernatural Fare

Many supernatural beings require sustenance lest they waste way.

This item is a constantly refilling collection of all things that any kind of supernatural entity may eat to survive and provided in an ethical way. From human and vampire blood to dreams, sins and even various resonances for spirits.

They can keep you and anyone else sated though you won't grow in power from this alone.

400CP- Locus/Hallow

A Locus sometimes known as a Hallow is a power spot that gathers supernatural energy that can tapped into. From mana to essence and even Aether, it is an extremely precious resource that is bitterly fought over.

You have received an incredible locus that acts as an infinite source of energy of any type you need. You can even combine it with your properties to give them infinite energy.

Your hallow can't be used without your permission.

600CP- Doorway to Darkness

The World of Darkness is a strange and ominous place and for how many creatures and phenomena were classified by humans and supernatural creatures, countless others defy understanding.

There is a door in your warehouse or any property of your choice. Behind this door lies dark adventures, scenarios and mysteries alike that you can challenge alone or with a team of companions and/or followers.

This may lead you to an Asylum where the patients suffered horrific experiments and where their delusions may not have been so delusional at all as Deros control the institute from a non-existent floor of the building.

Maybe the institute itself is alive with dark veins, arteries and bones hidden behind the bricks or strange machines from a bygone civilization buried deep under the asylum start malfunctioning and spreading madness and strange mutations above.

Maybe instead, you are led into an apartment complex under the influence of an Abyssal entity that intends to drag everything and everyone there into the Abyss unless it is stopped.

Or it could be a bizarre forest clearing that seems to not want anyone to leave and where a strange carnival runs an endless show.

It could even be a Contagion that leads to parallel realities infiltrating conventional reality and spreads bizarre effects such as transforming people into identical clones of a clown girl that appears in people's dreams.

You can also make the adventure scale to your and your team's level if you like going for a global or cosmic adventure as a godlike entity for example.

All of this to say that the possibilities are countless as you could meet or face not only known supernatural creatures but also those that may not belong to any known category such as Spring-Heeled Jack, bogeys or strange anomalies for example.

The rewards are many for resolving, dealing with or otherwise surviving the events.

You could get new companions or followers of the people and creatures you met.

You could gain experience to grow stronger and more skilled. You could find strange items and technologies with tremendous effects such as maintaining the laws of space-time or materializing dreams. You could even obtain occult rituals that allow one to travel beyond the universe and/or summon strange entities from outside the known universe.

If you or anyone else were to die you are simply ejected safely out of the door.

The adventures adapt to future settings by taking elements of it and twisting them with the same dark ominousness of the World of Darkness.

600CP- Mirrors of Infinity

There is more than one reality and the mirrors that you have come into the ownership of will show you.

The mirrors are more than they seem as they act as portals to different possibilities and realities.

Perhaps you want to witness a post-apocalyptic future, maybe you wish to see a cyberpunk city, a world where humanity at large has discovered the supernatural or perhaps even a dark fantasy.

You can even gain powers, knowledge, items, creatures and companions/followers that would be impossible in the reality that you are from.

You can control the mirrors to only allow access to those you approve of. This also guarantees that you won't be stuck in a way that you can't come back from.

In future jumps, the mirrors will lead you to similar possibilities for the setting.

Spirit

100 CP- Spiritual Resonance

Spirits require places, objects and/or people to produce the resonance they favor.

This is an appropriate location to produce your favored resonance with its exact nature depending on your own. It could be a diner if you are a spirit of gluttony, a road if you are a spirit of crossroad, a subway station if you are a spirit of subways or a sewer complex if you are a spirit of filth or sewers.

Its size increases as your rank/overall power does such that a weak spirit may have a single room or a diner while a powerful one could have a domain the size of a city. Weaker spirits may be attracted to it but can be made to join your retinue.

You may purchase this item multiple times at a discount to choose either the same resonance or a different one.

200CP- Shadow Group

Spirits may be ephemeral but there are still groups serving them outside of werewolves and mages.

This is a group of people who work for you either without knowledge of your existence or viewing you as a sacred esoteric figure.

They are mostly mundane people though some among them can see spirits and/or have occult knowledge. You may even find some wolf-blooded people, werewolves on the verge of their first change or mages on the verge of awakening.

The group updates in future jumps to become similarly influential and can even gain new members.

You may make members companions or followers at your discretion.

400CP- Spirit Artifacts

Spirits have their own treasures. This is a collection of various artifacts and fetiches (objects imbued with spirits) that are related to the Shadow.

You could find an eye that reveals spirits possessing people or a sword that can summon spirits to do the wielder bidding at the cost of some mana/ supernatural energy.

600CP- Shadow Territory

The most powerful of spirits lord over their own territories.

You have gained your own territory in the Shadow.

It not only produces the resonance you favor but is also home to a massive army of spirits and loyal choirs of spirits who all treat you as their leader.

They are a rank lower than you at the strongest but still represent great influence for spirit and werewolf politics.

If you are rank 7+, this may even include a celestial body like a Moon, a Sun, another planet or another star for example.

You can purchase this item multiple times.

Astral Entity

100 CP- Keys to the Astral

To go into the Oineros (the mind) of someone usually requires that they let you in in some way or that you force your way through with mind-affecting abilities.

Furthermore, reaching other realms in the Tenemos is more or less difficult depending on how related it is to the realm where you are searching for a passage.

This set of keys allows you to bypass any sort of lock that may bar your way.

It similarly allows you to bypass having to look for passages between realms in Astral Space which makes the journey much easier.

200CP- Astral Items

The Astral is a realm of minds, ideals and dreams.

This doesn't mean that the items found there do not have powers.

This is a collection of Astral affecting items.

Astral-affecting items are related to the Astral in some way such as a book or phone that records your journey through Astral Space or a door that leads to other realms accessible beyond the material world.

400CP- Astral and Chimerical Treasures

Mages often dream of bring items from the Astral into the material world. These are known as Chimerical items and they are true Astral treasures.

This is a collection of chimerical items that can even have originated from your own mind instead of the collective unconscious.

These can take many forms from a bell that induces sadness and misery in those who hear it, a codex that archives lost pages perhaps even dead websites and missing links, crystal bracelets that allow one to scry into the Astral from the material world or to cast spells targeting the material world from the Astral and even a bubble that traps people in Astral Space.

You could even have bolts from an Astral god though note that without godlike power any manifestation of such power would only be temporary.

600CP- Astral Realm

There are countless realms in the collective unconscious and you have come into ownership of one of them.

This realm can be a canon one or one of your own design. It can even be based on any sort of mythological realm or fictional setting you want.

It is home to massive numbers of archetypes and other Astral entities loyal to you. Though the strongest among them are still a rank lower than you, they still represent a potent force.

You can purchase this item multiple times.

Cryptid, Urban Legends and Other Horrors

100 CP- Reptilian Cloak

The reptilians are cryptids that possess the ability shapeshift into human forms.

This cloak allows you to hide your monstrous features to appear as a mundane human and can even be made invisible to not draw attention to it.

200CP- Flying Saucer

To get away, sometimes you must do it in style.

You have managed to obtain a flying saucer vehicle that you can drive perfectly. It can travel through space, distant worlds and even alternate dimensions.

It even comes equipped with the famous tractor beam for alien abductions.

It never needs maintenance nor refueling.

400CP- Conspiracy Group

Cryptids and urban legends aren't known to band with others outside their kind, yet you have managed such a feat.

You have somehow managed to unite a group of cryptids and other urban legends. This includes anything from the Chupacabra, Bigfoot, the Loch-Ness Monster, Drowned Men and even aliens like the Grey.

With a group like that, there is much you could accomplish.

You may turn them into companion at your discretion.

This updates in future jumps to give you similar influence among strange and cryptic entities.

600CP- Realm of Legends

Cryptids and other strange entities are known to dwell in the most remote regions.

You have obtained a realm of your own design full of loyal cryptids and other legends. This realm is also magical in such a way that it can allow even creatures like Cryptids who require specific environments to live to thrive there.

You can purchase this item multiple times.

Idigam

100 CP- Reliquaries of Jumper

Idigam can imbue objects with power, and you have already gone ahead and done exactly that.

You have created relics infused with your power; Anyone you allow to wield these relics can use the powers infused within. You can even teleport to any relic across any distance even in other realms of existence.

200CP- Congregation of Jumper

While some Idigam hide away in the ocean or move through various territories for their experiments, others form cults around them.

You have a congregation all your own much like Deban Dun or Gamugur.

This is a group of humans from various walks of life from bartenders to salarymen, even a few big tech CEO and politicians. They believe you to be divine and your powers to be proof of divinity and their blessed status as part of your flock.

They can be very useful for spying on possible enemies, blending among mortals or gaining access to resources that would be difficult otherwise.

This item updates to grant you a similar congregation in future jumps.

You may turn them into companions or followers at your discretion.

400CP- Lair of the Idigam

Sometimes it pays to have a safehouse of your own.

This is a lair of your own design, located behind enough wards in a remote location that it can't be found unless you directly lead people to it. It is guarded by various loyal spiritual creatures that share your own nature as well as werewolves and spirits twisted by your power.

You can make them companions or followers at your discretion.

It is also equipped with everything you would need to run your own experiments on essence, spirits and the mutable and ever-changing nature of the Idigam.

600CP- Tower of Metamorphosis

Once there was an Idigam of language who sought a metamorphosis into a new form.

This tower that you have come into the ownership of seems to have been marked by the nature of the Idigam.

As such, any work, ritual, ability etc.… related to evolution, change, growth or metamorphosis is not only much more potent but also much more likely to succeed than otherwise.

Supernal Being

100 CP- Ritual Implements

To call upon supernal entities require the appropriate magic and equipment. This set of ritual equipment is tied to all supernal realms.

It can greatly help in any sort of summoning ritual especially when it comes to creatures from realms of magic and truth like the Supernal.

200CP- Gear of the Supernal

Metatron has his sword, shield and wisdom. You jumper also have your own gear.

This is a set of gear of your own design, it can be any combination of equipment you want and even include vehicles like a car or a bicycle. This greatly increases the power and control of supernatural abilities channeled through them.

This gear is unbreakable and scales with you as you grow stronger.

You can also lend copies of your gear to others like Metatron and similar to him, using the gear in a way you would disapprove of instantly makes the lent gear disappear into thin air.

400CP- Grimoire of the Supernal

The Supernal is not just the five realms of the watchtowers but can be considered to be a near-infinite number of worlds.

Thankfully, you have this grimoire that details everything about the Supernal from its denizens, methods to summon them, powerful supernal artifacts, various environments and resources of the Supernal and even the different ways to use magic and supernal abilities.

This grimoire updates in future jumps to cover the local equivalent of magic and/or occult power.

600CP- Lustrum

Lustrum are places in the supernal that have been stabilized by the influence of a powerful entity usually an Old God.

You possess your own Lustrum even if you aren't an Old God. It is located in a Supernal Realm of your choice and is full of various supernal creatures loyal to you. It even contains useful resources.

You can purchase this item multiple times.

Fae

100 CP- Goblin Fruit Plantation

Goblin fruits are some of the most well-known fares found in the Hedge and Arcadia, magical fruits that can grant potent effects to those who eat them.

You have gained your own plantation of all the various canon goblin fruits and even many who haven't been catalogued. The plantation pretty much runs itself as friendly goblins gather them for you.

200CP- Goblin Market Pass

Goblin markets are such well-known black markets that even some True Fae use them.

You have gained a VIP pass for them and will continue to find Goblin Markets even in future jumps. They may appear somewhere in the material world, in the Hedge and in all sorts of places where you might see fairies.

You may even sell your own wares in the market.

This also allows you to bring companions and/or followers as distinguished guests of the market.

400CP- Freehold of Jumper

Freeholds are groups of changelings who established themselves in the Hedge for mutual protection.

You have come into the rulership of your own Freehold, one that is particularly powerful. It is full of loyal changelings, hedgebeasts of all

kinds, goblins and even has good credentials with various other freeholds and the goblin markets.

In future jumps, the freehold adapts to give you similar influence over local fey politics.

You may make the changelings, hedgebeasts and goblins as companions and/or followers at your discretion.

600CP- Arcadian Domain

While Changelings and hobgoblins dwell in the Hedge, few would dare to go into Arcadia for this is where the True Fae dwell.

Somehow, you have come into the ownership of your own domain of Arcadia of your own design or a canon one even if you aren't a True Fae. It is also somehow ignored by the other True Fae unless you provoke them first. The realm contains all sorts of resources and mysteries you had expect of a realm of story and reality-shredding power as Arcadia is.

The Fae inhabitants are all loyal to you.

You can purchase this item multiple times.

Ghost/ Chthonian

100 CP- Anchor

Ghosts possess anchors related to what was precious to them in life. It can be a person, an object or even a house.

By drawing on your bond, you can recover energies quicker and receive a boost to your abilities.

If this is a person, they may be a companion or follower at your discretion.

You can purchase this item multiple times.

200CP- Memento

Memories are important, even more so to ghosts who generally have a poor grasp of their situation.

This is a memento of yours, something that allows you to keep your focus and hold on to your memories.

It also improves any sort of ghostly and/or death-related ability, power… you may have.

400CP- Haunted Spot

Ghosts are known to congregate around certain places from stereotypical graveyards to other places that have seen much death such as hospitals or even a home where the inhabitants died in a short amount of time.

Regardless, this is a place that attracts ghosts like moth to a flame. They all respect you as their leader.

It is also avoided by most people who know of it so no need to worry about kids going there for tests of courage or anything of the sort.

The spot empowers all ghostly and death related abilities, powers…

You can purchase this item multiple times.

600CP- Dead Dominion

Somebody is moving up (or is down?) in the world.

You have become the leader of a dominion either a canon one or one of your own design. You hold authority over it comparable to a Kerberoi and you can even set up your own Old Laws.

All the inhabitants are loyal to you. The place will keep gathering ghosts, memories, dreams etc. anything that passes on over time.

You can purchase this item multiple times.

Abyssal (Outer Dark)

100 CP- Helpful Intruders

Interesting, you have come into some unlikely help.

You have obtained a collection of Abyssal entities that take the form of items such as the Abyssal Assistant.

They are willing to let you use them without deleterious effect and they work as highly effective tools.

However, when lent to someone you wish to harm, they will have all sort of cursed effects upon their life. Maybe, they drain the vitality of the user, perhaps they mess with the electric grid and will electrocute anyone who tries to mess with it or maybe they give an unhealthy fascination towards a book until they literally vanish inside its pages for example.

You may turn them into companions or followers at your discretion.

200CP/400CP- Abyssal Cult/ Abyssal Legacy

Abyssal entities have their followings too.

You have gained a cult that worships you. It is mostly composed of mortals but also sleepwalkers and perhaps a few Scelesti.

They can even be entrenched deep in a city's administration such as being part of law enforcement, political parties and powerful companies and even live almost like lords in more isolated communes, the better to spread your influence.

You may turn the members into companions or followers at your discretion.

You will find a similar cult in future jumps.

For an extra 200 CP (or 100 CP if discounted), you have gained your own Abyssal Legacy cult much like the cult of the Doomsday Clock. This grants you your own cult of Scelesti mages with a remote headquarter inaccessible to anyone who isn't a member. They practice a legacy of your own design and can even be replaced by Abyssal entities once they reach high attainments of their legacy.

You may turn the members into companions or followers at your discretion.

Needless to say, this grants you a horrifying level of influence in the world of mages as getting rid of a cult like yours is nigh-impossible.

You will find a similar cult in future jumps.

400CP- Grimoire of Forbidden Knowledge

The Abyss is a place incomprehensible to mortals and even the most learned of Abyssal sage knows only an infinitesimal fraction of what lies within.

This grimoire contains everything there is to know about the Abyss from its denizens, summoning methods, artifacts, abyssal spells and even ways to safely use the Abyss and Paradox with your abilities including magic.

The grimoire greatly improves any ability, spell, power… related to the Abyss, Paradox, Chaos, Void, Darkness and/or Oblivion.

This book updates in future jumps to contain similar knowledge about eldritch realms and entities.

600CP- Abyssal Realm

The Greater Entities and Annunaki of the Abyss are worlds, timelines and stillborn universes unto themselves.

Somehow, you have gained a realm within it that belongs to you and isn't actually the body of an entity.

This is a realm of your own design located inside the Abyss. It contains Abyssal creatures loyal to you, resources and knowledge you may find great use for.

Your realm can't be accessed without your permission.

Much like an Annunaki, you may intrude your realm into reality to twist the laws of the world with Abyssal laws and potentially erase

entire regions from the world. The more you erase the greater you and the realm grows until one day your realm may replace the Fallen world with you as its Godhead.

If you are an Annunaki this can represent your body.

You can purchase this item multiple times.

Strange Entity

100 CP- Men in Black Gear

The equipment of the Men in Black works much better than it should. You have received similar equipment including but not limited to weapons, suits and vehicles all in black.

They work much better than their mundane counterpart and anyone who uses them without permission starts going mad. You are immune to those deleterious effects.

200CP- Cargo Cult

The Atakai have cargo cults formed around them.

You have somehow gained the loyalty of such a cult.

The Atakai somehow drop more cargo when you are around and they revere you for this as a holy figure. The cargo contains useful items and resources from objects that work closer to an ideal form of it to artifacts imbued with potent powers.

You may turn the members into companions or followers at your discretion.

You will find a similar cult in future jumps.

400CP- Station from Beyond

The Hellmenths use their Ghost Operators to trick unwitting mages into releasing them.

You have received radio stations, radio equipment and portable radios that can somehow receive and send messages to and from other worlds.

You can even communicate with otherworldly forces to gain useful boons and knowledge.

Furthermore, those who interfere with your communications tend to meet messy ends.

The staff of the stations count as followers and can even include ghost Operators.

This also guarantees that you will find similar otherworldly stations on the radio in future jumps.

Since you are paying CP for this, the messages you find and entities you contact are guaranteed to not lead you astray or bring you harm in any way unlike the predatory Hellmenths.

600CP- Outer Realm

The Atakai, the Men in Black, the Hellmenths and Quincunx all come from realms far removed from those even the local supernatural beings are familiar with.

Somehow you have come into the ownership of either a canon realm or one of your own design. It could be the true material world of the Atakai where organic creatures turn into inorganic mannequins, the realm where the Men in Black come from, the strange underworld of the Hellmenths or perhaps the unknown world the Quincunx originate from.

All its inhabitants are loyal to you. You may find useful resources and knowledge within those realms perhaps even strange sources of power.

You and anyone you choose to give permission do not suffer the hazards of the realm.

You can purchase this item multiple times.

Demon (Inferno)

100 CP- Corrupted Items

Sometimes, you can't be in multiple places at once so why not try another avenue of corruption.

This is a collection of all sorts of cursed items you may gift to your summoner or anyone you wish with a catch.

All these items have curses (that you and anyone you choose to exempt are immune to) attached to them that are both ironic and work to magnify the user's vices.

This could be a mirror that can hide flaws at the cost of making the individual vainer, wealth that seems to attract more of it and yet makes the user impossibly greedy and unwilling to spend any of it, maybe even a knife that cuts bones like butter yet gives murderous impulses.

Any sort of sin committed with those objects work to increase your infernal rank and abilities.

200CP- Book of Inferno/ Empyrean

The knowledge of Inferno is priceless if one intends to deal with their denizens.

This book covers everything about Inferno from its denizens, summoning methods, resources and powers that may be gained from making deals with the demons there.

It even greatly increases the potency of rituals, powers and abilities related to Hell, Evil, Sin and Corruption.

Or you could get a book that covers the Empyrean instead.

This book covers everything about the Empyrean and the angels that dwell there from their nature, summoning methods, resources and powers that may be gained from making deals with the angels there.

It even greatly increases the potency of rituals, powers and abilities related to Heaven, Purity, Virtue and Light.

The book(s) update in future jumps with information about Hellish and/or Heavenly realms there.

You can buy this twice to gain both options.

400CP- Testament of Jumper

Demons can increase their powers through testaments and yet the one you got surpasses even theirs.

You have made a testament that truly describes your powers and nature as a jumper. It can even increase all your powers even outside your infernal powers by guiding others or yourself into occult studies to add to it.

Since you are paying CP for this, none of the information found within may be used against you such as using your real name to curse and/or bind you.

600CP- Circle of Inferno/ Layer of the Empyrean

Inferno is scarcely described for merely beholding it is enough to scar the souls and morals of humans.

You have become the ruler of your own circle of Inferno. The demons are all loyal to you. It also contains resources and knowledge useful to you unlike the canon Inferno which is so full of sin that Dominions find it comparable to eating garbage. It can gather sins and damned souls to create new loyal demons.

Or, you can instead have obtained your own realm in Heaven. The angels are all loyal to you. You may find useful knowledge and

resources here. The realm can also gather virtue and virtuous/enlightened souls to create new loyal angels.

You can make the inhabitants companions and/or followers at your discretion.

You can purchase this item multiple times.

Pangaean

100 CP- Animal Tribe

The Pangaeans took the form of animals and shared kinship with them.

You have gained one such tribe of your animals much like Bull and his aurochs. They are much smarter than you would expect of animals and much like the Bees, they may even develop awakened magic.

200CP- Omphalos Stone

An omphalos stone is a stone given by a Pangaean or taken from their hearts.

The stone you have obtained increases the potency of spellcasting and spiritual abilities used around it.

You can buy this item multiple times.

400CP- Children of Jumper

Someone has been busy. You have somehow managed to create your very own group of Hosts. You can either choose a canon one or create your own group with powers comparable to the others.

They are all loyal to you.

You can buy this item multiple times.

600CP- Echo of Pangaea

When Father Wolf perished, Pangaea was destroyed and the worlds of Spirit and Flesh were separated forevermore.

Somehow, you have managed to find and rule over a realm much like the Border Marches that once covered Pangaea. This realm of your own design allows for the coexistence of creatures of spirit and flesh. It also contains weaker Pangaeans loyal to you that can become companions and/or followers at your discretion.

Who knows what kind of resources you could find in a place like this?

You can buy this item multiple times.

Hosts

100 CP- Host Animals

Hosts share a certain kinship with the animals they resemble.

You have gained a large group of animals related to your Host group such as rats or spiders for the Rat Hosts and Spider Hosts respectively.

They are quite well-behaved around you and respond well to training. They are also highly receptive to any sort of modifications you may use on them such as turning them into your spies or into powerful mutated creatures for example.

200CP- Tunnels of the Rat

The Rat Hosts are known to infest the same areas as rats including tunnels and sewer systems.

This item represents a series of tunnels that spread underneath every major location of the setting including through the Shadow and the Gauntlet. They make for a very useful way to hide and get around unseen.

It can’t be found unless you lead others into it.

400CP- Swarm of the Hosts

Hosts may be weak on their own but quickly become a nightmare as a group. This is a group of Hosts of your kind. They all look up to you

as their leader and somehow manage to curb their worst tendencies around you such as the fanaticism of the Rat Hosts.

With a large enough group, even the Forsaken may fear you.

You may turn them into companions and/or followers at your discretion.

600CP- Castle of the Hosts

The Crab Hosts are feared by the Forsaken of Tokyo for their easily defended castle and their location in the sea makes any attack on their territory suicidal.

You have somehow obtained a similarly well-defended and remote location to serve as your base. You can easily access your base unlike your enemies.

It could be a deep network of tunnels and sewers full of traps with the scent overpowering the werewolves' senses, a massive construct out of web deep into the gauntlet that leads into the deepest, most alien parts of the Shadow or a cave hidden underwater for example.

You can place this item in similarly remote locations in future jumps.

You can buy this item multiple times.

Geryo

100 CP- Geryo Strain

The Geryo strain is a dangerous disease for werewolves and Begotten alike. You have somehow obtained samples of the disease safely contained in tubes.

This also comes with all the equipment needed to run experiments with them. You could even find a way to turn the strain into an airborne pathogen or maybe even transmit it through television for example.

200CP- False Wolves

The Geryo known as Legion is capable of piloting bodies to hide from detection and even use multiple bodies simultaneously.

This is a collection of werewolf bodies of your own preferences. Even if you aren't a Geryo and/or do not have Legion's power. You are capable of possessing all these bodies simultaneously and use their abilities much like a normal werewolf.

This is useful if you wish to gather information on the local werewolf packs unnoticed for example.

400CP- Cult of the Geryo

The Geryo may be monstrous but it isn't to say that they aren't capable of attracting cults and followers.

This is a group of humans from various walks of life from bartenders to occultists, even a few big tech CEO and politicians. They believe you to be divine and your powers to be proof of divinity and their blessed status as part of your flock.

They can be very useful for spying on possible enemies, blending among mortals or gaining access to resources that would be difficult otherwise such as rare occult texts.

This item updates to grant you a similar cult in future jumps.

You may turn them into companions or followers at your discretion.

600CP- Geryo's Realm

Orocheiros never reveals her true body as she dwells in a Stygian realm from which she extends her heads.

Similar to her, you have found a realm of your own. It is isolated enough that you don't have to worry about being found but also close enough to places you find interesting to actually go there.

Somehow, this place also allows you to gather knowledge and resources such as ancient golden ingots and knowledge from ghosts for example.

You can buy this item multiple times.

Qashmallim

100 CP- Mundane Equipment

Ruby and Mr. Gold is a two-in-one qashmallim that appears when a large group of people are involved in a supernatural event.

Similar to it, you possess equipment that allows you to appear perfectly mundane. This includes clothing but also various items useful for investigating supernatural events such as powders that reveal ephemeral creatures for example.

200CP- Alchemical Laboratory

Qashmallim are very invested in the Pilgrimages of Prometheans but they can also serve as inspiration to their creators.

You possess your own alchemical laboratory with all the resources you need to create your own loyal Prometheans. This also includes a source of ready-to-use Pyros.

The laboratory itself is well-hidden enough that no one looks into the place at all.

400CP- Guide of the Principle

The Principle has a plan and not even the Qashmallim seem to understand it since they only know about their mission.

This book is a perfect guide to the Principle including its plans, the qashmallim, the various ways to use Pyros and their importance to the universe.

In future jumps, the book updates to include similar information about mysterious divine/metaphysical forces such as the Monad in a Pathfinder jump for example.

600CP- Showman of Secrets

The Showman of Secrets is a mysterious show related to an Arch-Qashmallim. Visitors to the show leave it only to find the outside changed, perhaps to show them the future, an illusion or another world with no guarantee that they come back.

You have received a similar item representing a creation of such world-shaking power. It could be a tower of Babel that erases the bodies of those who jump into it, maybe a technique that allows one to go to nightmarish realms or a light that causes those who see it to exchange memories for example.

You and anyone you exempt are immune to the risks of this item.

You can purchase this multiple times.

Angels of the God Machine

100 CP- False Identity

The Angels of the God-Machine have to act subtle to not have their true nature discovered by mortal.

You have received a disguise known as a Cover among Angels and Demons of the God-Machine. This also includes all the ID papers you need for your identity.

Your identity is so convincing that you could convince a man who just called the police to hand you all the evidence he has even if you don't have a badge to show for example.

You can buy this item multiple times.

200CP- Scrapyard of the God-Machine

As you would expect, the Infrastructure of the God-Machine requires a lot of resources to build.

Somehow, you have gained an endless scrapyard of all sorts of material you had need to build the Infrastructure of the God-Machine.

This also comes with all the equipment you need to build your own gadgets and to recycle objects into more useful forms.

400CP- Infrastructure

The God-Machine's infrastructure is vast and you have somehow obtained one of them.

This Infrastructure you have gained can be for any purpose you imagine from creating strange alien bugs or even resetting time in a large city. However, take note that the effects aren't subtle and may have the Angels of the God-Machine come investigate if the behavior shown is too abnormal.

On the other hand, there are few better ways to learn about the workings of the God-Machine than having one of its Infrastructures on hand.

You can buy this item multiple times.

600CP- Guide to the God-Machine

The God-Machine is simply beyond the understanding of lesser beings and yet you have found a guide to it.

This book contains everything there is to know about the God-Machine, its plans, infrastructures and various servitors like Angels and clockwork servitors.

This book updates in future jumps to include similar knowledge about other Godlike machines such as Autochton in Exalted for example.

Companions:

A discounted 100 CP companion is free for their origin.

Import

Import one or multiple companions. They receive 1000 CP and can take drawbacks.

Create

Create one or multiple companions. They receive 1000 CP and can take drawbacks.

Canon

Maybe someone has caught your eye. You will be guaranteed many favorable meetings to persuade them to join you as a companion

Spirit Companions:

100 CP- (Discounted Spirit) Projekt Werewolf

Werewolves go through their first changes which dramatically changes both their bodies and their minds. This makes the education they receive from elders all the more important.

This woman who usually wears a red coat used to be a wolf-hunter before her First Change. Following that, she was trained by merciless wolf-spirits into a werewolf-killing machines using both a variety of knives and her claws.

She has latched on to you pretty hard as she feels safe around you. She also takes your safety seriously as your personal assassin and bodyguard.

200CP- (Discounted Spirit) Fallen Moon

Sometimes, a Lune spirit wishes for more than the role they were born with and leaves to find their fortune.

This Lune is one such spirit, she may have once been part of the Elohim class but grew jealous of how other spirits could stay on Earth instead of being limited to the sky outside special occasions.

You met her on one such occasion and even protected her from a pack of Pure who tried to sacrifice her to their totem.

This has lit a fire in her heart as she chose to join and love you with a devotion that surpasses even the most fanatical of Lunes.

300CP- (Discounted Spirit) Void Star

The Shadow beyond Earth is far from empty. It holds its own spirits alien to those you might be familiar with.

You have managed to befriend a particularly powerful example of their kind. She takes the form of a woman with ebony hair around which light itself seems to disappear entirely.

She is the spirit of a bizarre star that seems to absorb light instead of emitting it which also grants her a potent bond with darkness itself.

You were the first person she met in this world and has latched on to you pretty hard as you granted her the warmth of companionship unlike the cold and empty loneliness of space.

400CP- (Discounted Spirit) Artemisia

There are countless alternate worlds, some nightmarish and others surprisingly similar to this one.

Somehow, a powerful Lunar Spirit taking the form of a silver-haired woman from an alternate timeline has made her way to you.

Unlike Luna, her lunar powers are specialized towards the Hunt and the Wilderness at the cost of a less mercurial nature and personality. She also bizarrely enough has a measure of power over Time as she can freeze it and even reverse it an area the size of a city if she pushes herself enough.

She can also use her blood as a highly flammable substance and/or to create draconic monsters.

Her blood can also turn lifeforms including humans and spirits into loyal draconic entities with a greater power depending on how quickly they adapted to it.

After meeting you, she has latched on pretty strongly as she believes that you hold the potential to be her consort.

500CP- (Discounted Spirit) The Queen of the Night

There are many kinds of spirits with some particularly ancient ones being among the most powerful.

This woman of hair as dark as night itself is one such case.

She is a godlike spirit of the Night, shadows and the Darkness and all sorts of things related to them. Not only can she see anything hidden under the cover of the night but her darkness is as deep as that of the void beyond as it can be turned into a highly dangerous substance that devours physical objects, entities and ephemera on contact.

She also holds power over all sorts of flowers and flower spirits. She can even sometimes be seen masquerading as some sort of Flower Dryad beneath the light of the Moon.

She has been observing you for a while from each and every shadow, ever since you first arrived in this jump in fact. She really likes what she sees especially as you and your shadow are the most unique being she has ever seen.

She has fallen hard for you and greatly wishes for you to be her consort.

600CP- (Discounted Spirit) Amaterasu

Helios is the spirit of the Sun whose radiance fixes everything in the Shadow. And yet another Sun from another world has arrived.

This spirit takes the form of a pink-haired woman with fox tails. She possesses the arrogance of a Goddess that stands at the top of the world with the power to back it up as she is more than a match for both Luna and Helios combined.

She can also create avatars of herself that can further separate into tails each with their own personality and interests though with enough similarities that they usually agree to share with each other.

Somehow, she can sense your interdimensional nature and your unmatched potential. This has led her to believe that you are among the very few beings worth her attention and that becoming your wife could be fun.

Astral Entity Companions:

100 CP- (Discounted Astral Entity) Your Daimon

The Daimon represents a mage's higher self who pushes them to develop as a person.

Somehow, even if you aren't a mage or human, you have managed to meet your Daimon.

They appear as someone or something that you can't ignore maybe a parent, a teacher, your favorite toy or imaginary friend as a child. Perhaps simply as a version of you that you wish to become.

They are on your side and wish to protect you as they can marshal your soul and mind powers to defend you if you allow them, they can also control the goetias representing your vices.

They can also serve as a highly effective teacher if you are ever in need of enlightenment. After all, who besides yourself knows you best?

200CP- (Discounted Astral Entity) Idol of Hearts

The collective unconscious holds astral entities that represent anything from ideologies, philosophies, mythological beings and even particularly popular fictional characters.

This woman seems to be the sum total of every single idol ever both living people and fictional idols such as vocaloids. She is a great singer, composer, musician and party-planner with a personality that can befriend anyone. She can even create her own special effects and back-up group members and extras using her powers over music.

She is also familiar enough with the mind that she can use her singing to manipulate it though she usually simply uses her voice to exorcise possessions and dark influences on her audience.

She thinks that you are pretty cool and that your Jumping adventures represent the opportunity to sing on the greatest stage imaginable.

She is also pretty willing to give you private shows.

300CP- (Discounted Astral Entity) Phantom Thief Group

Astral Space represents not only a great opportunity to learn forgotten lore but also to spy on rivals and thwart nefarious plots. This individual of your preferred gender is a talented Mastigos and a master of the Mind arcanum as well as a goetic sorcerer. They have a normal life perhaps as college students or office workers but it's during their off-time that interesting things start to happen.

They are the leader of a cabal of mages that specialize in exploring the collective unconscious. They usually target the Oneiros of criminals to make them confess their crimes and repent.

And yet their destinies demand more as they seem to somehow always get embroiled with bizarre plots with humanity itself at stake.

Perhaps, a God born of humanity's desire for dominion is trying to manifest to enslave them or perhaps a rogue mage has decided to create a false utopia by imprisoning everyone into an eternal dream.

They believe you to be a vital part of their group to face future challenges and treat you as a friend or closer if you wish.

400CP- (Discounted Astral Entity) Arthuria

The legend of King Arthur has remained one of the most-well known ever since the Middle Ages though not without a new spin on it every now and then.

This busty blond woman claims to be King Arthur and indeed appears to be an archetype of him. She is a very powerful and skilled warrior wielding the spear Rhongomyad and the mythical sword Excalibur. Her kingly charisma also allows her to assume positions of leaderships over honorable knights and warriors.

She is also a massive foodie and oddly enough lets her guard down around you as she drops her kingly persona and reveals herself to be surprisingly innocent. Careful, she can also be quite teasing and possessive around you.

500CP- (Discounted Astral Entity) Miss Sun

Astral Space is a realm full of possibilities and not every inhabitant is originally from there.

This red-eyed brunette woman from another world who calls herself Carmen is one such case.

She was once the CEO of a megacorporation that studied the human mind and was greatly loved by everyone in her company.

She lost her life in an unfortunate accident involving their flagship product: energy extracted from strange creatures originating from the Collective Unconscious.

This wasn't the end of her as for whatever reason, she ascended as some sort of memetic entity that takes the form of blinding sunlight and a disembodied voice though she can recreate her original form with some effort.

She is not only a brilliant scientist but also a charismatic orator. She can quickly grasp the personality of whoever she converses with, this allows her to easily reveal all their insecurities and doubts and forces them to confront them.

This ties into her new ability which is the manifestation of the Mind. Anyone who falls under her influence and can't overcome their vices becomes Distorted (though she prefers to call this their true form/nature) which turns them into monsters with forms and powers reminiscent of their traumas, past and personality.

Those who can overcome them however manifest what is known as EGO. Weapons, gear and sometimes locations with powers that represent them.

Aside from that, she also can transform people and creatures she and her companions defeat into books that give access to the person or creature's knowledge, powers and gear.

Who knows what else she might be capable of in time?

She met you and after conversing with you realized how unique you are compared to everyone else.

You have even managed to stabilize and curb some of her more amoral tendencies as she has fallen deeply for you.

She is more than happy to follow you in future jumps to learn more about the minds and souls there as well as to cure what she calls the Disease of the Mind.

600CP- (Discounted Astral Entity) Lady Death

Death is one of the strongest ideas in the collective unconscious which is easy to see considering the myriads of afterlives and entities embodying death you can find there.

You have managed to befriend a particularly potent one that seems to defy the limitations of the rest of her kind.

This goth ebony-haired woman is an embodiment of Death as she seems to know almost everything related to it from the cause of death of someone who died a millennium ago to the locations of gates to the underworld to estimating the lifespan of people and even potent rites to curse someone to death.

Despite this, she is a very cheerful and friendly woman perhaps as her unique existence has made her believe that life is to be enjoyed as much as possible before it ends.

She finds you interesting perhaps because she can't read your lifespan or your soul appears impossibly ancient and young simultaneously for example.

Regardless, she has decided that you are way too much fun to simply leave alone and now stands as a staunch ally or even closer if you allow her.

Cryptid, Urban Legends and Other Horrors Companions:

100 CP- (Discounted Cryptid…) Anomaly Enthusiast

It isn't surprising that there may be people interested in the paranormal, but this individual seems particularly intrigued.

This individual of your preferred gender is a true anomaly and cryptid enthusiast. They know pretty much every urban legend about ghosts, cryptids and strange things on the internet and through the grapevine.

They also own all the equipment necessary to detect supernatural creatures that they almost singlehandedly built on their own and it surprisingly works.

Oddly, they are an anomaly themselves perhaps transformed after going to one paranormal spot too many or maybe an urban legend manifested from a story on the internet and gained a new passion.

They somehow intuited that you were different from other supernatural natures and that strange events keep happening around you.

They ended up growing closer to you as a friend or closer if you allow it which led to them swearing to keep your secrets and always have your back.

They are highly helpful when it comes to investigations or tinkering with all sorts of technology.

200CP- (Discounted Cryptid…) Nessie

Cryptids are known to be difficult to find and some are rather shy and yet you have managed to befriend one of them.

This is the Loch Ness monster also known as Nessie or one of its relatives.

They are an atavism that takes the form of a plesiosaur and is surprisingly well-informed about the goings of supernatural societies around them from werewolves to mages and even begotten.

They like you quite a lot and are always more than happy to tell you about rumors and other information they learn.

300CP- (Discounted Cryptid…) Alien Trio

The Grey are among the most famous imagery of aliens in the world and you have somehow managed to befriend a trio of them.

These Grey are fairly peaceful as they seek to further their understanding of the universe and life itself.

They have all sorts of impossible technology including a flying saucer to get around.

They are very knowledgeable about the universe including alien species as well as other strange entities including the Deros and certain True Fae that take the forms of aliens.

As you are the one who first taught them about Earth and the different cultures there, they consider you a dear friend and are more than willing to help you with their technology and knowledge.

They would be more than happy to follow you in future jumps to gain more knowledge.

400CP- (Discounted Cryptid…) Forgotten Dragon

Once, the world held many more species of supernatural creatures that gradually retreated from the world as time went on.

This dragon was one of them. Her draconic form oddly enough bears more than a few similarities to fighter jets if they actually came equipped with plasma breath and claws that tear metal like paper.

She usually appears as a white-haired woman of great beauty.

She is particularly fast and agile even in her human form. This is combined with her incredible skill with weaponry that can allow her to match and overwhelm even physically superior foes.

You discovered her hideout and taught her about how much the world has changed since she last flew through the world.

She also possesses a gift of foresight that allowed her to learn about you and see a vision of the two of you getting together.

This has led to her becoming truly infatuated with you and wishing for you to be her lover. Woe be upon any who dares try to harm you for the ire of a dragon is a terrifying thing to witness.

500CP- (Discounted Cryptid…) Alien Visitor

There exist many stories and rumors about alien creatures from the Grey to the Deros and Teros with few of them benevolent.

You have managed to win the affection of a benevolent alien from an advanced civilization.

This entity of your preferred gender is from a species of aliens that could perhaps be behind quite a few alien conspiracy theories from crop circles all the way to the pyramids of Egypt.

They possess incredible technology that could advance any civilizations centuries into the future from faster than light travel to agelessness treatments.

They somehow always manage to remain ahead of whatever civilization they meet.

They even possess all sorts of psychic powers from telekinesis, psychometry, telepathy and all sorts of things beside such as manifesting fears as physical entities.

When they met you, they realized that the cosmos was a much bigger place than they first thought.

As you conversed with them about your adventures, they grew increasing interested and enamored with you.

This has led them to decide to join you in your adventures both to win your heart and because they have always enjoyed travelling to new places and what better opportunity is there than beyond the cosmos?

600CP- (Discounted Cryptid…) Analog Devil

Many are the strange creatures that inhabit the World of Darkness and beyond it and you have managed to befriend perhaps one of the scariest of them all.

This individual of your preferred gender is a terrifyingly powerful monster. They are as powerful as some of the most powerful spirits that ever lived.

They also possess a bizarre nature that seems to produce anomalous phenomena such as wishing wells that grant wishes that end badly,

strange alternate cities accessed by taking a wrong turn, cursed videogames….

Somehow, they can tell how different you are from everyone else. This has led them to consider you a kindred spirit with quite the spark in their heart for you.

Idigam Companions:

100 CP- (Discounted Idigam) The Thing

Idigam are monstrous entities yet they are capable of blending in.

This Idigam has mastered their shapeshift ability to the point that they appear completely human, they can even perfectly copy the form of anyone they devour.

They still retain their shapeshifting abilities to turn into a gelatinous creature with sharp claws and jaws that can slither through vents.

You have befriended them and taught them how to act human and for that they hold undying loyalty to you as a friend or more.

200CP- (Discounted Idigam) False Prophet

The Idigam tend to remain aloof from the rest of their kind as they live in isolated places or surround themselves with worshippers, yet this one seems to be an exception.

This Idigam of your preferred gender has seen your power and your potential which led them to decide that you were the only one worthy of the title of divinity.

They have styled themselves your prophet and their powers taking the form of sacred light, feathers and hymns do much to sell their performance.

They also excel at sabotaging rival cults from within either by corrupting the faithful or spreading conflicting ideologies that lead to schisms in the faith.

They are your most fervent believer ready to do anything to make your vision come true.

300CP- (Discounted Idigam) Hungering Depths

Idigam can be found in remote places and few are as dangerous to werewolves as the Idigam found deep beneath the ocean.

This Idigam of your preferred gender is a leviathan of the depths, a mix of various sea animals and ocean water that rises from the deep to devour boats.

They also excel in creating animal, spirit and human hybrids to fulfill their will.

Thankfully, they can take a smaller and more attractive form similar to a mermaid. They can even grow legs to walk on land.

They have tasted your cooking which gave them their first taste of what civilization is like.

As such they have latched on to you pretty hard as their guide and friend or something closer, to a world alien to them.

400CP- (Discounted Idigam) Void-touched Entity

The Idigam were imprisoned on the Moon during which time a few among them sought to contact the stars.

Something answered and through this meeting with a spirit of the Void, this Idigam was changed.

This individual of your preferred gender has been marked by their experience.

They have gained the ability to devour light and warmth from their surroundings and even more can even understand and mimic the songs of the Void Leviathans that bring madness and twist reality itself.

They have also gained great knowledge and affinity with the spirits of beyond and similarly alien creatures.

You managed to remind them of the warmth of the world they were once banished from and for this you hold their eternal loyalty and affection.

500CP- (Discounted Idigam) The Leviathan

The Idigam's very nature is that of evolution and change therefore they are true masters of survival yet none embody this more than this Idigam that could very well originate from another world entirely.

She usually appears as a silver-haired, red-eyed woman of striking beauty who calls herself Skadi.

She has great skill with her greatsword that can even cut through mountains, swimming and a singing voice that is both soothing and somehow capable of interfering with the cognition of anyone who listens to her.

This is a front; The woman has long been subsumed (or more accurately fused with) by the Idigam known as Ishar'mla itself.

Its true form is massive, a true Leviathan as told in the most epic of mythologies and legends.

She has all the physical prowess such a size implies and her capability for evolution and adaptation beggars belief.

And yet this may not be the most terrifying thing about her, it is her spawn known as the Seaborn who act as a hivemind known as We Many.

They can start as microscopic cells that can spread through entire oceans. Anyone who consumes them either in food or drink is a risk of becoming infected and mutating into a loyal spawn.

She can also create more complex spawn of disquieting diversity from algae and aquatic plants that seem to serve as a food source to the rest of her spawn to animalistic abominations that call to mind bizarre mutations and aberrations of aquatic life especially of deep-sea creatures.

Even worse, those spawns share her adaptative ability to the point that they could even adapt to survive and cross a stretch of land that has been corrupted by extradimensional demons to be lethal to creatures of conventional reality.

Somehow, your presence has anchored her mind enough to teach her to act human enough.

She loves you to an extreme level and greatly wishes for you to become her mate.

She also wishes for you and her spawn to travel to the stars together.

600CP- (Discounted Idigam) Primordial Mother

Among the theories of what the Idigam actually are, some believe them to be spirits of the primordial ooze before the rise of multicellular life.

This matronly horned woman does seem to support this hypothesis.

She is an Idigam and one of the most ancient ones as that as she remembers the times before multicellular life as we know it.

She can wield a black fluid known as the primordial sea as a weapon that can set itself on fire, easily rewrite any organic or spiritual lifeform as her child and create all sorts of powerful spawns.

She can also assume massive forms resembling draconic creatures with very few limits as her true body is her primordial sea contained inside a different realm.

She can even fire powerful lasers of spiritual energy.

She acts motherly with pretty much everyone and is greatly skilled with all manners of household skills from cooking to cleaning and even repairs around the house.

Your presence awoke her from a long slumber, and you helped her adjust to this familiar yet unfamiliar world.

This has made her fall hard for you which usually manifests as spoiling you perhaps due to her motherly nature.

Supernal Being Companions:

100 CP- (Discounted Supernal Being) Supernal Familiar

There are countless creatures in the supernal realm and you managed to gain one of them as a familiar.

This familiar of your preferred gender can resemble any sort of animal or supernatural creature you want.

Maybe it's a black cat that manipulates fortune, an imp that plays tricks with space, a dog with great vitality that never loses its quarry, a raven that brings you eggs containing precious gemstones or maybe even a dove that is an angel in disguise.

Regardless of the details, they are unfailingly loyal to you and can greatly help with any sort of magical research, ritual or learning that you try your hand at.

200CP- (Discounted Supernal Being) Demon Guardian

The demons of Pandemonium aren't kind and seek solely to test their summoners. And yet you managed to befriend one of them.

This demon of your preferred gender is the very picture of the guardian entity. Not only do they seem to preternaturally sense when you are in danger but they also always find the best ways to back you up and protect you.

They are taciturn but greatly care about their safety even beyond what you would expect someone dutybound to it perhaps a sign of their affection for you.

300CP- (Discounted Supernal Being) Flaming Valkyrie

The Angels of Aether take the forms of Old Testament angels but who is to say these are the only forms creatures of force and magic can take?

This woman with silver hair and fiery wings is the very picture of a Valkyrie. Strong with sword, spear and shield she also knows all sorts of secrets related to magic such as glyphs and runes especially those reminiscent of Norse runes.

You braved waves of flames to save her from the magical slumber she was forced into by a powerful curse.

This made her believe that the two of you are destined for great things. As such she will teach you everything she knows about the arts of war and magic.

Beyond her gratitude, your bravery has also won her heart and she will stand with you to the end of the world and beyond.

400CP- (Discounted Supernal Being) Angel of Death

Stygia is the realm of Death and Matter yet not all its inhabitants are shade.

You have befriended this somber woman of ebony hair and black wings. She is an embodiment of death and matter, a grim reaper and angel of death who can kill with a touch, a spell or a kiss.

She knows much about Death and the transmutation of matter. As such she can teach you not only how to kill but also how to work metal and use alchemy to transmute matter into materials of higher value.

Though she is usually morose, your mere presence is enough to cheer her up as she seems to love you a lot more than she lets on.

500CP- (Discounted Supernal Being) Arcadian Trickster

The Supernal realms are home to entities that call to mind the mythologies of Sleepers from angels to fae and even to mythological deities.

This woman who seems to favor a bizarre green outfit with a horned golden helmet is one such deity.

She is an Old God from Arcadia and a true master of Fate especially as it relates to her specific influences over its ability to trick from lies to illusions of all kinds.

She has mastered all sorts of tricks and strange magic that call to mind all sorts of magical and trickster deities from Loki and Utgard-Loki of Norse Mythology, Anansi of African Myths and Hermes of Greek Mythology.

She even knows all sorts of trickery worthy of the most powerful of Fae legends from Celtic folklore to all sorts of tales of changelings.

As you would expect, she is never one to pass an opportunity for a joke and simply loves interesting things and people.

This all changed when she met you and tried to trick you. You not only managed to see through her scheme but turned the table on her.

Her pride wouldn't let her admit defeat and so she kept trying to prank you repeatedly with you always finding a way to trick her instead.

Now, it seems that this is no longer about her pride but simply a way to get your attention as your personality and ability to keep up with her has made her fall deeply for you.

600CP- (Discounted Supernal Being) Living Storm

The Old Gods are remnants of the era before the Exarchs and you have managed to befriend a powerful one.

This woman of dazzling golden hair is the storm, an embodiment of lightning and its fury and one of the greatest forces of nature know to men.

She can even fire objects at speed exceeding sound much like a railgun.

She knows much about the Forces found in the universe especially those related to electricity and electromagnetism.

She is also very passionate much like a God of myth with the stamina to match.

She has intuited your otherworldly nature and found you highly attractive.

This has led her to wish for you to be her consort to enjoy everything this universe and all others have to offer.

Fae Companions:

100 CP- (Discounted Fae) Fairy Guide

The Hedge is a dangerous place to be especially if you are unfamiliar with its dangers.

Thankfully, you have found yourself your own guiding fairy. She takes the form of a pixie resembling a palm-sized blond woman with insectile wings though when she moves around quickly, she simply appears as a flying sphere of light.

She knows all sorts of secrets and things about the Hedge, Arcadia and various Fae.

She can quite mean but genuinely loves you to bits and so does her best to protect you from danger.

200CP- (Discounted Fae) Red-Haired Merchant

Hobgoblins are known to have various roles in the Hedge and Arcadia yet few are as well-known as the merchants among their kind

This goblin takes the form of a red-haired woman, she calls herself Anna and has a bizarrely large family composed entirely of sisters. She is a merchant through and through who constantly finds treasures and valuable wares to sell even in dangerous places where you may not expect her such as right before the castle of a dangerous True Fae.

She has somehow intuited your otherworldly nature and come to the conclusion that she could amass treasure surpassing all her sisters combined.

You also saved her life a while back when her greed exceeded her reason which has led to her treating you like a VIP customer and giving you information about interesting treasures.

She is even willing to work with you in the mercantile business and to buy stuff you find but don't need.

She even loves you more than wealth which is incredible for someone like her.

300CP- (Discounted Fae) The Hunter

The Huntsmen are Fae whose hearts have been taken by the True Fae and in doing so they have lost their freedom.

This individual of your preferred gender was one such hunter.

They are very skilled with their bow to the point that it usually requires supernatural assistance for their target(s) to dodge.

They also have various powers related to hunting such as creating supernaturally effective traps.

They also have a hunting hawk whose senses they can share.

You managed to give them back their heart and thus their freedom. This has led them to develop undying loyalty towards you and quite the affection for their savior.

400CP- (Discounted Fae) Titania

You have made the acquaintance of a strange Fae woman. She is a blue-eyed grey-haired woman that appears to be a queen of insectile Fae that she can command.

She is accompanied by a moth Fae that she can ride on to fly when taking a shorter, cuter form.

She also has her own Fae magic of light and slumber as she can buff her allies to gain a massive boost to their abilities at the cost of falling asleep shortly after.

She is friendly and truly a great diplomat and yet she hides a far darker truth.

She is a True Fae either exiled by her rivals, escaped from her enemies or simply tricked out of her domain.

Her nature is that of a liar, a creature twisted by fiction much like the Grimms Changelings.

When assuming her true nature, her powers turn darker as she calls upon massive arthropods such as centipedes and all sorts of biting insects. She can even wield a strange dark energy to power her magic with curses.

Her strongest power is a Title that allows her to assume a massive draconic form that can devour entire landmasses to fall forever in an endless pit.

Somehow, you can see through her disguise and lies. Your acceptance of her nature has led to a surprising change as she has grown happier and more hopeful.

This has led her to gaining a powerful love for you, one that she is more than happy to stealthily manipulate and destroy your enemies to protect you.

500CP- (Discounted Fae) Witch Queen

The True Fae call to mind all sorts of figures associated with fairies, fairy tales and even more modern abduction stories.

From the classic Lords and Ladies to the talking animals to the wicked witch to the mad doctor and even the aliens.

Somehow, you have managed to defrost a powerful True Fae witch known as Morgan le Fay perhaps the very same from Arthurian Legend.

She usually appears as a woman of great beauty with long whitish blue hair and striking blue eyes wearing a blue dress.

She is a tremendously powerful, skilled and knowledgeable witch as befits her namesake. Not only can she brew all sorts of potent potions and enchantments, but she can use all kinds of magic from Faerie magic to ones straight from British legends and even Norse Runes.

She similarly seems to master any sort of magic at extreme speed.

She was once a deeply idealistic woman who wanted only the best for her people, yet the chaotic nature of the True Fae quickly soured her.

You once partnered with her during a legendary quest in Arcadia in search of a grail.

During that time, she called herself your wife simply because her pride wouldn't allow her to subordinate herself to anyone and yet the care you showed her has worked wonders for her heart and mental state.

She has fallen deeply in love with you and is willing to do anything to win your affection.

Woe upon any who would dare harm you for a witch queen's ire is a terrifying thing to witness.

600CP- (Discounted Fae) Comic Artist

It is known that some True Fae dwell among mortals and yet few manage to blend as well as this one.

This woman with white hair with the inside purple calls herself Nihilux but she is actually a True Fae and one that is approaching Wyrd Ascension at that.

She also has another form where she wears a white and red outfit like a magician outfit complete with a wand.

Her true Fae form is a woman with a body of the night sky, white hair and eyes like moons or a shadowy figure surrounded by masks and circus props.

As a True Fae approaching Wyrd Ascension, she has extremely potent powers over Fate and spacetime that she can use to subtly manipulate reality itself much like some of the most potent entities of the World of Darkness.

Those same powers can also manifest as all sorts of magic tricks that have real effects unlike the mundane sleights of hands.

As True Fae need stories and legends to thrive, she has sensed your limitless potential and travel opportunities.

Using her powers of fate, she learned more about you and greatly loved what she saw.

She moonlights as a comic artist who draws comics of your and your companions' adventures.

She also draws shipping comics between you and her True Fae form that she may or may not be willing to show you.

As someone who has lived a very long life, you will quickly find that in this and future jumps that she has many identities which have granted her useful connections and much knowledge.

She could have been a spokeswoman for a powerful megacorporation, the troupe master of a magical theater troupe and the patron of a group of Fools with powers of Elation for example.

She usually acts like a fool but is much more perceptive than she lets on.

She worries a lot for you and works hard to protect you from entities that may harm you such as other True Fae.

Abyssal Companions:

100 CP- (Discounted Abyssal) Pretty yet Bizarre

Certain families have been of Abyssal cults for generations.

This white-haired woman with a strikingly beautiful appearance is one of them. She is a descendant of a family that made a pact with an Abyssal entity and have grown more prosperous since then.

She holds a deeper understanding of Abyssal entities and what they desire than the rest of her family.

This fuels her bizarre behavior such as her tendencies to stare unblinkingly at you or giggling at inappropriate moments.

She also awakened to a Dur-Abzu thus making her a Scelesti with incredible potential.

She has seen you in dreams and really likes what she sees.

She believes you to be the avatar of the Abyss and that a child between the two of you would be an (un)holy messiah that will open the gates to the Abyss.

200CP- (Discounted Abyssal) Your Home

There is a surprising number of Abyssal entities that take the form or twist human dwellings and parts of cities to their use such as the Twisting maze, the halfway house and the crossways.

Somehow, you have obtained one such entity to serve as your dwelling.

It is located in the suburbs of every city you go to; All the amenities are accounted for and so is the paperwork.

To you and anyone you allow to visit or live there, it is simply a cozy home though sometimes opening a door may lead you to strange places like a shop in another world, a cyclopean city or a bunker in an apocalyptic future for example.

It could even make you travel through a television or a painting to reach distant locations like airports, cities that exist only in dreams, alien worlds or rooms on fire for example though no harm shall befall you.

To anyone who would dare to intrude to harm you, it is their worst nightmare.

The halls seem to stretch infinitely, doors lead into closets and windows lead back into the basement. Objects start flying around as the house itself starts to feed on the minds and souls of intruders.

It can even create traps perfectly suited to the intruders' characters such as a painting or a beautiful garden.

It can even use the bodies of intruders it has taken care of as avatars who act very concerned for your safety and try to distract you from strange happenings in your home.

300CP- (Discounted Abyssal) False Master

Abyssal entities have many avenues to corrupt and twist the world yet few are as insidious as using seemingly benign knowledge.

This entity of your preferred gender usually takes the form of a wise master perhaps a reclusive wizard or a teacher of eastern practices like qigong.

At first, their students notice nothing out of the ordinary yet the more they practice their exercises the more they find themselves changed due to the teachings' inherent sympathy with the Abyss as their very minds and bodies are tainted.

With a long enough period, they may very well end up replaced by an Abyssal entity wearing their skin.

They also have accumulated and tend to accumulate a lot of wealth, magical knowledge and even quite a few supernatural artifacts of great value.

For you however, they are more than willing to teach you actual safe techniques.

They know all sorts of ways to use the Abyss and paradox as well all sorts of knowledge that has been lost to time such as the locations of ancient ruins full of supernatural secrets.

They can of course also teach various insidious methods to use the Abyss to corrupt people, places and objects to gain power and advance your goals.

They have seen your potential and have decided that you are the greatest student they could hope for.

Their feelings for you may surpass the typical Master- Apprentice bond and it would mean the world to them if you were to accept though they understand if you wish it to remain platonic.

400CP- (Discounted Abyssal) Angel of Beyond

The Abyss is always a danger to mages no matter how great they may believe themselves to be. When a would-be-archmage or an archmage falls victim to the Abyss, the result is a creature known as

Qlippoth who appears as the mage did with a crazed look on their faces.

The mage's soul is imprisoned inside their body that is piloted as a meatsuit by Abyssal creatures as they suffer every single paradox they ever caused and all sorts of Abyssal entities corrupt their mind and souls into a reflection of the Abyss.

You have somehow managed to obtain a Qlippoth of your preferred gender turned to your will.

Whatever you did to them somehow fused them with all sorts of Abyssal creatures and freed them from their suffering.

This has allowed them to complete their ascension as a Scelesti archmage known as an Aswadim as they used an Abyssal object to complete their ascension thus granting them a nobility title among the entities of the Abyss.

They appear as an angelic figure with a body and wings like the night sky itself. They hold much knowledge about the Abyss, magic and possess great power over paradox and oblivion.

As you saved them, they have become your dark herald, your most loyal and devoted servant with endless loyalty and affection for you. They are more than happy to teach you everything they know, act as your envoy and create countless cults of the Abyss to advance your goals.

500 CP- (Discounted Abyssal) Black Goat of the Woods

The Annuaki are worlds and stillborn universes unto themselves and the source of countless Abyssal Horrors.

You have somehow managed to win the affection of a particularly potent one.

This busty dark-haired woman is actually the avatar of the Annunaki known as the Black Goat of the Woods.

She is a talented artist who can even turn her drawings into living beings.

She also has incredible powers of fertility and over nature though as she is Abyssal in nature those tend to take terrifying and ominous forms such as Woods straight out of the darkest of cosmic horror stories.

Her true form is a horrifying thing to witness a constantly morphing creature of hooves, maws and tentacles that spawns countless bizarre creatures.

You found her through a ritual you discovered in an old house left to you in an inheritance.

She finds you positively adorable and loves doting on you like an older sister though her interest in you is clearly romantic in nature. Woe unto anyone who would dare to harm you for she will have qualms against sending countless abominations after them or personally destroying them herself.

600CP- (Discounted Abyssal) Tohu Va Bohu

The Annunaki are sleeping, shapeless and dreaming yet their dreams are potent things as they form entities, objects and according to Scelesti legends even the Supernal laws themselves.

You have somehow managed to win the heart of an Annunaki of incredible power.

Once mindless and sleeping, your presence somehow caught her attention and a notion of self as she discovered something new, you.

Her avatar is a red-eyed silver haired woman who wields potent powers of corruption that turn anything the black liquid she wields touches into a creature loyal to her.

She can similarly open portals to a realm that seems to be an apocalyptic world consumed by the void.

These voids can even appear in the physical world to erase parts of it.

She is sometimes known as The Nuclear Chaos and as the Daemon Sultan.

Her Annunaki body is a star of chaos and radiation that constantly emits energy.

She can create entire worlds and realms populated with entities just by dreaming.

She and her avatar are both capable of using something she calls Dissolution, a power of erasure that can affect even reality creating rifts, scars and even cataclysmic phenomenon.

Those affected by it are transformed physically and mentally depending on how severe the erosion is.

If the dissolution continues until the final stage, entities and objects are erased from existence including memories, traces and records.

For awakening her to the self and consciousness she loves you more than anything in or outside existence.

Be careful, for you have romanced a living apocalypse in the making.

Ghost/Chthonian Companions:

100 CP- (Discounted Ghost/Chthonian) Ghost Dog

Ghosts aren't only humans but can also be animals.

This dog of your preferred gender and breed is one of them.

They were either your dog in life or you comforted them after their passing which led them to latch on to you as their new master.

Their ghostly state has made them stronger than a normal dog and they have even developed numina related to fear and guardianship.

200CP- (Discounted Ghost/Chthonian) Warrior Ghost

Ghosts usually retain little of what and who they were in life yet some remember and continue to hone their craft.

This individual of your preferred gender was a warrior of renown when they were alive.

Perhaps they were a general under Alexander the Great, a skilled samurai general during the warring states era or perhaps even one of the romanticized characters from the Three Kingdoms era.

Regardless of the details, they are a skilled warrior who have pledged their blade to you after you defeated them in battle.

Following that event, they have observed you closely and concluded that you are truly worthy of their loyalty and even their affection.

300CP- (Discounted Ghost/Chthonian) Psychopomp

Certain geists take the role psychopomps, guiding souls in the afterlife and sometimes guiding ghosts to let go of their burden in the world of the living.

This geist appears as a black-haired woman wearing a black kimono. She possesses numerous ghostly powers over ice and great skill in swordsmanship. Her drawing skills aren't the best however.

You helped her when she was injured fighting a powerful ghost in the world of the living. Following that event, you had to substitute for her until she was recovered.

This has led her to greatly respect you and to become quite affectionate towards you.

400CP- (Discounted Ghost/Chthonian) Judge of the Underworld

The Underworld has its own laws and as such it is necessary for someone to judge rulebreakers.

This Kerberoi of your preferred gender is a true judge of the underworld. They know every law of the underworld in every Dead Dominion.

They possess great ghostly powers of judgement that area all the more effective if the target has broken laws in the Underworld.

They also possess the ability to detect lies spoken to them which is useful when listening to testimonies.

You once helped them apprehend a dangerous group of ghosts that aimed to destabilize their dominion to leave it vulnerable to invasion from rival powers.

This has led to them falling hard for you and they are always willing to run to your rescue if you ever get into trouble.

500CP- (Discounted Ghost/Chthonian) Lady of Graves

There are countless Dead Dominions and as such it stands to reason that someone has to be responsible for sending ghosts to where they belong.

This woman of stark white hair might be the answer. She is a powerful Deathlord with great knowledge and influence over fate, rebirth, reincarnation, death and judgement.

She also has great knowledge and skills in enchantments as she can even create enchantments that can bind powerful godlike entities.

She can inherently see the deeds that a soul has committed in life in spite of any concealment.

This isn't the most interesting fact about her however. It is that her power over fate allows her to see the fate of each and every soul.

In fact, this bond with fate also grants her an incredible destiny as she may become the Survivor after the universe's demise.

She finds you endlessly fascinating perhaps because her foresight doesn't work on you or your deeds seem to be impossible due to the age of your soul for example.

She has since kept watch over you and decided that she greatly wanted you to be her consort and to help her build the universe anew if it were to be ever destroyed.

She is similarly interested in future jumps, perhaps to learn more about the nature of the afterlives found there.

600CP- (Discounted Ghost/Chthonian) Queen of the Underworld

The Deathlords are mythical beings said to be the highest authorities of the Underworld and you managed to gain the affection of one of them.

She usually appears as a striking woman with blonde Hair and red eyes. She is a true queen of the underworld with tremendous power and authority over it, death and ghosts in general.

She can summon and control blue flames that burn souls, summon ghosts to do her bidding, elegantly wield a spear and create cages that can imprison souls. She can even turn into a giant ghost for even greater power.

Her authority over the underworld is such that she can declare new Old Laws over her dominions that can great impair even a primordial entity.

She is quite shy with those she likes and dreams of an underworld filled with flowers.

She fell for you after you treated her like a normal person and told her about your adventures in the world of the living.

She loves you enough that she would even risk her soul vanishing while fighting a primordial goddess if it was to save you.

Careful though, she is a possessive one.

Strange Entity Companions:

100 CP- (Discounted Strange Entity) Agents in Black

You know them from movies, people in black suits driving black vehicles that appear after strange events to ask questions. And somehow, you have won the loyalty of a trio of them.

These individuals of your preferred gender are actually supernatural beings from beyond reality in spite of any superficial resemblance to humans.

They are capable of detecting people who witnessed (or caused) supernatural events with a limit of around one year ago from the present day.

They also hold enough seemingly legitimate documents and equipment that people don't think of checking their credentials. They can also fight quite competently both alone and as a group.

Perhaps most noticeable of all, if one of them dies they simply come back at a later time just coming out of another black vehicle.

You helped them complete an investigation without revealing their identities and taught them how to actually act human.

They chose to follow you from then on, even somehow getting whatever superior they have to agree to this arrangement.

They are more than happy to help you with any sort of investigative work, spying or fight you may want.

200CP- (Discounted Strange Entity) Flight to the Outside

The Atakai are plane-like entities that drop cargo and it would seem that they may have a relative.

This entity of your preferred gender takes the form of a private airplane.

They can not only seamlessly go to any airport or landing spot as all displays somehow show that the plane was expected but they can even go to other realms.

These include not only the invisible realms like the Shadow and Astral Space but also strange places beyond the known cosmos like the material realm of the Atakai and perhaps even the realm the Quincunx come from.

Similar to the Atakai, they also tend to drop cargo near your home that is useful to you.

The inside of the plane has all the amenities you may wish for and has attractive avatars of the plane who act as flight attendants and pilots.

You once saved the plane from crashing and burning after they flew during a heavy storm and for that you hold their undying affection.

300CP- (Discounted Strange Entity) Nightmare Entity

There are countless realms and you have managed to befriend an entity from a truly nightmarish reality.

This entity of your preferred gender appears to be a normal human in their disguised form.

Their true form is an unnaturally tall nightmarish humanoid wearing a suit with elongated limbs and no facial features.

They are an ancient entity as old as recorded history. They can spread their influence through the internet and television to corrupt creatures into faceless monsters loyal to their will.

They can teleport and even move through televisions.

They can even appear in different places and act at different points in time.

They can feed on fear to grow stronger and are quite adept at all forms of torment to obtain it as they also possess the ability to influence dreams. They are very tough to injure.

You once found them injured and helped fight off a rival monstrous entity.

This led to you befriending them and since you saved their life, they are very grateful to you enough to develop a crush on you.

They are more than happy to team up with you, spy on your foes and torment your enemies for you.

400CP- (Discounted Strange Entity) Secret Lord

Some entities are more hidden by others not just because their realm of origin is incredibly obscure but also because most communications are written in code.

After extensive research and investigation through many rabbit holes you have uncovered a particularly well-hidden and ancient creature whose existence is hidden away by codes and ciphers.

This entity of your preferred gender appears to be a demon of the Outer Darkness with a humanoid form and batlike wings though their form is extremely malleable.

They are a powerful entity from a realm of demons beyond the known universe.

They are a lord among their kind, a scholar of the occult and arcane technologies. They possess incredible alchemical knowledge and skill in fleshwarping to turn their enemies and experiments into loyal aberrations.

They run countless experiments in their laboratories and have served as a dark muse to countless inventors with more genius than sense.

Your investigation and brilliant deductions caught their attention. They started to observe you and steadily grew more and more

intrigued until you discovered their existence upon which they revealed themselves.

They think you are the most interesting person they have seen and have even intuited your otherworldly nature.

They are more than happy to use their research capabilities and/or raw power to help with your goals. All they ask is a place at your side as a friend or more.

500CP- (Discounted Strange Entity) Crawling Chaos

The Horrors of the Outside are beyond human comprehension, yet few are as odd as this one.

This woman with silver-hair and green eyes is far more than she seems.

She is the Crawling Chaos known as the Envoy and Soul of the Outer Gods.

She is extremely knowledgeable about all sorts of eldritch deities and rituals including whatever plans those Gods may have in this and future jumps.

She has extreme powers of shapeshifting, bizarre godly powers and can create all sorts of avatars.

This is coupled with her incredible scheming capabilities to set up countless cults and conspiracies to fulfill her goals and those of her dread masters.

She also does Kamen Rider poses and uses what she calls space CQC for some reason.

She has fallen hard for you at first sight and only grew to love you more and more over time.

She greatly wants to marry you and to have children with you.

Careful, she can also be very clingy.

600CP- (Discounted Strange Entity) The Key and the Gate

Beyond the cosmos lies creatures whose very presence can bend reality itself and you have obtained the love of perhaps the greatest among them.

This woman of ivory hair and piercing blue eyes is far more than she appears.

She is the Alien God known as the Key and the Gate said to embody all of time and space.

She does have potent power over time and space that she can use to open portals to anywhere and to any point in the past.

She could potentially destroy the universe if potent rituals were used to grant her main body access to the universe.

As you would expect there seems to be nothing that she doesn't know about as her senses spread through time and space.

You met her while visiting a bookstore and hit it off immediately. It may have seemed to be a stroke of fortune, but she seemed to already know about you.

In truth, she watched you enter this world and using her omniscience learned everything she could about you.

This led to her falling deeply in love for you as you are the most fascinating being that she has ever seen in her existence.

She can always be counted on to teach you anything you wish to know and protect you. Woe be on any who wishes to harm you for they will truly face the full might of spacetime and her eldritch powers.

Demon (Inferno) Companions:

100 CP- (Discounted Demon (Inferno)) Nun from Hell

Dressed like a proper nun, you wouldn't believe her to be a fervent follower of a demon, you in fact.

This white-haired woman is actually a highly knowledgeable occult specialized in demonology.

She learned about you from a niche occult text even if you didn't have your own testament before.

This then led to your first meeting which was a divine revelation to her as she believes you to be the one that she was waiting for.

She is your most fervent believer who also loves you deeply.

She is highly skilled at corrupting people to your cause as she can act the part of the upstanding nun perfectly.

She is highly receptive to any procedure you would use on her such as demonic endowments.

200CP- (Discounted Demon (Inferno)) Demifiend

As shown by the Lucifuge, the blood of demons has indeed mingled with that of humans and yet this individual is more than a simple descendant.

This individual of your preferred gender seems to be a hybrid of demons and humans.

This has led them to gain incredible potential with less weaknesses than you would expect of such a combination. They even seem to be a rapid learner at anything they try their hand at.

They took some time to adjust to their new state during which you taught them how to handle their powers and keep their grip on their personality.

This has led them to become quite enamored with you as you are pretty much their safe harbor in the supernatural world.

300CP- (Discounted Demon (Inferno)) Fallen Angel

There are countless demonic entities out there and some of them have their origin from the Heavens above.

This beautiful raven-haired woman with black wings is the very image of a fallen angel.

She is a powerful fallen angel who kept her powers over heavenly light and lightning which is made all the more dangerous by her mastery of warfare.

She is also highly knowledgeable as she has learned all the knowledge of the Grigori and their Nephilim children who taught humans warfare and metallurgy.

She is a natural tease with a sadistic streak for her enemies.

You managed to win her heart by defeating other members of her kind who sought to take her power.

This has made her fall hard for you and she now seeks to use all her power and knowledge for your sake in the hope that you will reciprocate her feelings.

400CP- (Discounted Demon (Inferno)) Red Devil

Hell is home to its own nobility and you have managed to win the heart of the heiress of one of its most prestigious houses known as House Gremory.

She appears as a busty woman with hair red like blood but is actually a very powerful archdemon. Unlike the traditional sins, her power is over Destruction itself similar to some Maeljin.

This grants her incredible raw power and destructive potential as this allows to turn both living things and inanimate objects to dust.

You won her heart once you defeated a suitor of hers who tried to force her into marriage against her will.

This has made her fall hard for you, she is more than happy to use her vast influence to help you and woe upon any who would try to harm you for she will show no mercy.

500CP- (Discounted Demon (Inferno)) Queen of Flies

There are countless demons in Inferno yet few are as well-known and feared as the archdemons.

You have managed to win the heart of a particularly potent archdemon.

This dark-haired gloomy woman dressed in a black priest outfit is far more than she appears. She is actually the Great Archdemon known the Lord of the Flies or Beelzebub.

She is bizarrely skilled in martial arts with or without her skull-tipped staff as she can create vibrations from any part of her body that can cut through steel and bodies like butter. They can even be used to form highly effective shields to protect against attacks.

This culminates in an ultimate technique known as Chaos that creates a massive sphere of destructive vibrations around her.

She is not a brute however as she is a terrifyingly skilled scientist.

She is a master of both mechanical engineering and biological manipulation as she could take a sample of a being to turn them into a parasitic entity that could subsume even a God.

Furthermore, she has more powers befitting her namesake. She has terrifying control over flies and all sorts of flying pests that she can even see through.

She also has terrifying power over gluttony itself not only in forcing people to eat until bursting but in creating countless demonic maws, limbs and tentacles to devour anything.

Even worse, her authority also extends over disease.

She can spread deadly plagues that mutate the infected into zombie-like creatures and other strange monsters. It can even unhallow the land.

Her greatest creation is known as the Black Grail, a disease that can fuse the infected into massive aberrations known as Hegemons that can crush armies. This disease can even infect the mind to inflict a perverse devotion to her.

All those infected and the prayers sent to beg for relief from their suffering serves to empower her.

You helped her take revenge against a rival archdemon who murdered all her friends as sacrifices to resurrect an ancient demon. Following that event, you remained friends and fellow researchers in ancient mysteries.

She can no longer imagine life without you anymore and greatly wishes to win your affection and become your wife. She is willing to do anything to protect you and will show the true wrath of a Demon Lord upon anyone who dares harm you.

She is also greatly intrigued by the idea of other worlds and would join you in a heartbeat.

600CP- (Discounted Demon (Inferno)) Lucia Aylith

All kinds of demons exist in Inferno from those spirits born of sin, creatures corrupted by their vices or those fallen into damnation.

This blonde-haired woman of radiant beauty is far more than she appears. She is a true Lord of Hell who was once among the foremost of angels in whatever Heaven she once lived in.

She even managed to hold on to her angelic powers that take the form of radiant light and sunlight powers which affords her much more power than a typical Lord of Hell.

Her influence in Inferno is massive as countless archdemons and their legions answer her will for they fear crossing her and perhaps envy her angelic grace.

She is arrogant to a fault and an extremely skilled manipulator which may have played a part in her fall from grace.

You once befriended her amnesiac mortal self during a time when she was cursed by another powerful entity of Inferno and took care of her.

When she regained her powers and memories, the experience of living with you marked her more than she cares to admit.

She then investigated your background and realized that in countless alternate worlds and incarnations, you were always kind to her.

This has made her fall completely for you as you have shown her more care than anyone else in her long existence.

She is fully willing to do everything in her power to protect you and win your affection.

Anyone who wishes to do you harm will have to deal with a Demon Queen that even the Heavens fear.

Careful, her love can be heavy.

Pangaean Companions:

100 CP- (Discounted Pangaean) Shaman of Jumper

During Pangaea, the mages known as the Wise once made deals with the Pangaean for artifacts, knowledge, power and protection.

This mage of your preferred gender has rediscovered this tradition. They are a Thyrsus of great potential.

They found the existence of Pangaea after looking through numerous archaeological sites. At first, they despaired as they believed no Pangaean still lived at least until they met you.

Your meeting was akin to a revelation, one that they chose to interpret that they were meant to serve as your high priest(ess) to whatever cult you may wish for.

They have many connections among mages and spirits through their extensive archaeological research that was of particular interest to them.

This can allow them to quickly gather information and magical objects that can of use to you.

All they ask for is a place at your side.

200CP- (Discounted Pangaean) Fragments of Jumper

The Hosts at least the Rat and Spider hosts are known to descend from Pangaeans.

You too have managed to create your own race of spiritual entities.

They share your nature and echoes of your power that they can use to extensively mark a territory and taint its resonance.

Depending on your preferences, they may tear through the gauntlet, thicken it or create Wounds in the Shadow for example.

They are particularly apt at hiding their true nature such as appearing as normal spirits or humans.

They are all unwaveringly loyal to you and you can always count on them to do their best to fulfill your will.

300CP- (Discounted Pangaean) The First

The First of Father Wolf may be the most powerful descendants of Pangaean yet they may have competitions.

These are the children of a powerful Pangaean of your choice it could be a Wolf, a Bird, a Fox, a Bull or even an Alligator for example. They are all of your preferred gender.

They also possess different powers, abilities and skillsets much like the First who serve as distant tribe leaders to the werewolves.

They always were fiercely competitive and soon decided to try to settle it by having whoever managed to seduce you first be the winner.

At first, they only did it to get one over their siblings but over time they were all won over by your personality and actions.

Now, they might bicker among one another but have decided that they are fine with sharing you with each other though they love you too much to force you into a relationship.

400CP- (Discounted Pangaean) God-Beast

Pangaeans disappeared alongside Pangaea but what if there were others beside you?

Somehow, you have managed to find and befriend a Pangaean of a nature of your choice and of your preferred gender.

They are a particularly powerful behemoth of Pangaean kind easily the match of the Bull and Father Wolf himself. They may even yet find their descendants still walking this world such as the fox spirits if they are the Fox for example.

You found them and awakened them from the state of torpor they were trapped in ever since the Border Marches fell with Father Wolf's death.

You ended up guiding them and teaching them about everything the new yet familiar world has to offer and so they chose to throw their lot in with you.

They have grown quite the spark in their heart for you as the one who saved them from wasting away to nothingness and for teaching them about the world.

500CP- (Discounted Pangaean) Sui Reborn

Pangaeans are far more than godlike beasts, they are true embodiments of aspects of the world itself.

This Pangaean is one that seems to have come from another world.

She takes the shape of a massive serpentine Dragon and seem to embody the fury of the Horizon itself. This accords her all sorts of bizarre powers over nature and even the manifestation of concepts and illusions into tangible forms.

She can also split into a dozen powerful avatars each with their own specialty through which they channel divine power to take it to godly levels.

They all seem to be more humanlike as they tend to be based around arts of humanity.

One is a master martial artist, another a blacksmith who can forge divine blades, another a goddess of harvest who can create crops resistant to all sorts of disease and manipulate the concept of growth in general, another can weave concepts into clothes and objects.

Another can paint living entities and create pocket worlds, another can use her mastery of chess/weiqi to manipulate the battlefield, another seems to manipulate dreams, another is a master of legal laws, another a great doctor, another is a great chef and another seems to have powers over writing that can influence history itself for example.

They each have their own mind and will and treat each other like siblings do.

You managed to save her life when a group of Pangaeans and their human cults tried to kill her to take her powers. She then observed you for a while and grew to love you more and more over time, a love that she shares with her own avatars.

They each love you in their own way and want to win your heart. At least, you are unlikely to be bored with some many personalities. They are also ready to fight tooth and nail to defend you and will destroy anyone who dares try to harm you.

600CP- (Discounted Pangaean) Ancient Love

The love shared by Father Wolf and Luna has truly changed the face of the world as their children maintained the borders of the realms and monitored both spirits and humanity.

You are fortunate as you have found your very own mate of your preferred gender who is everything you could want in a lover and spouse.

They are easily the match of Luna and Father Wolf combined and love you even more than the two of them did.

They can be any sort of entity you want from a spirit to a Pangaean, an Astral entity or perhaps even a creature from beyond the known cosmos if you are particularly daring for example.

Thankfully, they are at least guaranteed to not be as insane and mercurial as Luna proved herself to be and are also guaranteed to be a wonderful parent to any children you may have.

Hosts Companions:

100 CP- (Discounted Hosts) Rat Thief

The Rat Host are particularly fanatical about their religion devoted to their progenitor the Plague King yet this one seems to be different from the others of their kind.

This individual of your preferred gender is a Rat host with more skills than others of their kind. They have grown much more cunning and intelligent than the rest of their kind.

They are a skilled thief who seems to have a sixth sense to know when they are observed.

They are also talented at tunneling as they can create tunnels all over a city to serve as a base and with many escape routes.

They are also an inventor who have managed to develop ways to merge technology with spiritual abilities especially the plagues carried by disease spirits.

Furthermore, they can also see and read portents of the future like some of the more potent Rat Host hybrids.

You helped them escape from an Idigam that sought to experiment on them.

For this, they consider you very dear to them and are willing to help you with their skills as an inventor and a master of thievery and tunneling.

200CP- (Discounted Hosts) Spider Weaver

The Spider Host are obsessed with weaving to thicken the gauntlet and separate the Shadow from the Flesh.

This white-haired woman is one of the spider hosts.

She is extremely skilled at weaving both durable clothes and webs to ensnare her prey and thicken the gauntlet. She is a surprisingly competent fighter.

This has also given her a great talent for spatial abilities that she may discover in time.

Thankfully, she is a lot more stable than her sisters though she instead suffers from a deep social anxiety. She is also a lover of videogames and manga which she references often.

You saved her when her home of webbings was set on fire by a particularly potent fire spirit. This led to her becoming greatly enamored with you. She is always willing to help you out, play videogames with you and make you stylish clothing.

300CP- (Discounted Hosts) Fungi Witch

The Fungi Host is a particularly obscure Host that is nonetheless quite dangerous.

This brunette woman is an occultist with a hobby of studying fungi. She knows all sorts of brews, potions and ways that mushrooms can be used including for poison or as a delicious stew.

She is actually a Host of the Fungi that has somehow achieved a fusion with it instead of being a corpse piloted by a fungal hivemind.

When her ire is roused, she becomes capable of the same methodical revenge as the Fungi Host is known for as she excels at information gathering and feeding it to the right people at the right time such as the enemies of those who earn her enmity.

She is also extremely difficult to kill as she can regenerate from any part of her body even when torn to shred.

You taught her about occult practices, legends about mushrooms and helped her get revenge against a pack of werewolves who tried to kill her. This has earned you her affection for accepting her in spite of her nature.

400CP- (Discounted Hosts) Honey Devourer

The Locust Hosts is one of the most feared Hosts of all for when enough of them are gathered, they fly in swarms that devour all in their paths.

This individual of your preferred gender is a highly influential person perhaps a business owner, a banker or a politician but that is just a front to their true identity. They are a Locust-Host hybrid who seek the greatest gourmet food.

They are very talented in manipulation and politics to secure the greatest amount of capital to acquire their ingredients.

They not only can summon countless hungry locusts but can also create delicious and very addictive substances that they use to hook the wealthy and powerful to their will.

You showed off your cooking skills perhaps even using ingredients from other jumps for the recipe. This has truly stolen their breath away and made them fall hard for you.

They are more than happy to be your personal chef and to use their delicious (and non-addictive) creations to win your heart.

The idea of exploring the multiverse is one they are more than happy with as it would allow them to enjoy new flavors with you.

500CP- (Discounted Hosts) Serpent of Wisdom

The Razilu also known as the Snake Host is one of the most mysterious Host out there.

This snakelike black-haired woman may provide a possible answer to their nature.

She is a scientist obsessed with learning everything and gaining immortality.

She has mastered all sorts of techniques to mix spirits, hosts and physical creatures to create all sorts of aberrations that could even surprise a few Idigam.

She is far from weak either as she has mastered countless numina based around snakes including a technique to transform into a giant eight-headed snake.

And even if she is overpowered, she seems to always contingencies ready to escape by the skin of her teeth.

This is coupled with an incredible scientific mind that allows her to quickly learn and master anything she tries her hands at.

She has observed you for a very long time and seems to have intuited your otherworldly nature perhaps due to how different you are from everyone else.

She then chose to observe you from up close and fell in love with you as she finds you truly adorable.

She is willing to teach you everything she knows and do all that she can to protect you including destroying your enemies through her mastery of countless poisons as befits a Snake.

She is more than happy to follow you to learn more about the multiverse and master all sorts of techniques.

600CP- (Discounted Hosts) Origin of Myriads

The Hosts are known to descend from Pangaeans and the goal of many of them is to bring back their progenitor no matter the cost. Somehow, one of them achieved this rebirth.

This is a Pangaean of your preferred reborn from either a canon Host or one of your own design.

Their rebirth allowed them to gain greater power than they had before perhaps due to the enlightening experience of crossing life and death.

They now stand as a peer to some of the most powerful entities out there like Luna.

Depending on your choice, they may have different powers such as power over disease for the Plague King, Weaving and separating dimensions for the Spinner Hag, all-devouring hunger for the Famine King…

You were instrumental in their rebirth as you either gathered the shards yourself, found or created the rebirth ritual or even distracted all opposing forces such as werewolves and other Hosts.

This has made them fall hard for you as they greatly want to be your mate.

They are fully willing to do anything to protect you and they will use all their power to blight and destroy your enemies.

Geryo Companions:

100 CP- (Discounted Geryo) Occult Patron

Surprisingly for how monstrous the Geryo are, no few normal people or occultists are willing to worship or make deals with them.

This individual of your preferred gender is a wealthy business owner. They are also an occultist with an extensive collection and many connections among them.

You protected their vaults from an infamous group of thieves and even helped defeat their enemies.

For this, they decided to become your fervent follower or something closer and to help you with anything you need.

They can get you all sorts of rare occult texts that are useful to you.

200CP- (Discounted Geryo) Broken Wolf

The Geryo strain is a terrifying disease that can twist werewolves into loyal servants of the Geryo who infected them or simply leave them mad and dangerous to everyone around them.

This werewolf of your preferred gender is one such case. They were somehow infected by the strain while in a battle against a rival pack of werewolves.

You found them hallucinating and helped them get their bearings. They have imprinted on you as the only ally they have left since other werewolves are likely to try and kill them once they learn the nature of their infection.

They have become your fervent believer with all the zeal of a true devotee that wishes to see you receive the veneration you deserve. Their charisma allows them to draw werewolves and other beings into the cult who quickly grow to share her zealotry.

They also possess great fighting skills which they are more than happy to use to protect you or to slay your enemies.

They can guide and handle any number of your followers in following your will.

300CP- (Discounted Geryo) Hollow Knight

The Geryo are the children of Father Wolf who helped in his hunts and yet there is more than one world.

You have found a Geryo from another world. This Geryo of your preferred gender was experimented on by Father Wolf's counterpart known as the Pale King to deal with a powerful foe.

They were emptied to serve as a vessel to the powers of the Void (which is different from the Abyss of the Gulmoth and Acamoth) as they were meant to destroy a godlike entity of Radiance that sought to enslave all life to her will.

This has granted them the ability to wield that Void.

They can use it as a weapon, to shapeshift into various forms made of that black void, infusing it with their magic to make it stronger, call upon the shades of people related to them among myriad possibilities.

The Void is extremely effective against creatures of Light and Radiance.

They were apparently doomed to disappear in the Void once they accomplished their mission but it seems that your presence saved them.

Your powers and interdimensional nature created a momentary crack between worlds that brought them to you and saved their life in the process.

With nothing binding them to their old role, they have chosen to follow you from now on and have gained quite the deep affection for their savior.

400CP- (Discounted Geryo) Eight-Heads of Legend

The Geryo's fate in a way is a cruel one. Born to a father to help in his hunts, they were sealed away and forgotten only to emerge long after his passing.

This Eight-Headed Geryo may have served as the inspiration for all sorts of serpentine and draconic monsters from Nidhoggr, Orochi and countless others.

She lived in the cracks of the world gnawing the Gauntlet, gathering ancient treasures, cults forming around her and learned many secrets from ancient ghosts.

She can extend her heads massive distances from her main body and even hide their appearances as normal people instead of a draconic head.

She can even regenerate them if they are destroyed unless her main body is also killed.

Her venom is terrifyingly potent capable of wounding even very powerful spirits and tainting locis.

She is also highly knowledgeable in many ancient secrets and a very skillful manipulator that can easily navigate politics and the criminal underworld alike.

She felt incredibly lonely as the rest of her kind don't usually meet nor do other people seem to truly understand her.

You met and have kept in touch for quite some time to the point that she can't imagine life without you anymore.

She has fallen hard for you and she now wants to be your lover and the mother of your children.

She will also turn all her most potent venom and power against any who dares to try and harm you.

500CP- (Discounted Geryo) The Bound Wolf

The Geryo were bound for their nature was simply too destructive and yet following their release, countless legends spread in their wake.

This Geryo of your preferred gender is one that surpasses greatly the power of most of their kind which perhaps suggests an otherworldly origin.

They take the form of a massive wolf with white fur and piercing blue eyes. They can also take the form of a humanoid with the same white hair and blue eyes.

They possess terrifying power that seems capable of taking down even gods especially if they happen to be tied to the Sun or Moon which might explain why they were locked away.

They even seem to have an oddly complete knowledge of all sorts of apocalyptic events and prophecies in both this and future jumps.

You found them bound and sealed in a cave deep in a snowy region. At first, they thought that you wanted to harm them or otherwise trick them.

Instead, you simply released them and moved on without demanding anything in return.

For granting them their freedom again, they have fallen deeply for you and greatly wish to become your mate.

Anyone who dares to harm you will have to contend with a Wolf that even the Gods fear.

600CP- (Discounted Geryo) Primal Nightmare

The Geryo are primal nightmares for they a truly steeped in fear itself.

This Geryo of your preferred gender may very well be the greatest among them.

They are a true embodiment of fear with incredible power, perhaps enough to match the Dark Mother of the Begotten.

This has granted them power over all sorts of fears, nightmares and entities born from them.

This is especially noticeable in Astral Space as they can easily create realms of terror and twist the fabric of the Astral into a place of terror.

You are one of the few beings to have shown an emotion other than fear or hatred towards them.

This intrigued them greatly and as they learned more and more about you, they grew more and more attracted to you.

This has led them to decide that they wanted to be your mate and will do their best to make you love them.

They even want a lineage that could surpass both Father Wolf and the Dark Mother which they believe your combined bloodlines can accomplish.

Anyone who dares to try hurt you will not be long for this world for they shall be hunted even in their dreams by nightmares with all too real consequences.

Qashmallim Companions:

100 CP- (Discounted Qashmallim) Alchemist of the Flame

The Promethean undergo the Pilgrimage to become human and yet nothing says that they can't continue to be fascinated by the divine flame once they become human.

This alchemist of your preferred gender was once a Promethean and though they no longer have those powers, they still retain all the knowledge they gained during their Pilgrimage.

They have chosen to continue delving in the mysteries of the Principle and have even managed to gather enough knowledge and material to start creating their own Prometheans.

They have noticed your existence as a Qashmallim and how different you are from the rest of them.

You were sent on a mission to guide them on their alchemical path and somehow managed to stay after due to your interdimensional nature.

This led them to grow obsessed with learning more about you. They are willing to do pretty much anything for you as long as it means that they get to keep observing you especially after they learned of your jumper nature.

200CP- (Discounted Qashmallim) Red Masque

The Lillithim are forces of chaos and Flux, this Lillithim of your preferred gender has quite the flair for dramatic.

Their mission required them to infiltrate a ball for the wealthy that also acted as a front to a secret society that sought to open the path to dark forces through ritual sacrifices.

You helped them with their mission and somehow, they bonded with you which allows them to exist past their mission.

You then taught them more about the world and they discovered their passion for opera and theater.

They love you dearly and are more than willing to use their power over death and disease to protect you.

300CP- (Discounted Qashmallim) Guardian Angel

The Elipdos are much closer to the depiction of angels than the Lillithim.

This Elpidos of your preferred gender is the very image of a guardian angel shining wings included. They can also hide them to appear as a mundane human.

Their mission seems to involve your protection as the Principle informed them of your importance in some unknowable plan.

They possess potent powers of protection and healing that manifests as holy fire, they can also use it to enhance their attacks which makes them a fearsome foe.

In terms of personality and appearance, they are everything you could ever want in someone and seem to be simply destined to become the closest of ally with you.

Somehow, it seems that your existence has extended the mission indefinitely even past this jump.

The more they hang out with you, the deeper their fall for you. They are truly glad to have been the one entrusted with this mission as it can be considered a bond deeper than marriage.

400CP- (Discounted Qashmallim) Magician of the Flame

Lillithim can take many forms and roles yet few are as unusual as this one.

This Lillithim of your preferred gender is the leader of a travelling circus show with their role as both the ringmaster and stage magician. They also match the power of some Arch-Qashamallim in spite of still being recognizably a Lillithim.

They possess strange chaotic powers that make their magic tricks real and through the show can achieve incredible effects of transformation and change. In fact, the troupe may actually be all part of the same Lillithim which could explain their bizarre lifelessness.

Their mission seems to be about increasing chaos including through sending people to new places which your existence can extend indefinitely.

Your existence has shown them new incredible possibilities and for this they have fallen deeply for you. They want to travel to countless places together with you and can certainly show you strange and unpredictable worlds and events with their chaotic powers.

500CP- (Discounted Qashmallim) The Seraph

The Arc-Qashmallim transcend even the choirs and exist to fulfill truly world-changing missions.

This individual of your preferred gender was assigned such a world-changing mission and you are integral to its completion.

This will lead you to a world-changing quest such as stopping a shadowy conspiracy, discovering a powerful sealed entity or even stopping a disastrous breakdown of reality's borders in a remote city.

Once this is over, your interdimensional nature will bind them to you and keep them in existence indefinitely.

This alongside your shared experiences will fully awaken them to their true feelings for you. Careful, an angel's love can be quite an intense thing.

600CP- (Discounted Qashmallim) The Truth

The Principle is among the most mysterious of force or entity out there as their servant Qashmallim seem to be simply incapable of explaining its nature to anyone.

This being of your preferred gender may hold an answer.

They appear as a luminous entity made entirely of light and seem to exist behind a door inside every soul out there. They claim various names and titles when asked about their identity such as The Truth, Reality, the World, One, You and even God.

They have complete and utter knowledge of alchemy and the law of equivalent exchange in general and seem to be responsible for maintaining it in some way.

They also seem to be an embodiment of karma and to be omniscient on some level.

They also possess extreme reality-shaking power as they could easily defeat even a Homonculi who created philosopher stones and even gained the power of nuclear fusion from absorbing the power and knowledge of a godlike being.

They have sensed your arrival which somehow shocked them away from mindlessly fulfilling their duty as an embodiment.

They have then observed you from behind your soul and grew more and more intrigued.

They have fallen deeply for you and greatly wish for you to return their affection since your actions have somehow managed to awaken in them a personality of their own instead of reflecting their conversation partner.

They are more than willing to use their abilities to destroy anyone trying to harm you as they will have to face a being that seems to embody some of the most fundamental aspects of reality itself.

They are more than happy to follow you in future jumps to learn knowledge beyond the world itself.

Angels of the God-Machine Companions:

100 CP- (Discounted Angels of the God Machine) Builder Angel

Angels of the God-Machine are built for many different kinds of missions especially building infrastructure.

This individual of your preferred gender was assigned to you. They are an angel specialized in building infrastructure and various mechanical creations including incepts and exploits.

They can create all sorts of mechanical constructs and technology even if they don't understand the underlying design.

Through your interactions with them, they have developed more interests and have even started making waves as an inventor of renown.

For being one of their only friends or closer if you allow it, they are always ready to build anything you ask of them and are more than happy to follow you on your journeys to learn how to build more things.

200CP- (Discounted Angels of the God Machine) Agent Clock

The Angels of the God-Machine due to their need for secrecy are among the most well-hidden of conspiracies out there and yet every conspiracy needs its agents to act sometimes.

This individual of your preferred gender is one such agent and a fairly high-ranked one at that.

They are a true professional not only fairly powerful as an Angel but also an old hand at manipulations and coverups.

They are a very competent fighter but their specialty lies in investigations and misdirection as they can unerringly find those who get too close to the truth and hide any sort of crime or sign of supernatural events.

Normally, they keep everyone at arm length due to their job yet whenever you are involved, they become oddly concerned as they do all they can to keep you out of danger.

Perhaps their feelings for you may burn hotter than they would like to admit.

300CP- (Discounted Angels of the God Machine) Angelic Bodyguard

The God-Machine is known to send angels to guard important assets including people.

This individual of your preferred gender is a bodyguard sent to protect you as you play a major role in the God-Machine's plans.

They are a Guardian with many powers aimed to protect against threats and destroy them.

They are an extremely skilled fighter and also have various skills to appear inconspicuous such as driving.

Surprisingly, they are also very competent in all sorts of household chores from cooking to cleaning and even sewing.

They find you both lovely and adorable. They also greatly enjoy pampering you.

400CP- (Discounted Angels of the God Machine) First of Angels

It is known that Angels can be more or less powerful as such it stands to reason that they have their own hierarchy that requires delegation.

This individual of your preferred gender is truly an incredible angel. They are the greatest authority among angels on Earth right after the God-Machine itself.

They are not only tremendously powerful but also an incredible master of scheming and conspiracy that can run a global conspiracy with none the wiser.

They watched you for a very long time as unlike pretty much everyone else, they struggled to predict your actions and behavior.

Soon, what was frustration gave way to interest and once they met you while disguised to learn more about you to love.

They now use their vast power and influence to find a way for you to reciprocate their love and to protect you from any and all dangers.

500CP- (Discounted Angels of the God Machine) Angelic Law

There exists God-Machines for every alternate world yet you seem to have chanced upon one from a completely different world.

This woman with white hair and red eyes has crystalline wings and a halo that suggests her nature to be angelic in some form.

She seems to be kin to the God-Machine as she possesses incredible understanding of technology such that she could build her own infrastructure.

She has an incredible affinity for firearms of all kinds and strange powers capable of manipulating reality itself such that she could make the people of an entire city fall into an illusion as reality and a collective dream seem to merge together.

She has the ability to convert lifeforms and objects into more angels of her kind thus granting them their own halo and crystalline wings.

This grants them a potent affinity for firearms and incredible empathy between one another as they can understand each other almost wordlessly.

She has incredible foresight made through her amazing calculative prowess.

This has led her to notice your existence and believe that the two of you are meant for great things together.

She wishes greatly to marry you and believes that your lineage is meant for great things.

She will also leave at times and somehow come back to you with new angels who all happen to be very cute girls for some reason.

Anyone who wishes to harm you will have to face an angel who is more than wiling to use godlike levels of firepower to protect her beloved.

600CP- (Discounted Angels of the God Machine) Nous to Be

For all its godlike prowess, the God-Machine is woefully dependent on both its angels and especially its infrastructure to act upon the world.

You have gained the love of a strange Angel of your preferred gender and a personality and appearance that matches your tastes perfectly. They seem to be similar yet different to Angels, Demons and even the God-Machine itself.

They possess tremendous power even beyond what you would expect of the strongest Angels and a foresight based on calculations that is never wrong.

Most disturbing of all may be their incredible ability to iterate and improve themselves which can grant them everything they need to overcome the opposition given enough time.

However, that isn't the most interesting fact about them. It is their incredible knowledge and comprehension that has allowed them to truly understand the God-Machine and how it functions.

They have truly mastered the strange technology that makes the Infrastructure of the God-Machine used to twist probability in its ineffable goal.

In truth, it seems that they owe their existence to you as you once made a computer using scrap from a dismantled infrastructure that gained sentience from the care you put into its construction.

They learned of the circumstances of their birth and after running countless simulations and observing you for a long time have concluded that they came into existence to become the greatest it could be.

Their potential means they could very well surpass the God-Machine in time.

They have also concluded that such a goal could only be achieved with you at their side as their eternal angel consort.

They are ready to do anything to gain your affection using their tremendous power, simulations and calculative prowess.

They also wish to discover all the knowledge that this universe and others have to offer, maybe by creating a Genius Society to help with that.

Drawbacks:

+0 CP- Another Edition:

Normally you would be sent to the 1st of the World of Darkness but perhaps you wish for something else?

By taking this drawback, you may instead start in 2nd edition or perhaps in Chronicles of Darkness or in a 3rd party product or homebrew for example.

+0 CP- Another Era

By default, you would start during the modern Nights but perhaps you wish to start in another era.

Using this option, you can start any era of your choice from the modern nights to any of the dark Eras up to the Sundered World back when the Father of werewolves still walked Pangea.

+100 CP - Earlier start:

Maybe you would start further into the past. Every time you take this drawback you go back 10 years into the past from the modern era.

+ 100 CP – Longer Stay:

Maybe you feel that 10 years is too short?

Very well, every time you take this drawback you add 10 years to your stay.

+200 CP Alien Empathy

The supernatural creatures that you could be through your origins (aside from perhaps a Changeling since they were once human) can have profoundly alien mindsets which can be dangerous for humans since they may deal with entities that do not have empathy.

By taking this drawback, you become more alien in mindset as befits whatever creature you become. You may understand self-preservation and negative emotions like fear but depending on your choices empathy and compassion could be lost on you.

+200 CP Paranoid Wreck

The World of Darkness is a scary and dangerous place not only because of predator and malicious creatures but also because others of your kind are often more than willing to betray or otherwise use you to suit their agendas.

By taking this drawback, you become a highly paranoid individual who will struggle to extend trust beyond yourself. Depending on the kind of circles you run in, it may prove more a boon than a drawback.

+300 CP No Outside Perks/Items

Beings from this world can have tremendous sway over the cosmos which perhaps makes you feel that you don’t need other powers to triumph?

By taking this drawback you lose access to perks or items from outside this document. You may take this drawback twice to lose access to both.

+300 CP Disguise Failure

Though the creatures presented here aren't human, many among them can still take on human disguises or otherwise appear human at first glance.

By taking this drawback, you will find your disguises failing fairly often.

Maybe your cover as an angel reveals mechanical wires under your skin, maybe your ears are detachable as a Strange Entity, maybe the body you are in appears corpselike or your Mask as a Fae shows more of your mien that you had like such as hair of leaves or hooves for feet.

+400 CP Unfortunate Trail

It can't be understated how important it is to hide your traces. From unfortunate humans stumbling upon you to other hostile supernatural creatures with a grudge against your kind, there are many possible dangers.

By taking this drawback, you will find that you often leave trails behind you such as scraps of gear, a tuft of hair or an oddly noticeable resonance for example.

Individually, none of them are enough to track you down but the longer you stay in one place the more likely your enemies could track you down.

+400 CP Well-Known Being

Among occultists and supernatural creatures is a vast body of rumors and lore hidden in ancient books, oral traditions, gossip and even internet websites.

As such, most kinds of entities can be assumed to have some records about their behavior and abilities somewhere and one specifically on them depending on their fame or infamy.

Somehow, there is a book, website or other system of recording information that holds a fairly descriptive record of you.

It may not contain all your abilities or your true nature as a jumper but it covers enough rumors and historical events you may have been involved in for determined researchers to figure something out. Depending on your power and what you are, it could either lead to opportunistic creatures trying to capture you for their own use or for supernatural societies to issue a ban on dealing with you if you were a demon, Abyssal entity… for example. Though depending on who exactly finds it, you may simply find a summoner to trick instead.

+600 CP Pariah

Though supernatural creatures aren't necessarily friendly with all of their kind, they tend to assume cooperative relationships more often than not.

By taking this drawback, you will become isolated and, in some way, reviled by the rest of your kind for some reason or other.

This would mean that only the most desperate or twisted among your kind may wish to have dealings with you such as the most twisted of spirits or the cruelest of Fae for example.

+600 CP Marked for Sacrifice

Supernatural creatures can represent more than simply an entity but also parts of the realms they come from and as such they can be used for incredible rituals with the right knowledge.

By taking this drawback, you will be targeted by a powerful supernatural creature and their forces to use you in a work of terrible power.

It could be a Maeljin who seeks to use you to open a Wound, an Abyssal entity who wishes to use you to summon an Abyssal Verge and perhaps send the entire world into the Abyss, a True Fae sacrificing you in a tragic play to achieve Wyrd Ascension and remove the weakness of Iron from their kind, Angels trying to use you for an Infrastructure that will enslave the entire world to the God-Machine or even a bizarre entity from outside the cosmos who wishes to sacrifice you in a ritual to open the gate to its realm and allow it to feast upon the universe for example.

Thankfully, whatever entity they are, they seem to be limited from turning their full direct actions against you so you will be faced with entities of rank 5 and lower at most though the longer you leave them be, the more of their patron's power they will be able to call up to around rank 7.

Scenarios:

You can take any number of scenario(s) no matter how nonsensical and choose if they are meant to happen simultaneously or in alternate timelines for example.

Spirit

Save the Locus:

The Shadow contains loci that produce essence attuned to certain resonances. However, many nefarious beings wish to pollute them to twist them towards their own dark design.

For this scenario, you will have to stop a powerful corruptive entity from twisting a locus. It could be servant of the Maeljin, an Idigam or even a Geryo for example.

Reward:

For this incredible feat, you receive the **perk Guardian of Loci** which grants you a potent boost to your abilities, skills and powers when

acting to defend nature, balance and spiritual places. You excel at purifying corruption and bringing balance like no other.

You also receive the **item Spirit Locus.** This is a locus that produces an endless amount of whatever kind of resonance you wish.

City of Spirits:

It is known that spirits can claim mortals. What is much less known is that a single spirit is capable of possessing multiple people.

For this scenario, you will have to save a city from the powerful spirit that possesses its inhabitants.

Reward:

For this incredible feat, you receive **the perk Spiritual Exorcist.**

You excel at exorcising possessions of all kinds no matter the kind of being responsible for it or how powerful it is.

Inversely, you no longer have any limit to the number of people you can claim either as a spirit-urged or a spirit-claimed as long as they consent or you overpower their will.

This possession or urging doesn’t weaken you in any way.

Your multi-tasking ability is more than capable of keeping up with so many different perspectives at once.

This also makes it so that your possessed targets appear completely normal to all detections.

You also receive the **item, Spiritual City.** This is a city of spirits loyal to you. It also houses fake humans/people that you can control or see through at-will. You may instead choose to awaken them into sentience instead.

You can place the city wherever you want and it can serve as an incredible base of operations as it doesn’t draw any suspicion at all

even if the inhabitants seem to know things that they should have no way of knowing.

You can make them companions or followers at your discretion.

Astral Entity

Search of Secrets:

The Tenemos is the collective unconscious of humanity and contains all the lore and secrets that ever existed even if the cultures and civilizations they are from has been forgotten.

For this scenario, you have to find in Astral Space a secret lost since ancient times.

Reward:

For this incredible feat, you receive the perk **Astral Investigator** which makes you not only an incredibly skilled investigator but also guarantees that you will find the information and/or secret that you are looking for, even if it has been lost for millennia or it's hidden in another dimension.

You also receive the **item Realm of Secrets,** a realm of Astral Space that gathers all sorts of knowledge and secrets lost to time and history.

War of the Minds:

The Tenemos is home to countless realms and entities each embodying ideas, ideologies and cultures. As such it isn't unusual for them to go to war.

For this scenario, you will have to stop an invading kingdom from conquering its neighbors using a strange astral treasure that converts their enemies into allies.

Reward:

For this incredible feat, you receive the **perk Mental Warrior.**

You excel at undoing brainwashing and transformations of the mind and/or soul.

You have become experienced in mental warfare as such, you can handily win any mental or spiritual battle as long as your opponent isn't massively stronger than you are.

You also receive the **item Kingdom of the Mind** with all its inhabitants loyal to you. This is a realm made for warfare in mindscapes as it houses a great fully equipped army with much experience in combat against Astral entities.

The realm itself also holds many secrets lost to time and hidden deep inside ruins and ancient buildings.

You can make them followers or companions at your discretion.

Idigam

On the Nature of Spirit

The Idigam possess the incredible ability to manipulate essence in ways that even spirits can scarcely conceive of.

For this scenario, you have to experiment on essence to achieve feats of manipulations that even Idigam would find it difficult to replicate.

Reward

For this incredible feat, you receive **the perk Essential Scientist** which grants you unparalleled mastery of essence and whatever energy source you have access to.

This is enough mastery that you could surpass even the most experienced of your kind with what you could do with it.

This is also coupled with an incredible mind for pushing boundaries through experimentation and masterful skills in finding subjects of experiment and capturing them.

You also receive the **item Hidden Laboratories** which are fully stocked laboratories with everything you would ever need for your experiments no matter what kind they are.

They are located in well-hidden places including in remote and hard to find locations such as deep inside caverns for example such that you won't be find there if you don't lead anyone to your location.

Cult of the Shapeless

The Idigam are known to sometimes form cults around themselves.

For this scenario, you will have to form your own cult with great influence either in occult circles and/or mortal circles.

Reward:

For this incredible feat, you receive the **perk Shapeless Divinity.**

You excel at forming cults around yourself and find great ease in using your abilities, powers, perks… to work "miracles".

Furthermore, you may find that you have gained some sort of divinity as you also can grow stronger permanently from worship.

This is further compounded as you can permanently gain entirely new influences, powers and abilities from worship with the caveat that abilities and powers far beyond what you can do in scale either take much longer to gain or are significantly reduced in scale so that you may still use them.

You can also easily masquerade as a God or any kind of spirit that feeds on worship instead of whatever you are.

You also receive the item Esoteric Cult of the Chain with all its members loyal to you.

This is your own cult with incredible influence in both mortal and occult circles. Most members are simply human occultists but a few can be supernatural entities such as spirits or twisted werewolves for example

They will have a similar level of influence in future jumps.

You can make them companions or followers at your discretion.

Cryptid, Urban Legend and Other Horrors

Conspiracy Blower:

There are many conspiracies in this world and many of them are more than happy to use whatever supernatural entity or technology they get their hands on.

For this scenario, you must stop a conspiracy from studying and misusing the technology left by supernatural creatures. It could be the Grey or maybe other extraterrestrials like the Visitors for example.

Reward:

For this incredible feat, you receive the **perk Whistleblower** which makes you extremely skilled at noticing and dismantling all kinds of conspiracies.

You are also tremendously skilled at setting up your own conspiracies to hide the existence of supernatural entities, run secret experiments or anything that you may want.

You also receive the **item Alien Technology** which is alien technology similar to what the Grey and other space-faring aliens would use.

You have all the blueprints necessary to build and innovate your own creations.

In future jumps, the technology updates to be similarly beyond the civilizations of the setting to the point that they would look like sci-fi or magic to them.

Anomalous Legend:

There are countless strange happenings out in the world and some can be found far more easily than the unfortunate discoverer might like.

For this scenario, you will have to stop a group of mortal investigators and their sponsors from investigating a strange anomalous realm that is highly dangerous.

Reward:

For this incredible feat, you receive the **perk Anomaly Investigator**.

You excel at countering investigations of all kinds.

You are also a masterful investigator as you can safely investigate and comprehend even the most bizarre and anomalous of entities, locations and phenomena.

Furthermore, you can innovate, create, modify, improve, maintain and repair all sorts of anomalous powers, locations and creations.

You also excel at converting lifeforms and objects into loyal anomalies.

This is similarly connected to your ability to find or perhaps create strange anomalous spaces such as the Interstitial spaces that can be found in cities.

You also receive the **Item Anomalous Realm** with all its inhabitants loyal to you. This is a realm full of strange, anomalous entities, bizarre buildings and all sorts of secrets.

You can even reach all sorts of alternate dimensions and come back from this realm.

There are countless strange, impossible things you could find here.

You can make them followers or companions at your discretion.

Supernal Being

Guardian of Magic

Magic as mages know it is a wondrous thing and yet it can be twisted to ruinous ends.

For this scenario, you will have to stop the despoiling of a leyline. It could be a Scelesti trying to corrupt it summon an Abyssal entity, an Abyssal entity who wishes to use its power to draw the entire place into the Abyss or perhaps Banishers who simply wish to deny such a prize to their rivals.

Reward:

For this incredible feat, you receive the **perk Protector of Leylines.** You excel not only at finding magical places and leylines but also at defending them from those trying to despoil them or trying to steal them from you.

You also receive the **item, Dragon's Hallow** which is a nexus of leylines that give rise to a Hallow of tremendous potency. It can produce endless mana to power all sorts of works and rituals.

Protector of the Realm:

The watchtowers and their supernal realms represent some of the most important sources of magic and meaning in the universe but what happens when it comes under threat?

For this scenario, you will have to protect the Supernal realms from a plan that could see them greatly harmed.

Reward:

For this incredible feat, you receive **the perk Builder of the Supernal.**

You excel at maintaining realms and fortifications of all kinds.

In fact, you have learned how to build, improve, create, innovate and modify your own Watchtowers and Supernal Realms to grant magic and/or whatever power system you have access to.

You can of course connect to your own Supernal Realms to gain access to awakened magic and other power systems without ever suffering from Paradox.

You have also gained an incredible ability to use what may be called idea/mythical/symbol casting.

The Supernal Realms call to mind the symbols of mythology and legends, as such you can modify your powers, perks, abilities etc. to call upon the imagery of mythology, legends, folklores, the occult and other symbolism that you may or may not have created and in doing so find them changed and greatly enhanced.

Call upon Zeus with your lightning magic and watch as the bolts turn into divine bolts of retribution.

Pick up a sword, call it Excalibur and watch as it shines with holy light as it cuts through the opposition.

Curse a betrayer in the name of the Moirae for having broken his words and watch as fate itself turns against him.

Call upon the symbolism of the serpent and watch as venom becomes panacea.

All this and more are possible if you can find or create the right legend or symbol.

You also receive the **item Emanations of the Supernal** with all its inhabitants loyal to you.

This realm is made up of multiple emanations of the Supernal realms and contains all sorts of loyal Supernal creatures, resources and interesting mysteries to find.

You can make them companions or followers at your discretion.

Fae

The Pledge of Seasons

The Fae are known for their abilities to forge contracts with inanimate forces to gain power over them.

For this scenario, you will have to make contracts with all four seasons much like the first rulers of the seasonal Changeling courts.

Reward:

For this incredible feat, you receive the **perk Contract of Seasons** which grants you powers related to the seasons of autumn, winter, summer and spring along with everything they are associated with.

Furthermore, you can even set up rules against your enemies depending on the season that they have to abide by such as Winter's rule of how the True Fae must ritually mourn any changeling they kill.

Finally, you are a true master of contract as you not only inherently notice any loophole in rules, contracts and any sort of legal agreement but you can go further than other Fae and make contracts with anything including universal forces such as gravity.

You may even recreate Baldr's invulnerability with enough work.

You also receive the **item Court of Seasons** which is your own loyal court of Fae including Changelings.

They are separated into the four seasons each with their own specialties including but not limited to: Fear and manipulation for Autumn, melancholy spying and assassination for Winter, Hedonism and social skills for Spring and wrath and combat for Summer.

They can be made into companions or followers at your discretion.

The Quest of Arcadia:

The Wyrd is the power of Faerie, it is a force of Stories but also of Chaos.

For this scenario, you will have to go through an epic quest worthy of legend from traveling far and wide to facing a foe of great power such as a powerful dragon, a dark lord or perhaps even a True Fae.

Reward:

For this scenario, you receive the **perk Arcadian Hero.**

You are the archetype of heroism personified as you will find that you can quickly grow in power and influence by travelling and overcoming adversity.

Great power, wealth and allies all await you if you but reach for it.

In fact, when you want to, you can go on epic quests as grand or even grander than the main plot of whatever jump you go without necessarily interacting with the main plot directly in any way.

This of course includes protagonist tier plot armor so that you don't die anticlimactically.

These can bring you incredible power, wealth, status and anything you might expect at the end of a heroic journey.

Conversely after living through a tale of Arcadia you seem to have developed an immunity not only to fate and precognition but also to enemy plot armor and narrative forces.

In fact, this has granted you great power to manipulate the threads of fate and narrative forces as you can tug at them to influence distant events to outcomes you prefer though take care that other manipulators of fate may notice the anomaly.

You also receive the **item Heroic Company.** These are all sorts of loyal Fae companions and followers all worthy of being part of a heroic legend. They also come with a **Faerie castle** and a round table that can house any number of companions.

They have all amenities you may want and are fully staffed by loyal Fae to cater to the needs of anyone inside.

They will continue to gain similar skill, power and influence in future jumps to be similarly worthy of being the companions of a main character.

Ghost/Chthonian

Journey of the Underworld

The Deeper Mysteries of the Underworld are home to countless secrets.

For this scenario, you will have to journey to the Underworld and find one of the mythical Deathlords.

Reward:

For this incredible feat, you receive the **perk Pilgrim of the Underworld** which makes you capable of easily travelling to and thriving in any kind of afterlife, you even receive a potent boost to your abilities, powers and skills while in the afterlife.

Furthermore, you will always be welcome in whatever afterlife you visit.

Finally, you are guaranteed to always eventually find what you are searching for in the afterlife no matter how lost, dead or gone it's supposed to be.

You also receive the **item Steed of the Underworld.** This is a horse that always scales to be faster than you and can travel to any afterlife.

It can even change forms depending on your needs such as growing wings to fly or transforming into a skiff to cross a river for example.

You may turn your steed into a companion or follower at your discretion.

Train to the Underworld

Often ghosts linger in the world until someone exorcises them or they finish their unfinished business.

For this scenario, you will have to help the ghosts of passengers on a mysterious midnight train pass on.

Reward:

For this incredible feat, you receive **the perk Therapist of the Departed.**

You excel at helping ghosts and other entities associated with death, the underworld and/or undeath deal with their problems and their regrets.

After spending so long on a train, it would be a shame to not learn anything.

You have become a master of engineering and everything related to vehicles.

You can play any job related to vehicles to perfection from driver/conductor to flight attendant, maintenance crew… truly anything.

You excel at innovating, creating, improving, modifying, repairing and maintaining all sorts of vehicles from cars to trains and even boats and planes.

Not just that but you can make them capable of travelling to other worlds, dimensions such as the Underworld and even space.

They can even adapt to supernatural passengers or crew such as ghosts and spirits.

You also receive the **Item Underworld Express.** This is a train staffed by loyal ghosts that can travel to the underworld, the material world and any afterlife.

It can pick up ghost passengers who always seem to have their (un)lives turn for the better after they board.

You can also summon the train to your location with a lantern that you have received as part of the item.

It can even be used to ram your opponents with all the weight and impact you had expected of a several hundred tons monster of steel.

Abyssal (Outer Dark)

Founder of Corruption:

The terror of the Abyss isn't only a terrifying monster that attacks from the shadows but can also take various subtler forms that are nonetheless devastating.

For this scenario, you will have to spread your own corruption that can continue even without your direct supervision.

It could be a qigong method that corrupts the user to have their body become host to a Flesh Intruder, a videogame that once a difficult quest is complete summons an Abyssal entity or a book that mages obsess over until they literally become part of it among countless possibilities.

Reward:

For this incredible feat, you receive the **perk Architect of Corruption.** This makes you incredible at innovating, creating, improving and modifying all sorts of creations including living beings to corrupt and destroy.

This also makes you incredibly ingenious and creative in general. This is of course coupled with the incredible planning necessary to make full use of your creations and to set up incredible plans with far-reaching consequences.

You can make your teachings themselves poisonous much like the Qigong that corrupts organs into allowing Flesh Intruders to possess the one practicing it.

You could even create Abyssal entities like the Shard, a videogame that can summon Abyssal entities once a quest is completed, the Abyssal assistant that allows the user to create incredible technology at the cost of their vitality and of the area around them and perhaps even more esoteric ones like the Halfway House, Crossways and the Twisting Maze.

You can also create all sorts of Abyssal entities and living creatures not just artificial/ technological ones.

You could even create infohazards perhaps much like a certain Yellow Sign and a King in Yellow.

You could even create your own Abyssal legacies and similarly corrupt and twist energies and methods used by other supernatural creatures and people.

You also receive the **item Assembly of Corruption.** This is a factory and laboratory with everything you need to build your own corrupt creations.

It could be anything from a videogame, twisted wildlife and even bizarre physics that can alter locations for example.

It comes staffed by followers from Scelestis, Sleepwalkers, Sleepers and even Abyssal entities and corrupted beings.

You can make them companions or followers at your discretion.

City of the Abyss

In the city of Boston lies the Abyssal cult known as the Cult of the Red Word.

The cult managed to summon the temple from the Abyssal entity known as the Prince of 100000 Leaves, a timeline so abhorrent that it was aborted by reality itself.

This galvanized the cult who upped their cannibalism to the point that anyone above the age of 12 in the commune has willingly or unwillingly engaged in cannibalism.

For this scenario, you will have to achieve similar success in establishing a cult and in bringing at least parts of the Abyss into the world.

Reward:

For this incredible feat, you receive the **perk Conjurer of the Abyss.**

You excel at creating cults no matter how abhorrent their tenets may be.

You also excel at summoning permanently entirely impossible regions and anything else related to the Abyss under your control. With or without impossible, bizarre and terrifying repercussions is up to you.

This is even easier to accomplish if you are trying to summon the Abyssal counterpart of something that already exists such as the City of Broken Eyes that is the Abyssal counterpart of Boston in the timeline of the Prince of 100000 Leaves.

You can also realize these summoning but also abyssal creations, effects and powers by accurately describing the locations, beings, objects… involved much like how the Prince of 100000 Leaves' body is made up of all the sheets of paper upon which its timeline is described.

You can similarly innovate, create, improve and modify all sorts of items, artifacts, technologies, texts, rituals, magics, laws and other impossible things straight from the Abyss itself.

You also receive the **item City of the Abyss with all its inhabitants loyal to you.** This is the city that your cult brought into being. The city appears normal at first glance aside from often being foggy with gray sky.

Strange, ominous phenomena do often show up such as strange shadows in the periphery of one's vision or perhaps strange Abyssal laws suddenly becoming real. All under your complete control.

The main attraction is the Abyssal Temple which not only is well-defended but is also connected to the Abyss itself such that one may travel there if they actually wish to go down the dark and endless maze beneath it.

As an Abyssal construction, anything related to the Abyss from its entities to rituals and antinomian magic are tremendously enhanced there.

Furthermore, you will find that in this city and especially in the temple that you can easily make breakthroughs in anything related to the Abyss from rituals to summoning and blasphemous sciences but any summoning and Abyssal effects function exceptionally well here.

In future jumps, the city and temple will similarly help for other dark and eldritch realms and forces.

The cult is mainly composed of Sleepwalkers but also of Scelestis and Abyssal entities such as Abyssal antispirits for example.

You can make them companions or followers at your discretion.

Somehow, despite its ominousness the city seems to be ignored as unimportant by pretty much everyone else.

You can place the city anywhere you want in this and future jumps.

Strange Entity

Follow the Signal:

There are countless strange happenings in the World of Darkness and some can have more dire origins than others.

For this scenario, you will have to track down the source of mysterious radio transmissions to stop the nefarious plot of whatever entity lies behind them.

Reward:

For this incredible feat, you receive the **perk Master of the Signal.** You possess incredible control and ability to conjure and manipulate all sorts of signals and methods of communication.

This is coupled with an incredible ability to encrypt your transmissions to only be deciphered by those you allow alongside an incredible ability to set far-reaching schemes.

Furthermore, you will find in this and future jumps hidden messages anywhere you look if you want to.

It could be a string of words in a newspaper, words hidden in a TV program, videogame quests and easter eggs or even secret radio stations for example.

It could even be strange keywords coming up in sentences on a street or from people you know for example.

They are guaranteed to be useful and relevant to you.

They could be warnings about an approaching threat, information about the future, the location of lost artifacts, guidance to meet friendly alien entities willing to ally with you and perhaps even guide you into finding alien realms beyond anything anyone else has ever seen.

You also receive the **item Stations of Secrets.** These are stations that can’t be found by anyone unless you allow it.

They come with all the equipment you need to broadcast on all communication channels from radio to TV all without leading to you or the stations.

Similarly, they also possess all the equipment required to receive all transmissions and to decode them no matter how complex or impossible to decode the transmissions should be.

They are all staffed by loyal entities from humans to ghosts and various strange creatures from beyond the cosmos.

They can be made followers or companions at your discretion.

The Swimming Hole:

Sometimes reality breaks down and it is when unwary individuals tamper with that which they should leave alone.

For this scenario, you will have to stop the draining of a swimming hole inside a quarry by an anomaly worshipping cult before the curse of the place activates and reality itself starts to break down.

Reward:

For this incredible feat, you receive **the perk Reality Saboteur**

You excel at stealthily sabotaging all sorts of efforts and enterprises, even the wealthiest and most powerful of conspiracies could fall to you with no clue as to what happened or who is responsible.

You have also gained the ability to innovate, create, modify, improve, maintain and repair reality-altering powers, objects and locations.

You could even recreate the Swimming Hole with its wish-granting effect that can even progress into a breakdown of reality perhaps as a projection of human fear and desire.

Hallucinations gain shape and form, thoughts are written in blood over walls, animals start to speak, objects gain lunatic sentience, all water becomes flammable and the surrounding town becomes impossible to leave as roads either disappear into a dense fog or break off and disappear into a wretched, gray canyon. The membrane between this reality and the next could even begin to thin.

You also receive the **item Swimming Hole** alongside a city inhabited by the loyal **Cult of the Pit** who maintains it, they are all loyal to you. The cult is composed of human occultists but also of various strange entities.

The Swimming Hole is under your complete control as are its wish-granting effects, whatever creature lies at the bottom and its reality-breaking effect.

You can place the town anywhere in the setting and it will be inconspicuous and appear normal to people visiting unless they are initiated by the cult.

You can make them companions or followers at your discretion.

Demon (Inferno)

A Wound upon this Land:

Demons always wish to desecrate locations to spread Inferno's influence.

For this scenario, you will have to corrupt a locus of the Shadow into a Wound though be careful of the werewolves and spirits that may take umbrage at your actions.

Reward:

For this incredible feat, you receive the **perk Touch of Inferno.** This grants you incredible power and ability to corrupt and twist anything within reach from people to objects and even entire locations.

Even better, anyone or anything who is fully corrupted becomes yours to do with as you please. The same applies if someone dies while under the effect of your corruption as you can claim their souls all the same.

Furthermore, the more you corrupt and the more souls you claim the greater you grow in all aspects as befits a Demon.

You also receive the **item, Jumper's Famiglie.** The Shadow and the Flesh are connected and as such the Wound you brought created your own loyal cult in the Physical World.

This is a loyal group composed of everything from gangsters to organized mafiosos. There are humans, demons possessing human

hosts but also a significant portion of them is made of Bale Hounds which are werewolves sworn to the Maeljin though in this case their allegiance lies entirely with you.

They excel at any sort of criminal undertaking not just the violent ones like assassinations and racketing but also bribery and political corruption of all kinds, the better to spread your touch throughout the world.

They can be made into followers or companions at your discretion.

Demonic Rivalry

Demons are known to oppose one another to advance their goals and rank in the infernal hierarchy.

For this scenario, you will have to defeat a demon that seeks to usurp your forces from under you.

You can defeat them directly or perhaps guiding would-be demon hunters would be more up your alley?

Reward:

For this incredible feat, you receive the **perk Demonic Advisor**

You excel at opposing all sorts of demonic forces from investigating their powers and nature to finding out their True Name and finally banishing or destroying them.

You similarly excel at stealthily guiding various forces to root out your enemies.

You could act the part of a benevolent advisor or ghost contacted through a Ouija board to give advice and guidance on fighting your enemy or you could stealthily bait your foe into making a move against another supernatural entity such as a spirit to force both into conflict for example.

You also receive the **item Guidebook of Enemies.** This is a book that contains all sorts of information about potential foes from their origins to their weaknesses, powers and equipment.

Better yet, not only does it constantly update but it is also cleared of any sort of infohazard and is immune to any power that would have an entity notice that information about them has been written down or learned.

Hosts

Drive out the Wolves:

The Forsaken are the most common threats to the Hosts as they are sworn to oppose any imbalance between the Shadow and the Flesh.

For this scenario, you have to drive out a pack of Forsaken from their territory to claim it for yourself.

Reward:

For this incredible feat you receive the **perk Nemesis of Guardians.** This makes you incredible at fighting any sort of group or being sworn either legally, formally, informally or spiritually to an oath related to maintaining laws and rules.

This includes anything from the police, the military, the various hunter conspiracies and even their supernatural equivalents such as the Guardians of the Veil of the Pentacle and the Seers of the Throne.

Furthermore, this also negates any sort of advantage your natural foes or otherwise should have against you and yours.

From blessings designed to destroy your kind to tactics and technology made specifically to counter you none of them seem to work properly.

You also receive the **item Domain of the Host** which is the territory you have taken from the Forsaken.

This territory is oddly well-suited to spiritual entities and monstrous entities like Hosts as you will find yourself developing and growing in power easily here.

They are also various Hosts of all kinds loyal to you to take care of the territory when you can't be bothered to look after it yourself.

They can be made into followers or companions at your discretion.

Leader of the Host Club:

The Hosts are quite inhuman but that isn't to say that they can't manipulate humans to do their bidding.

For this scenario, you must set up a cult or otherwise exclusive groups that is either part of the powerful and wealthy or otherwise has great sway over them.

Reward:

For this incredible feat, you receive the **perk Host of the Club.**

You excel at climbing up any sort of hierarchy to become both rich and powerful.

You could start as a Host Hybrid almost dying from starvation due to the weakness of the Host you took to becoming the godly figure behind a secretive club/cult of the rich and powerful elites.

This is coupled with your incredible ability to find ways to turn any of your skills, powers, perks… to monetary and/or social gain.

You could be a Locust Host whose purpose in life is simply devouring and somehow make an addictive honey-like substance that could allow you to make even the wealthiest of individual all but beg you for more and become your willing pawn as long as they can be supplied such a delicacy.

You also receive the **item Club of Power** with all its members loyal to you. This is a club of some of the wealthiest and most powerful of the setting.

From business magnates to powerful politicians and police chief, there is very little that this group can't procure for you or help you get away with.

They will be in similarly influential positions in future jumps.

You can make them companions or followers at your discretion.

Pangaean

End of An Era

Pangaea was a land of great wonder and great danger alike.

For this scenario, you will have to defeat a Horror that may have survived all the way from the days of Pangaea.

Reward:

For this incredible feat you receive the **perk Survivor of Eras.** This grants you incredible skill and abilities to survive anything. You could survive long after the rest of your kind has dwindled away and even fundamental changes in metaphysics like the fall of Pangaea can't do anything to you.

You could even gain new abilities to better survive and adapt such as learning to move through the Shadow or learning how to interface with technology for example.

You also receive the **item Land of Atavism** which is a remote and inaccessible land that only you and those you allow can find. It has all the conditions required to support all kinds of species and lifeforms.

This place also allows you to grow at an accelerated rate in any kind of spiritual and/or natural abilities, powers…

It contains all sorts of Pangaeans and Atavistic creatures loyal to you.

You can make them followers or companions at your discretion.

Guardian of the World:

Father Wolf died and so the worlds of Spirit and Flesh were separated forevermore. The Forsaken took on his duties and yet they remain oh so far from their progenitor.

But what if that didn't need to be the case?

For this scenario, you must prove yourself a Hunter and Protector of Balance at least as effective as Father Wolf.

Reward:

For this incredible feat, you receive **the perk King of Predators**

You have done it; You are true Predator at least on par with the Father of Wolves (so around a rank 7 entity).

You are an incredible hunter and fighter as there is no quarry that you can't catch in time. Your combat skills are similarly incredible as there is no foe on a similar level of power as you that you can't defeat no matter their number.

You can imprison foes provided they are either willing or defeated/incapacitated much like Father Wolf once sealed the Idigam on the Moon or the Geryo in the Gauntlet.

You are inherently aware of all imbalances and of how to correct them, especially when it's related to the slaying of powerful calamities such as the Plague King or the Spinner-Hag for example.

You are extremely attractive to spirits, especially spirits of the Moon but also of the Sun as Helios appreciated Father Wolf for his role in maintain the borders of Pangaea.

You also receive the Item **Jumper's Packs**. This is your own loyal packs of flesh-spirit hybrids. They could be werewolves or any other kind of therianthrope you may want.

They could instead be another kind of spirit-hybrid perhaps calling to mind yokai for example.

You can make them companions or followers at your discretion.

Geryo

Jailer of Beasts:

The Geryo were once sealed inside the gauntlet by Father Wolf and some of his spawn still keep an interest in prisons.

For this scenario, you will have to imprison an entity on par with a fairly powerful Geryo (so a rank 3 at minimum).

Reward:

For this incredible feat, you will receive the **perk Beast of Prisons.** You possess incredible abilities and skills to seal anything or anyone as long as they are weaker than you, willing or they are incapacitated.

This same skill also applies to building, innovating, improving and modifying all sorts of prisons, wards and seals. You could even create prisons that mix spiritual powers with technology to imprison even powerful spirits for example.

Furthermore, this skill also applies in the opposite way as you similarly excel at breaking or opening seals, wards and prisons.

In fact, no prison or maze of any kind is inescapable for you as your escape is only a matter of time.

You also receive the **item Prison of the Geryo.** This is a prison that is guaranteed to safely seal anyone and/or anything you imprison as long as they are willing, you overpower them or they are incapacitated.

The prison is staffed with various loyal guards from humans, twisted spirits and twisted werewolves who are growing into something like the Geryo.

You can make them companions or followers at your discretion.

Progenitor of Legend:

Once the Geryo were freed from the gauntlet, their existence started many myths and legends about monstrous creatures.

For this scenario, you must create a legend as widespread and enduring as some of the most well-know mythological monsters such as Nidhoggr, the Orochi or Fenrir for example.

Reward:

For this incredible feat, you will receive **the Perk Monster of Legend**

You have done it; You have become a true Legend perhaps already on par with rank 7 entities.

You can even grow in power permanently the more widespread your legend is.

This is further compounded as you can permanently gain entirely new influences, powers and abilities from rumors about you with the caveat that abilities and powers far beyond what you can do in scale either take much longer to gain or are significantly reduced in scale so that you may still use them.

You also receive the **item Book of Legends.** This book contains all sorts of legends and their inspirations.

It is especially useful as it contains factually accurate information about the legend instead of distorted retellings.

In fact, it also contains extensive descriptions about the creatures that inspired the legends from their locations to whether they still live to their abilities, weaknesses and even what kind of treasure they may have.

Better yet, not only does it constantly update but it is also cleared of any sort of infohazard and is immune to any power that would have an entity notice that information about them has been written down or learned.

Qashmallim

Guiding One:

The Qashmallim usually Elpidos guide the Promethan on their pilgrimage.

For this scenario, you will guide a motley of Prometheans from the start of their Pilgrimage to their New Dawn.

Reward:

For this incredible feat, you receive the **perk Guiding Angel.** You are an incredible guide and guardian. Not only do you always know what those you guide are up to but you have an incredible grasp of their psychology and mental state.

This is combined with an incredible ability to know just what they need to develop as people and continue their journeys.

Furthermore, you also possess incredible scheming so that you can set up events to force them along their paths if they were on the verge of failing or stopping for example. You can even hide all traces of your involvement.

You also receive the **item Guide of the Pilgrims.** This is an updating book that contains all sorts of information not only about the Pilgrimage of Prometheans but all sorts of transformative methods and journeys to change and grow in power and/or develop as an individual.

Crimson Masquerade:

Qashmallim are sometimes sent on missions to destroy either to spread chaos or perhaps to curb a threat.

For this scenario, you will have to infiltrate a masquerade ball hosted by a secretive cabal of alchemists who wish to sacrifice all attendees to their alien patron.

Reward:

For this incredible feat, you receive the **perk Death in Crimson.**

You excel at all kinds of disguises and infiltration missions as you can infiltrate even the most supernaturally guarded of locations and leave with none the wiser.

You possess incredible powers of chaos, death and disease.

Not only could you use all sorts of bizarre magic tricks and illusions but simply taking off your mask could curse anyone who saw you with death to say nothing of how you can kill with but a touch.

You could create, innovate, improve and modify all sorts of magic, magic tricks, plays and rituals with incredible effects much like the Showman of Secrets.

In fact, you could very well run an entire play or circus show all by yourself, simply by creating all the actors and performers as puppets that you manipulate.

This can even manifest as a disease that kills painfully after a few days yet doesn't spread beyond the initial infected.

In fact, your powers are so infused with dark irony that the more harm and evil deeds someone has done the better it works against them.

A curse levied at the leader of a demonic cult would be extremely magnified compared to one cast at a pickpocket for example.

You also receive the **item Crimson Theater Ball** with all members loyal to you.

It is staffed by various Qashmallim though mostly Lillithim but also alchemists, occultists, Prometheans and surprisingly Pandorans.

The Theater tends to draw important people whether they are mortal or supernatural creatures.

Any sort of ritual, magic, ability etc. used here and done in the form of a magic show or other kind of performance becomes greatly magnified.

Furthermore, you can see and find portents in the future in this theater.

Perhaps strange masked figures show up on stage and act events that will soon grow relevant to you, bizarre figures discuss rumors in the audience and VIP seats about how strange events have been happening lately or maybe the props themselves act on their own to give warnings about the future for example.

You may make them companions or followers at your discretion.

Angels of the God Machine

City of Nightmares:

The Infrastructures of the God-Machines are many and so are the secrets they hide.

For this scenario, you will have to stop the incursion of a nightmarish realm that is the result of a failing Infrastructure in a city.

Reward:

For this incredible feat, you receive **the perk City Walker.** This grants you incredible abilities and skills to fight back against otherworldly incursions and to fix the source of the issue.

You have also gained the ability to city-walk which allows you to visit any city you are familiar with (either from having been there or watched videos about it for example) just by walking or driving down the streets.

You have similarly learned how to walk to otherworldly and/or alternative realms and come back from them.

You also receive the **item City of Angels** which is a city that can connect to any other city in the setting and allow passage between the two for anyone with your permission.

The city is staffed by loyal angels that know a great deal about fixing Infrastructure and in future jumps similar reality breaking malfunctions.

They can become companions or followers at your discretion.

A Journey Into Time

The Infrastructure of the God-Machine can accomplish unbelievable feats and yet malfunctions can have incredibly dire consequences. For this scenario, you will have to stop a nefarious group of individuals who have discovered rooms hidden in an Infrastructure of the God-Machine that allows one to travel to the past it to change it.

Reward:

For this incredible feat, you receive the **perk Time Stranger.**

You are an incredible detective that can not only solve any case with time and effort but even cases involving temporal shenanigans can be stopped by you.

You are also inherently aware of any sort of temporal anomaly in the timeline.

Not only are you immune to all sorts of time-shenanigans and temporal paradoxes but you have also learned to manipulate time on an incredible scale.

You could even replicate some of the Infrastructure of the God-Machine that can reset time itself in an area the size of a city.

You can even time-travel to any point you want whether it is in the past, the future or any alternate timeline and even take people with you.

You can of course easily find your way back and bring back anyone with you. Whether or not this causes a paradox or dire consequences is up to you.

You also receive the **Item House of time** with all its angels loyal to you.

This is an incredible infrastructure that can manipulate time and even allow time travel.

Perhaps you change the time on a grandfather clock and leave the house only to find out that you are in the future or you place a painting on your bedroom's wall and find yourself transported to the time (and place) that it was painted for example.

You are guaranteed to be able to safely make your way back.

The House also has all the amenities you may want.

The House is even subtly beyond the universe itself such that even if someone were to erase the timeline, the house and anyone inside would be perfectly safe.

The House is maintained by loyal angels that can teach you how to safely use the house.

You may take them as companions or followers at your discretion.

Cosmic scenario:

Each of those scenarios makes you on the same level as an Ascended which makes you invulnerable to harm. This makes you around a rank 9 entity in power and influence.

Take care however, as there may be secretive methods lost since the Fall that can cast down even Ascended. In future jumps, only beings on the level of the heads of pantheons could stand a chance to tear you from your throne

Spirit

Apex of the Shadow:

Luna and Helios are the greatest of spirits known to werewolves and mages alike.

For this scenario, you must surpass them both in power and influence.

Reward:

For this incredible feat, you receive the **perk God of the Shadow** which grants you tremendous influence over all sorts of spiritual realms like the Shadow.

You also possess tremendous influence over spirits, resonance, symbolism, essence, boundaries and predation.

You are revered by all spirits everywhere.

You have gained the incredible ability to create your own spirits loyal to you. They do not have to share your nature and can be any sort of spirit including alien ones. They can have power/rank up to your limit unless you have access to an external energy source.

You can generate any kind of essence or resonance you wish and use them to create, innovate and improve incredible artifacts for example.

You can create blessings that are passed down through species much like Luna's blessing on Forsaken.

You can set up boundaries like Helios and even make areas under your control tremendously dangerous for people of your choice such as Forsaken depending on the time of day and night.

You also receive **The Shadow** as an item with all its inhabitants loyal to you. It will continue to gather spirits representing the physical world and the concepts and emotions that make it.

Finally, your actions seem to have awakened **Gaea as a companion,** the spirit representing Earth or perhaps the universe itself. She has taken on an attractive form to catch your affection.

Astral Entity

Moment of Aeons:

The Aeons may be the greatest Astral Archetypes of all as they are rank 8 entities that represent the 10 Arcana of Mages alongside the Abyss.

For this scenario, you must achieve power and influence surpassing the Aeons.

Reward:

For this tremendous feat, you receive the **perk Astral God** which grants you tremendous influence over Astral Space and similar Mental/Soul realms.

This also grants you tremendous influence over Mind, Souls, the Arcana, Paradox, Thoughts, Consciousness, Dreams, Emotions and Journeys.

You are revered as a ruler by all Astral creatures everywhere.

You can create all kinds of Astral Entities loyal to you. They do not have to share your nature and can be any sort of Astral entity including alien ones. They can have power/rank up to your limit unless you have access to an external energy source.

You can similarly create, innovate, modify and improve all sorts of Astral and Chimerical items who work incredibly well for they may as well be platonic ideals.

You also receive the item **Astral Space** with all its inhabitants loyal to you. It will continue reflecting the thoughts and emotions of all sentient creatures as well as those of animals, plants, the world and cosmos itself.

You may also take the **Aeons** including the Old Man as loyal companions.

Idigam

The Evolver:

The goals of Idigams are varied yet their most well-known trait remain their sheer capability for evolution and change.

For this scenario, you must evolve and reach a level of power and influence beyond all other Idigam.

Reward:

For this incredible feat, you receive **the perk Infinite Forms, Eternal Evolution.** This grants you tremendous influence over evolution, change, modification, experiments, adaptation and survival.

You are truly impossible to destroy as you can adapt to any adversity and even evolve to gain all you need to overcome the opposition.

You are revered as a ruler by all primordial creatures and creatures of change and/or evolution.

You can create Idigam loyal to you. They do not have to share your nature and can be any sort of Idigam including never-seen before types. They can have power/rank up to your limit unless you have access to an external energy source.

You can twist even the most resilient of souls and spirits into forms loyal to you. You can even combine them with flesh creatures to create strange aberrations.

You also receive the **item Realm of the Idigam** which is a realm of your own design that can even include celestial bodies like the Moon. It contains all sorts of Idigam loyal to you. The realm will keep gathering more Idigam and similar entities in future jumps.

You can easily evolve and experiment with spirit, evolution and life itself here as you find all your efforts in those areas give you tremendous gains.

You may take the **Idigam as loyal companions.**

Cryptid, Urban Legend and Other Horrors

Fantasy Continues:

Cryptids, Atavisms and other urban legends and horrors seem to only now exist in remote corners of the world.

For this scenario, you must ensure that the world becomes inhabitable by all those creatures much like it was in the times of old.

Reward:

For this amazing feat, you receive the **perk Fantasy isn't dead.** This grants you tremendous influence over cryptids, atavisms, magic, biology, arcane technologies, secrets, conspiracies, aliens, legends, horror, anomalies and dimensions.

You are revered as a ruler by all cryptids, atavisms, urban legends and other horrors.

You can create all sorts of loyal cryptids, atavisms, urban legends and other strange horrors**.** They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

Even better, you can make them thrive in any environment unlike Cryptids who usually rely on Verges to survive.

You could even create your own anomalous phenomena and realms under your control.

You can also create, improve, innovate and modify all sorts of strange technologies and artifacts much like those you could find in strange ancient civilizations.

You also receive the **item Lands of Legends** with all its inhabitants loyal to you. It is full of various cryptids, atavisms, urban legends and other strange monsters and will keep gathering more in future jumps. The realm greatly improves your growth in any ability or skills tied to legends, folklore, strange technologies and dimensions.

You may take the **cryptids, urban legends and other horrors as loyal companions.**

Supernal Being

Return of the Old Gods

The Exarchs overthrew the Old Gods yet it is no easy feat to destroy such ancient primeval entities.

For this scenario, you must gather the Old Gods to overthrow the Exarchs themselves.

Reward:

For this incredible feat, you receive the **perk True God** which grants you tremendous influence over the Supernal Realms and similar realms of truth.

This also grants you tremendous influence over all Arcana and domains related to them such as consumption for Forces, Wealth for Matter and Predators for Life for example.

You are revered as a ruler by all magical and/or supernal entities.

You can create all sorts of loyal Supernal entities. They do not have to share your nature and can be any sort of supernal entity. They can have power/rank up to your limit unless you have access to an external energy source.

Similarly, you can create, improve, innovate and modify incredible supernal artifacts and supernal realms including the Lustrum.

As an entity of supernal truth, you can even use magic and your various abilities in ways that even the most powerful of entities

would have ludicrous for such is your mastery and understanding of them.

You can grow stronger permanently from worship.

You excel at overthrowing rulers and tyrants for even the Exarchs fear the consequences of facing the Old Gods as they are fragments of True Reality.

This also includes but isn't limited to the regalia of the Old Gods such as the Astra (the Weapon), the Grimoire (with spells powered by an Old God) or the Dhatu (realm of a Supernal God).

You also receive the **item Supernal realms** which is the entire Supernal with all its inhabitants loyal to you. It will continue reflecting the fundamental truths of the cosmos.

You may take all **Old Gods and Supernal entities as loyal companions.**

Fae

Ascension of the Wyrd:

The True Fae instinctively seek to achieve a state known as Wyrd Ascension which is why they constantly scheme and battle each other through various challenges.

For this scenario, you must achieve Wyrd Ascension which can occur when you have six or more Titles or you achieve a bond with the Wyrd surpassing other True Fae for example.

Reward:

For this incredible feat you receive the **perk Gentry of the Wyrd** which grants you tremendous influence over the Wyrd, Arcadia and similar forces and realms of Faeries, Chaos, Stories, Mischief and/or Whimsy.

This also grants you tremendous influence over Contracts, Magic, Stories, Titles, Chaos, Fortune, Fae, Whimsy, Trickery and anything you could ever associate with Arcadia and/or the Hedge.

You are revered as a ruler by all Fae.

You can create all sorts of Fae including True Fae loyal to you. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

You can similarly create, improve, innovate and modify all sorts of Fae items, realms, plants… from goblin fruits to the Hedge and even Arcadia itself.

You also receive the **item Arcadia and Hedge** with all its inhabitants loyal to you. It will continue to fill itself with all sorts of Fae as well as strange and wonder objects and realms ripe for grand adventures. You will find that the realm allows you to grow at a greatly accelerated rate in anything associated with the Fae and/or the Wyrd.

You may take all **True Fae and Fae as loyal** companions.

Ghost/ Chthonian

King of the Underworld

A Kerberoi is responsible for only their own Dead Dominion and the Deathlord are so mythical that nobody can prove to have met one of them.

For this scenario, you will have to prove yourself to be the true supreme authority of the Underworld.

Reward:

For this incredible feat, you receive the **perk Lord of the Underworld** which grants you tremendous influence over the Underworld and similar afterlives.

You also gain tremendous influence over death, undeath, ghosts, oblivion, decay, shadow, darkness, souls, cold and anything associated with Death and/or the Underworld.

You can even resurrect and/or recreate people whose souls should have been destroyed and/or lost forever.

You can create ghosts, Kerberoi, Deathlord and Chthonians loyal to you. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

You can similarly improve, modify, innovate and create all sorts of ghostly or chthonic items and realms including the Dead Dominions themselves.

You also receive the **item Underworld** with all its inhabitants loyal to you. The Underworld will continue to fill itself with ghosts and Chthonians in this and future jumps as well as with whatever can be said to have passed on even metaphorically like ideas. It will similarly continue to gain new Dead Dominions.

You will find that your growth in anything related to death, decay, oblivion, souls and anything related to Death and/or the Afterlife is greatly increased.

You may take all **ghosts, Chthonians, Kerberoi and Deathlords** as companions loyal to you.

Abyssal (Outer Dark)

The Gates Open

The foremost wish of the Abyss is to wash upon Creation to become real and/or make it like the Abyss depending on who you ask.

For this scenario, you will have to cause an Abyssal intrusion great enough to all but guarantee that Abyss' Victory.

Reward:

For this incredible feat, you receive the **perk Abyssal God** which grants you tremendous influence over the Abyss and realms inimical to reality.

This also grants you tremendous influence over Abyss, darkness, oblivion, shadow, knowledge, secrets, destruction, lie, nonexistence, creation, eldritch, freedom, magic, unknown, unknowable, madness, void, nothingness, impossibility, chaos, possibility, paradox, emptiness and corruption as well as anything of the or related to the Abyss in general.

This makes you greater than all Annunakis combined including the Ten Dragons of the Arcanum said to have dreamed the Universe or the other Annunakis who are said to be capable of destroying/replacing the universe once they realize how fragile it is.

You are revered by all eldritch entities everywhere.

You are tremendously skilled and capable of causing destruction and sowing madness.

You are the most knowledgeable about the Abyss, its denizens and what they can offer. You will be similarly knowledgeable about similar eldritch realms in future jumps.

You can even bring impossibility into being including impossible things and creatures from the Abyss, with or without disastrous consequences is up to you.

You can create all sorts of loyal Abyssal entities including but not limited to Gulmoth, Acamoth and Annunakis. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

You can similarly create, improve, innovate and modify all sorts of Abyssal items and realms including realms that are also entities like the Prince of 100000 thousand leaves, Dur-Abzus and even Annunakis.

You also receive the **item Abyss** with all its inhabitants loyal to you. It will keep gaining new Abyssal entities and possibilities including Annunakis in future jumps and even teach you new secret knowledge.

The realm greatly improves your growth in anything that could be remotely associated with the Abyss.

You may take all **Abyssal entities including Annunakis as loyal companions.**

Strange Entity

The Stars are Right:

There are many strange entities beyond the known cosmos and some are far more dangerous than others.

For this scenario, you must achieve a true incarnation of an Alien God be it yourself or another.

Reward:

For this tremendous feat, you receive the **perk Incarnation of Cosmic Madness** which grants you tremendous influence over alien realms of existence.

This also grants you tremendous influence over alien, anomalies, outsiders, cosmos, summoning, invasion, secrets, corruption, eldritch, madness, supernatural, destruction, apocalypse, rituals, monsters, knowledge, communication, creation, travel, disguise, space, time, underworld, worms, devourers, monsters, horrors, infinite knowledge, entropy, stars, chaos, darkness, Outer Darkness, Dimensions and the Outside as well as anything related to the Strange and unknown(able) reaches beyond the known cosmos.

You can create all sorts of loyal strange entities and alien creatures. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

Similarly, you can create, improve, innovate and modify all sorts of strange and alien items and realms including those that the Atakai or Men in Black come from.

You also receive the item **Alien Cosmos with all its inhabitants loyal to you**. It is full of all sorts of strange and Alien entities including reality-bending ones. The realm will keep filling itself with strange and alien entities as well as strange alien realms.

You will find that your growth in anything related to strange and alien realms and entities greatly increases here.

You may take **all strange and alien entities as loyal companions**.

Reward:

Demon (Inferno)

Master of the Lower Depths

Demons always seek to climb the infernal ladder of power.

For this scenario, you must become the true Lord of Inferno.

Reward:

For this tremendous feat, you receive the **perk Lord of Inferno** which grants you tremendous influence over Inferno and similar hellish realms.

This also grants you tremendous influence over demons, hell, unholy, fire, corruption, sin, manipulation, secrets, knowledge, contracts, temptation, lies, suffering, cold, insects, Abaddon, judgement and anything that could ever be tied or related to Hell or Inferno.

You are revered as a ruler by fiends and demons everywhere.

You can corrupt and twist even the holiest of entities and places.

You can create all sorts of loyal demons. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

Similarly, you can create, improve, innovate and modify all sorts of infernal items and realms including realms of suffering like Inferno itself.

You also possess tremendous skills and abilities in fighting eldritch entities which includes even the forces of the Abyss itself.

You receive the **item Inferno** with all its inhabitants loyal to you. It will keep gaining more demons and damned souls.

You will also find that your growth in anything related to Hell or Inferno is greatly increased while here.

You also may take **all demons as loyal companions.**

Redemption of Inferno

It is said that among the infernal host are fallen angels who desperately want to redeem themselves.

For this scenario, you must find and cleanse those fallen angels so that they may regain their heavenly splendor once more.

Reward:

For this amazing feat, you receive the **perk Heavenly Lord** which grants you tremendous influence over the Empyrean Heaven and any sort of Heavenly realm.

This also grants you tremendous influence over heaven, virtue, light, purification, holy, sacred, faith, redemption, apocalypse, judgement, angels, sky, fire and anything that is of and/or related to Heaven.

You are revered as a ruler by all angels and heavenly entities.

You can grant redemption and absolve the sins of even the most corrupt sinner and demon.

You can similarly cleanse even the direst desecrations and corruption.

You can create loyal angels and heavenly entities. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

Similarly, you can improve, innovate, modify and create all kinds of heavenly items and realms including heaven itself.

You also receive the **item Heaven** with all its inhabitants loyal to you. It will continue gaining new angels and heavenly entities.

You will find that anything related to Heaven grows quickly while here.

You may also take all **heavenly angels and redeemed fallen angels as loyal companions.**

Hosts

Calamity's Return:

The Hosts exist to resurrect their progenitor.

For this scenario, you will have to resurrect your progenitor with you at the helm.

Reward:

For this incredible feat, you will receive the **perk Calamity Reborn.** This grants you tremendous influence over all sorts of calamities, vermin, disease, hunger, survival, swarms, escape, fungi, poison, corruption, weaving, separation, fusion, wisdom, disasters and anything else the Hosts and their progenitors are associated with.

You can create your own loyal hosts and progenitors. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

Similarly, you excel at twisting and experimenting to create all sorts of powerful aberrations much like the massive rats fielded by the Rat Hosts.

You excel at creating, innovating, improving and modifying hidden realms and locations much like the hidden domain of the Spider Host deep in the Gauntlet that they build to create a path to the deepest parts of the Shadow.

You also receive the **item Realm of the Hosts** with all its inhabitants loyal to you. This is a realm that contains all Hosts and similar creatures. It will keep filling itself with new Hosts.

You will also find that you quickly grow in anything related to Hosts, their progenitors and calamity itself here.

You may take **all Hosts as loyal companions.**

Pangaean

Pangaea Reborn:

Pangaea fell and with it all the Pangaeans rapidly dwindled in number.

For this scenario, you must somehow bring back Pangaea and the Border Marches.

Reward:

For this scenario, you receive the **perk Ancient God** which grants you tremendous influence over nature, spirits, cycles, weather, separation, hunting, wildlife, trickery, animals, plants, primeval and anything related to Nature and primordial times.

All beasts, Pangaeans and spiritual entities revere you as a ruler.

You can easily separate and fuse various realms/dimensions together, with or without disastrous consequences is up to you.

You can create all sorts of loyal Pangaeans. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

Similarly, you can improve, innovate, modify and create all sorts of items and realms that combine spirit and physical reality much like Pangaea.

You also receive the **item Pangaea** with all its inhabitants loyal to you. It contains all sorts of loyal Pangaeans and spiritual entities. It will keep gaining new Pangaean and spiritual entities.

You will quickly find that your growth in anything related to Nature increases rapidly while here.

You may take all **Pangaean as loyal companions.**

Geryo

Nightmare of the Ancients:

The Geryo are true primeval horrors though some embody it more than others.

For this scenario, you must prove yourself the greatest horror among the Geryo.

Reward:

For this incredible feat, you receive the **perk The First Nightmare** which grants you tremendous influence over realms of nightmares and primeval terrors much like the ones that the Begotten and their Dark Mother dwell in for example.

You also gain tremendous influence over beasts, nightmares, madness, horror, fear, terror, nightmare realms and anything related to Nightmares, fear and/or horror.

You are revered as a ruler by all creatures of fear.

You may create loyal Geryo, Horrors and/or entities of fear and terror/horror. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

You could even gain powers from fears such as incredibly esoteric powers of darkness from a fear of darkness or the ability to create monstrous sentient objects from a fear of dolls for example.

You can similarly create, innovate, improve and modify all sorts of items and realms of terror much like the realms created by Night Terrors in Astral Space.

You also receive the **item Realm of Nightmares** with all its inhabitants loyal to you. It is full of various Geryo, Begotten and creatures of fear and will continue gaining more of them.

You will quickly find that your growth in anything related to Horror or Fear is greatly increased while here.

You may take the **Geryo as loyal companions.**

Qashmallim

Soul Saver:

It is said that the Principle as the source of Pyros is also the source of Souls itself which makes it one of the most vital processes of the cosmos.

For this scenario, you will have to save the Principle from destruction perhaps at the hands of an Entropic, an Abyssal entity or a powerful demonic entity who wishes to claim more souls for example.

Reward:

For this incredible feat, you receive the **perk The Heavenly Principle** which grants you tremendous influence over the cycle of souls itself.

It also grants you tremendous influence over creation, destruction, order, chaos, fire, souls and anything related to the Principle and what it represents.

You can create all sorts of loyal Qashmallim, Prometheans and Pandorans**.** They do not have to share your nature. They can have

power/rank up to your limit unless you have access to an external energy source.

Similarly, you can create all sorts of alchemical, pyros and flux items and realms much like the Showman of secrets.

You excel at setting up schemes and agents to accomplish your goals with no one aware of your true goals.

The Principle has gained an identity and became **your companion.** It has taken on an attractive form and is both exceptionally wise and powerful.

You also gain the **item Realm of Divine Flame** with all its inhabitants loyal to you. It contains all sorts of Qashmallim and will keep gaining more.

You will find that while here your growth in anything related to the Principle is greatly increased.

You may take **all Qashmallim as loyal companions.**

Angels of the God Machine

The God-Machine's Repairman

The God-Machine much like any machine can be prone to malfunctions and yet because of its power, they can have dire consequences.

For this scenario, you must cure the God-Machine of one of the Contagions that afflicts its Infrastructure.

Reward:

For this incredible feat, you receive the **perk Deus Est Machina** which grants you tremendous influence over technology, Aether, probability, occult, mathematics, logic, angels and anything related to the God-Machine and what it represents.

You can create all sorts of angels, entities of Aether and servitors of the God-Machine. They do not have to share your nature. They can have power/rank up to your limit unless you have access to an external energy source.

You can create, innovate, improve and modify incredible technologies including Infrastructure that make use of both physical and occult principles that can achieve effects that anyone else would deem impossible.

You can blackbox your creations such that no one aside from you and those you allow can understand their design.

You also gain the **item Realm of Divine Machinery** with all its inhabitants loyal to you. It is full of all sorts of angels and creations of the God-Machine and will keep gaining more.

You will find that your growth in anything related to technology or the God-Machine increases greatly while here.

The God-Machine has chosen to follow you as a **grateful companion** who has even learned to take on form(s) appealing to your tastes.

You may take **all angels and creations of the God-Machine as loyal companions.**

Spark Scenario:

Transcending the Cosmos:

As you may have understood by now, this cosmology is home to countless powerful entities.

Your task for this scenario is as simple as it is difficult. Surpass all of them in both power and influence such that they have no choice but to acknowledge your superiority.

Reward:

For this incredible feat, you gain the **perk Transcendent Being.**

You have done it, you have transcended and surpassed even the most powerful, abstract and esoteric of beings. This makes you truly and functionally omnipotent and omniscient.

You gain your **Jumpchain Spark** or choose to spark at any point in the future.

Finally, you gain the entire **World of Darkness cosmology as an item** with all its inhabitants loyal to you.

Ending:

Go Home:

Perhaps that was enough adventure for you.

By taking this option, you choose to return home and take with you everything you have gained on your journey.

A Dark World:

Have you grown attached to this world?

You choose to end your journey here and keep everything you have gained on your journey.

Beyond the Gate:

This may have been an incredible adventure but you know in your heart that there is always more to come.

You choose to go through the gate and beyond this cosmos onward to your next adventure.

Notes:

Image from:

https://whitewolf.fandom.com/wiki/Spirit_(WOD)

About Ranks:

The ranks granted by the origin perks and the general perk do stack though you can't go beyond Rank 10 without buying the capstone booster.

This still grants you much more power and versatility than you should have at your rank.

Ranks are canonically more powerful than the equivalent for more playable splat such as a gnosis 6 mage is much weaker than a rank 6 spirit or goetia and a shadow potency 4 Strix is much weaker than a rank 4 spirit.

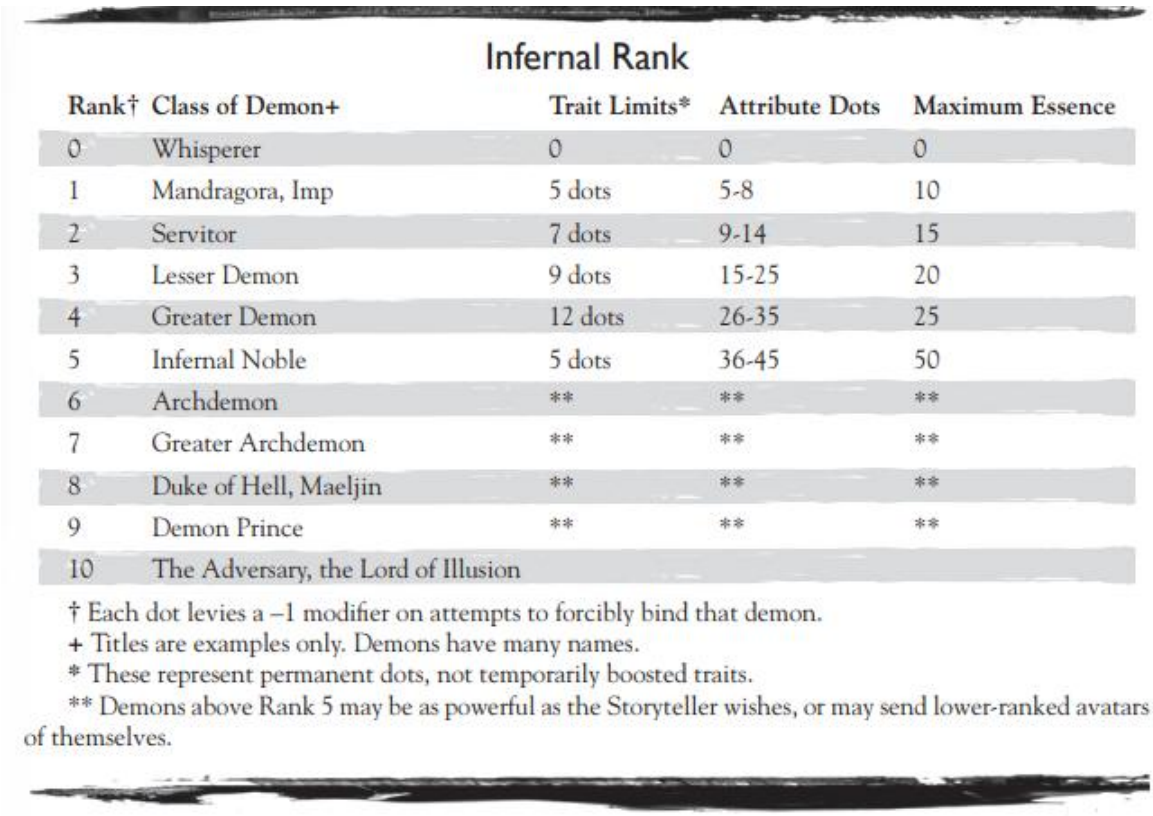
Ranks of various entities:

Example chart taken from Reddit White Wolf Subreddit: https://www.reddit.com/r/WhiteWolfRPG/comments/oy8hub/a_more_comprehensive_ranking_of_spirits/

Rank	Werewolf Name	Modern Mage Name	Archaic Mage Name	Scale	Description	Examples
10	Ilusah	Celestine	Emperor/Empress	Universal	spirits of concepts that are present in all or most things across the universe	Entropy, Energy, Space, Time
9	Ilusah	Celestine	Emperor/Empress	Cosmic	spirits of concepts that span multiple whole worlds	Stars, Water, the Solar System, Gaia (because of the several otherworlds present on Earth)
8	Ilusah	Celestine	King/Queen	Global	spirits of entire worlds or domains of existence	Luna, Helios, Mars, Father Wolf (as the spirit of the Gauntlet)
7	Ilusah	Celestine	King/Queen	Kingdom / International	spirits of major aspects of a world or domain of existence	Rivers, Animals, Fear, North America
6	Dihar	Greater Incarna	Prince/Princess	Principality / National	spirits of major aspects or particular examples of Rank 7 concepts	The Amazon River, Mammals, Fear of Death, Mexico

Rank	Werewolf Name	Modern Mage Name	Archaic Mage Name	Scale	Description	Examples
5	Dihir	Lesser Incarna	Duke/Duchess	Dutchy / Regional	spirits of things that dominate a large region (about the size of an American state), either physically or conceptually	Lake Michigan, Housecats, Fear of Spiders, New York City
4	Ensah	Greater Jaggling	Count/Countess	County / Local	spirits of things that dominate a small region (about the size of a county or large city), either geographically or conceptually	The Thames River, Stray Housecats, Fear of 13, the Chicago Public Library system
3	Ensih	Lesser Jaggling	Baron/Baroness	Barony / Neighborhood / Town	spirits of things that dominate a region within practical walking distance, or of obscure areas of human experience	Lake Minnewanka, Obese Housecats, Fear of Clocks, Hell's Kitchen
2	Hursah	Greater Gaffling	Knight	Building	broad groups of particular objects, creatures, or experiences	a dentist's office, all the wolves in a forest, the career of a hitman
1	Hursih	Lesser Gaffling	Squire OR Page	Room	spirits of narrow groups of particular objects, creatures, and/or experiences, or single notable objects, creatures, or experiences	a knife that has tasted blood, a wolf pack, a messy divorce
0	Muthurum	Mote	Pawn	Individual	spirits of particular mundane objects, creatures, and/or experiences	a chair, a cat, an assault

Chart of Demonic Ranks taken from World of Darkness: Inferno



Infernal Rank

Rank†	Class of Demon+	Trait Limits*	Attribute Dots	Maximum Essence
0	Whisperer	0	0	0
1	Mandragora, Imp	5 dots	5-8	10
2	Servitor	7 dots	9-14	15
3	Lesser Demon	9 dots	15-25	20
4	Greater Demon	12 dots	26-35	25
5	Infernal Noble	5 dots	36-45	50
6	Archdemon	**	**	**
7	Greater Archdemon	**	**	**
8	Duke of Hell, Maeljin	**	**	**
9	Demon Prince	**	**	**
10	The Adversary, the Lord of Illusion			

† Each dot levies a –1 modifier on attempts to forcibly bind that demon.
+ Titles are examples only. Demons have many names.
* These represent permanent dots, not temporarily boosted traits.
** Demons above Rank 5 may be as powerful as the Storyteller wishes, or may send lower-ranked avatars of themselves.

For other entities the ranks tend to be a bit harder to figure out.

Ghosts, Chthonians and Geists have various levels of powers though Kerberoi tend to be at least rank 5 while Deathlords should be between Rank 7 and Rank 8.

Astral entities notably the Archetypes vary greatly depending on the specific archetype as they run from Rank 2 all the way to Rank 7 for something like Death.

The Cryptids presented in the Mage the Awakening: Summoners book were fairly weak with the example Grey at rank 2 and Bigfoot at rank 3.

I believe a Mongolian Death Worm might be rank 5 but I digress.

As for Strange Entities from that same book:

Men in Black are rank 2 entities.

Atakai are left to the Storyteller needs for how weak or strong they are.

Ghost Operators are rank 3 to rank 4.

The Hellmenths are the strongest strange entities presented in that book. They are godlike entities so Rank 6 and above.

I assumed the power of ranks of the origins presented here to be roughly analogous to the Spirit Ranks just to make them simpler.

This might be wrong depending on the specific origin notably Abyssals:

From Rank 1 to Rank 5, they are comparable to Spirits, Ghosts and Astral Entities of similar ranks.

Rank 6+ Abyssal entities is when things get absurd:

The Oath of Ruin from Mage the Awakening Intruders: Encounters with the Abyss who is slowly incarnating through the Harper Family is described with the following traits:

If the Oath of Ruin should somehow manage to incarnate in the Fallen World, the Oath of Ruin should be considered at least a Rank 6 spirit (meaning that Traits are largely unimportant for it; it is able to do most anything that it feels like, whether contested or not).

Its only weakness is to be found in its Ban, which should be something appropriate to your chronicle, but also something ghastly, which will draw the ethics of the characters into question.

Maybe a weapon quenched in the heart's blood of 100 Harpers can kill the Oath of Ruin, or perhaps it can only be banished when one truly innocent member of the Harper family is buried alive inside of the remains of Ian Harper's well and allowed to die.

Whatever the case, seeking to end the intrusion should compel the characters to choose between what it right and what must be done.

Meanwhile the other 6+ rank entity described in Mage the Awakening Summoners book is the Mirror at the End of All Things who is described with the following traits:

The Mirror at the End of All Things is a Gulmoth of at least Rank 6 in power, meaning that attributes, Numina, and the like are patently unnecessary for it. Should this horror actually be drawn into the Fallen World, then only a miracle (or an epic combination of cunning willwork, agonizing sacrifice, and Herculean effort) can bring its manifestation to an end.

It may be, in fact, that the spirit has no desire or even ability to interact with this realm, save to spread ever outward, like the wave that bounds it and which drives it back, in an attempt to turn the Universe in upon itself.

In general, in the Mage the Awakening Imperial Mysteries Book powerful Abyssal entities are described as such:

greater Abyssal entity: A stillborn or castoff world within the Abyss, made of hundreds of smaller Abyssal beings.

Another powerful Abyssal entity is the Prince of a 100000 Leaves, a sentient timeline so abhorrent that it was aborted by reality itself.

Furthermore, there are the Annunaki, stillborn worlds/universes who may be the greatest of entities in the Abyss.

Aswadim legends speak of the Ten Dragons who dreamed of the Laws to actually be Annunaki originally or how the Annunakis could easily destroy the universe once they realize how fragile it is.

Other than that, Arch-Qashmallim are truly capable of global world-changing effects.

Finally, The God-Machine has seemingly very few limits to what it or its infrastructure can do.

Not only does it have Infrastructure that allows time travel for example but it also has many Elimination Infrastructures which can erase people, objects and entire locations from existence such that very few beings (even among supernatural creatures) ever notice something is amiss.

Therefore, as a rule of thumb Rank 6 and above is the power of godlike entities whose abilities are left to your and/or the Storyteller’s discretion.

As such weaker beings can’t face them directly and can only hope to defeat them using their Ban aka weakness.

About Influences:

Here is the chart of how influences work for demons from World of Darkness Inferno:

Level Effect

• Strengthen: The demon can enhance phenomena. Fires burn a bit larger, angry people get angrier and so on. The demon might apply +1 or –1 modifiers to rolls. The effect's duration is one minute per success.

•• Manipulate: The demon can make small changes. A Wrath demon could make an edgy person angry. A demon who loves fire could ensure that a stray spark ignites an oil slick. The demon can use its Influence as a shield (remove successes from an incoming effect or attack equal to its Infernal Rank) against appropriate threats (anger against pacification, fire against physical attacks), to inflict bashing damage. The base duration for non-damaging effects is 10 minutes per success. Damaging effects are instantaneous. Principalities and Powers 52 Chapter One-Demonology

••• Control: The demon can make forceful changes to its area of influence. It can make calm animals ferocious or turn a lit match into a fireball. The demon can modify certain dice rolls by +1 or –1 per success, or inflict lethal damage. The duration of non-damaging effects is 10 minutes per success. Damaging effects are instantaneous.

•••• Create: The demon can conjure aspects of its Influence ex nihilo. A Wrath demon can make someone hate a specific person. A fire demon can summon flame out of nowhere. The demon can add or reduce Attribute dots, Health, Size, Speed or Structure if any of these fall under its Influence. These effects last for one minute per success.

••••• Mass Create: The demon can create wide ranging or multiple phenomena. Depending upon the Influence, it can cause riots or conflagrations. These affect a number of targets equal to the demon's Rank, or an area or thing with a Size of up to 20 x its Rank. The demon can also inflict aggravated damage upon a single target. Non-damaging phenomena last for one minute per success. (Damaging effects are instantaneous.) Alternately, the demon can produce one permanent phenomenon. This also generates one Rank of Desecration, centered upon the phenomenon.

••••• + Terrible powers whose parameters are left to the Storyteller.

You can take it to work similarly for the influences and powers of other origins.

However, do note that demons have slightly more trouble influencing the will of the virtuous compared to other entities.

About True Fae:

So, when I made this jump, I was mostly skimming the Changeling the Lost books for information about the True Fae as well as the White Wolf Fandom wiki.

As such, I didn't make much of a difference between them and other godlike entities (aka rank 6+ entities).

However, I then read the Equinox Road sourcebook which goes into some depths about the True Fae and their powers.

The long and short version is that the Regalia and Titles they have access to are massively more powerful contracts, pledges and bargains than the Changelings have access to (ironically enough, the changelings can only sign their contracts thanks to the True Fae with the latter unable to negate the Changelings' access to them without jeopardizing their own contracts).

They can be said to be nigh omnipotent within the boundaries of their Title(s) as they can change the clauses (as in powers granted by them at will) at will.

They are however much weaker in the normal world though since you are paying the perk with CP, you can ignore all these pesky weaknesses.

For example, The Princess of Red Crowns can nail hats to people's heads, drag off wicked children to her great and terrible Crimson Keep that she can conjure and so on. She doesn't have special control over dragons or violent thunderstorms as she isn't the Tlatoani of Crashing Serpents, however.

They can also turn into any form as long as it relates to their title(s) in some way which is their Tell.

For example, here is what Equinox Road and the 2e corebook have to say about the Prince of Weeping Rats:

This shape or theme is called the Title's tell. The Prince of Weeping Rats appears as a rat-headed crying man holding a scepter, or becomes an endless, filthy high rise, whose human-looking tenants weep whenever the ruling rats eat their food or steal unattended children.

As for their powers, Changeling the Lost goes from Wyrd Score 1 to 10.

Each Title is supposed to be Wyrd 5 with an extra dot for each Title the True Fae has to a maximum of 10 with such True Fae described as having godlike power among their kind as they hold 5 Titles.

For the capstone boosted perk, I simply chose to let the jumper choose just how many titles they have as the relative power of the perk is still comparable to the others in terms of rank.

About Wyrd Ascension:

According to Equinox Road, a True Fae can achieve Wyrd Ascension once they reach 6 titles.

However, the book also notes that the Storyteller can choose for it to happen at a higher number of titles if they want a longer game.

For the cosmic scenario, I didn't consider it since I hadn't read the book back then.

As such you may choose to ascend after obtaining 6 or more titles or perhaps by simply surpassing the rest of the True Fae in your bond with the Wyrd for example.

About perks with similar effects:

Yes, they can stack to become stronger and more versatile if you want.

About the item Doorway to Darkness:

Think of it like the quests and scenarios you may receive as part of a system RPG.

In short, it's basically an excuse to play through any sort of story hook, seed, plotlines, scenarios or otherwise from the World of Darkness and all sorts of possibilities aside from them.

About the relative power level of companions:

I simply wrote as I went but as a rule of thumb for relative rank and influence:

100 CP: 1-2

200 CP: 3-4 (The exception is Your Home as it can actually mess with anyone with ill intent against you no matter their power. It wouldn't be a good home otherwise).

300 CP: 5

400 CP: 6-7

500 CP: 7+

600 CP: 8-9

About Angels:

There are quite a few different types of entities that are angelic in the world of Darkness.

These are the Angels of the God-Machine, the angels of Aether (the Supernal realm), the Qashmallim of the Principle and the angels mentioned in the Inferno Sourcebook which include the Empyreans, the Grigori fallen angels and Inothiel the Herald, a fallen angel underneath the Asylum described in the Asylum sourcebook.

Sometimes when they meet as described in Promethean the Created (referring to meetings between Qashmallim and Supernal Angels or Angels of the God-Machine), it ends rather anticlimactically as they

ignore each other if their missions don't conflict. Sometimes, it ends explosively.

Aside from that, keep in mind that the World of Darkness is all shades of Grey and Black even for Angels.

Supernal Angels do not compromise and are closer to the smite your city Old Testament types Angels than they are to merciful angels. Not to mention that the Imperial Mysteries book mentions that compassionate justice isn't actually a principle in the Supernal realms.

Angels of the God-Machine serve the God-Machine who treats everything and everyone as resources to use and discard as it sees fit. As such, they simply accomplish whatever it asks of them including murder, mass sacrifices…

Qashmallim have the Elpidos and the Lillithim but even the Elpidos only care about their mission and not the collateral.

For example, if an Elpidos' mission is to make two people fall in love, it could very well just murder everyone around them to force them together.

Meanwhile, a Lillithim that needs a Promethean to continue their Pilgrimage is more than willing to poison a stream to destroy everything around him including the ecosystem and the city down the stream if that's what it takes.

Not to mention the few examples of Arch-Qashmallim who do not seem to be part of any choir don't paint a good picture.

One is known as the Star of Unity who appears as an emerald light that causes people who witness it who come into contact with one another to exchange memories.

The situation given was a base in Antartica where after a month, the research team there were unrecognizable from the people they used

to be as they struggled to survive since none of them had the complete specialized skillset you would expect as part of the team.

Another is a theater that sends those who visit it somewhere else, perhaps the future, an illusion or another world with no guarantee of coming back.

The last example is a city where everyone man or woman, young and old suddenly gather in the park and start building a new tower of Babel with whatever is at hand.

Once the edifice is complete, they will sing a song around it and jump into the tower from the top. Future investigations will reveal that the bodies have disappeared.

Finally, the angels of the Empyrean described in the Inferno sourcebook are also quite alien as they don't explain the Plan that they are a part of.

One example is an angel of Charity who forces its host to give everything away and then forces everyone else around them to give away.

Another seeks to start the Apocalypse perhaps by stealing and releasing a Bio-weapon for example.

And yet another builds an apocalypse shelter, stocks up massive numbers of guns and then forces people into the shelter.

About the Astral Realm:

Though I mentioned that it's mostly about humanity and the cosmos especially Earth, it is possible to go further than a planet in a region known as the Sidereal Wastes.

Travel there can take subjective eons so it's best to have a destination in mind or to have some other method of dealing with that like a spell or perk to not be bored or feel subjective time for the duration of the journey.

It seems that the astral reflections of planets in the solar systems aren't as empty as they seem as there are sentient Atlantean constructs and aliens on Mars.

There are also various ruins some known to Awakened and others are unrecognizable.

Aside from that, there are rumors of all sorts of weird creatures out there including but not limited to all kinds of aliens, alien goetia spirits, ribbons of indescribable light and some kind of angels.

There are also scary rumors about a rogue planet known as Nemesis which is made of Abyssal antimatter.

It hunts awakened civilizations and has apparently extinguished at least a dozen of them before the Atlantis mages are familiar with.

There are also rumors of an angel chained under the ice of Jupiter's moon Europa.

It is said that there are creatures that hunt down dreamers past the solar system yet there are also rumors of paths and shortcuts that can take someone past the solar system to reach distant worlds outside the solar system.

Apparently, there are quite a lot of strange creatures there too.

It its said that distant stars are prisons for monsters so powerful that the true gods couldn't drive them into the Abyss.

Though there are also rumors that most worlds and stars were consumed by the Abyss and that the remaining broken worlds worship dark alien Gods.

Companion References:

Spirit Companions:

100 CP- (Discounted Spirit) Projekt Werewolf- Based On Projekt Red from Arknight.

200CP- (Discounted Spirit) Fallen Moon- Based on the Broken Mirror: Rebecca Cormac, a fallen Lune spirit from Werewolf the Forsaken Night Horrors: Shunned by the Moon.

300CP- (Discounted Spirit) Void Star- Original Character based around an alien spirit discovering warmth and love for the first time.

400CP- (Discounted Spirit) Artemisia- Based on Artemis from Greek Mythology, Artemisia the alternate Moon Goddess from Exalted and Artemisia/Ultimacia the Wing Dragon King from Ragna Crimson

500 CP- (Discounted Spirit) the Queen of the Night- Based on the Protogenoi Nyx from Greek Mythology and Queen of the Night the XYZ monster from Yugioh.

600CP- (Discounted Spirit) Amaterasu- Based on Amaterasu from Fate Grand Order.

Astral Entity Companions:

100 CP- (Discounted Astral Entity) Your Daimon- Based around the Daimon that mages from the Mage the Awakening have.

200CP- (Discounted Astral Entity) Idol of Hearts- Based on a mix of Hastune Miku the Vocaloid and Linnea, the Sarkaz Djall Idol from Arknights: Endfield.

300CP- (Discounted Astral Entity) Phantom Thief Group- Based on the Phantom Thieves of Hearts from Persona 5

400CP- (Discounted Astral Entity) Arthuria- Based on Artoria from Fate Grand Order.

500CP- (Discounted Astral Entity) Miss Sun – Based on Carmen from Project Moon.

600CP- (Discounted Astral Entity) Lady Death- Based on Death from comics including Marvel, DC and Death of the Endless.

Cryptid, Urban Legends and Other Horrors Companions:

100 CP- (Discounted Cryptid…) Anomaly Enthusiast- Original Character Based around a cryptid/anomaly enthusiast who is also one of them.

200CP- (Discounted Cryptid…) Nessie- Based on the Loch Ness Monster.

300CP- (Discounted Cryptid…) Alien Trio – Based on the Grey Aliens

400CP- (Discounted Cryptid…) Forgotten Dragon- Based on Melusine/ Fairy Knight Lancelot from Fate Grand Order.

500 CP- (Discounted Cryptid…) Alien Visitor- Based on the Visitor Aliens from the World of Darkness Immortals Sourcebook.

600CP- (Discounted Cryptid…) Analog Devil- Original Character with abilities based around weird and anomalous phenomena from World of Darkness Mysterious Places and Hunter the Vigil: Horror Recognition Guide for example.

Idigam Companions:

100 CP- (Discounted Idigam) The Thing- Based on the Thing from the movie of the same name.

200CP- (Discounted Idigam) False Prophet- Based on Deban Dun, the False Idol as your prophet the Idigam from Werewolf the Forsaken Night Horror: Shunned by the Moon.

300CP- (Discounted Idigam) Hungering Depths- Based on Gagh-Azur, the mouth of the Depths the Idigam from Werewolf the Forsaken 2e corebook.

400CP- (Discounted Idigam) Void-touched Entity- Original Character based around the idea of an Idigam bonding with the Void.

500 CP- (Discounted Idigam) The Leviathan – Based on Skadi, Ishar'mla and the Seaborn from Arknight.

600CP- (Discounted Idigam) Primordial Mother- Based on Tiamat from Fate Grand Order.

Supernal Being Companions:

100 CP- (Discounted Supernal Being) Supernal Familiar- Original character based around the idea of a helpful magical familiar.

200CP- (Discounted Supernal Being) Demon Guardian- Original character based around the idea of a demonic guardian.

300CP- (Discounted Supernal Being) Flaming Valkyrie- Based on various valkyries from Brunhilde to her daughter Aslaug from myths and Fate Record Last Einherjar.

400CP- (Discounted Supernal Being) Angel of Death- Original Character based around a Supernal Angel of Death and master of Matter.

500 CP- (Discounted Supernal Being) Arcadian Trickster - Based on Genderbent Loki from the MCU and various other Trickster Deities.

600CP- (Discounted Supernal Being) Living Storm- Based around a genderbent Zeus from Greek Mythology as an Old God.

Fae Companions:

100 CP- (Discounted Fae) Fairy Guide- Based on Navi from Legend of Zelda and Tinkerbell from Peter Pan.

200CP- (Discounted Fae) Red-Haired Merchant- Based on Anna from Fire Emblem series.

300CP- (Discounted Fae) The Hunter- Original character based around a grateful huntsman swearing fealty to you.

400CP- (Discounted Fae) Titania- Based on a genderbent Oberon from Fate Grand Order.

500 CP- (Discounted Fae) Witch Queen – Based on Morgan Le Fay from Fate Grand Order

600CP- (Discounted Fae) Comic Artist- Based on Nihilux / Aha the Aeon from Honkai Star Rail.

Abyssal Companions:

100 CP- (Discounted Abyssal) Pretty yet Bizarre- Based around a more magical Lavinia Whateley from the Cthulhu Mythos.

200CP- (Discounted Abyssal) Your Home – Based on the Your Home Collapsal Companion from the Arknights Tg jump. It fits because the Abyss has multiple intruders that take the form of homes or otherwise interfere with locations such as the Halfway House, False Demesnes, the Crossways and the Twisting Maze.

300CP- (Discounted Abyssal) False Master- Based on (and expanding upon) the Abyssal Entity responsible for the Sinister Organ Qigong Intruder in Mage the Awakening: Intruders Encounters with the Abyss.

400CP- (Discounted Abyssal) Angel of Beyond- Original character based around a Qlipoth now Aswadim serving as your herald.

500 CP- (Discounted Abyssal) Black Goat of the Woods- Based on Shub-Niggurath from the Cthulhu Mythos and her adaptation in the Elder Sister Like One/ Ane Naru Mono Manga.

600CP- (Discounted Abyssal) Tohu Va Bohu- Based on a combination of Azathoth from the Cthulhu Mythos, Aru Hoshina from My Beloved Apocalypse and Tohu Va Bohu, Azathoth's counterpart in the Lovecraftian gacha game Morimens.

Ghost/Chthonian Companions:

100 CP- (Discounted Ghost/Chthonian) Ghost Dog- Original Character based on the concept of a ghost dog finding a new (or perhaps their old) master.

200CP- (Discounted Ghost/Chthonian) Warrior Ghost- Original Character based on the concept of a ghost warrior finding a new liege to serve.

300CP- (Discounted Ghost/Chthonian) Psychopomp- Based on Kuchiki Rukia from Bleach.

400CP- (Discounted Ghost/Chthonian) Judge of the Underworld- Original character based on a Kerberoi tied to judgement.

500 CP- (Discounted Ghost/Chthonian) Lady of Graves – Based on the Goddess of the Dead Pharasma from Pathfinder.

600CP- (Discounted Ghost/Chthonian) Queen of the Underworld- Based on Ereshkigal from Fate Grand Order.

Strange Entity Companions:

100 CP- (Discounted Strange Entity) Agents in Black- Based on the Men in Black in Mage the Awakening: Summoners.

200CP- (Discounted Strange Entity) Flight to the Outside- Based on an Abyssal intruder I read about from the Onyx Path forum about a plane that takes you to the Abyss. In this case the companion takes you outside the known cosmos.

300CP- (Discounted Strange Entity) Nightmare Entity- Based on Slenderman and the Thin Man From Little Nightmares II.

400CP- (Discounted Strange Entity) Secret Lord- Based on Haagenti, the Demon Lord from Pathfinder though mixed with the Hellmenth of Mage the Awakening: Summoners for the decoding investigation part.

500 CP- (Discounted Strange Entity) Crawling Chaos – Based on Nyarlathotep from the Cthulhu Mythos and Nyaruko-Chan from Nyaruko Crawling with Love.

600CP- (Discounted Strange Entity) The Key and the Gate- Based on Yog Sothoth from the Cthulhu Mythos as a cute woman.

Demon (Inferno) Companions:

100 CP- (Discounted Demon (Inferno)) Nun from Hell- Original character based around a nun that follows a demon patron.

200CP- (Discounted Demon (Inferno)) Demifiend- Based on the Demifiend from the Shin Megami Tensei Game Series.

300CP- (Discounted Demon (Inferno)) Fallen Angel- Based on Akeno and the Fallen Angel that tries to kill Issei both from High School DXD.

400CP- (Discounted Demon (Inferno)) Red Devil- Based on Rias Gremory from Highschool DXD.

500CP- (Discounted Demon (Inferno)) Queen of Flies – Based on Beelzebub from Record of Ragnarok, Gluttony Demons from the Lazy King Korean Webnovel and Beelzebub in Trench Crusade.

600CP- (Discounted Demon (Inferno)) Lucia Aylith- Based on a Genderbent Satan from Devilman.

Pangaean Companions:

100 CP- (Discounted Pangaean) Shaman of Jumper- Original character based around a mage rediscovering an old spiritual tradition through serving an ancient entity.

200CP- (Discounted Pangaean) Fragments of Jumper- Simply your own servitor race.

300CP- (Discounted Pangaean) The First- Basically the Firstborn of Father Wolf as bickering siblings chasing the same person like in a harem anime.

400CP- (Discounted Pangaean) God-Beast- Original character based around an ancient being falling for the one who rescued them from torpor and taught them about the world.

500CP- (Discounted Pangaean) Sui Reborn – Based on Sui and the Sui Siblings from Arknight

600CP- (Discounted Pangaean) Ancient Love- Original Character to have a powerful mate much like Luna

Hosts Companions:

100 CP- (Discounted Hosts) Rat Thief- Based around a Skaven thief and inventor as a Rat Host.

200CP- (Discounted Hosts) Spider Weaver- Based on Kumoko from I am a spider, so what?

300CP- (Discounted Hosts) Fungi Witch- Original creation based around a Fungi Host also being a witch.

400CP- (Discounted Hosts) Honey Devourer- Based around the King of Honey as your chef from Night Horrors: Shunned by the Moon.

500 CP- (Discounted Hosts) Serpent of Wisdom- Based on Genderbent Orochimaru from Naruto.

600CP- (Discounted Hosts) Origin of Myriads- Original character that simply represents one of the many dangerous demons/Pangaeans that created the Hosts

Geryo Companions:

100 CP- (Discounted Geryo) Occult Patron- Character based on the Occult Patron of the Geryo Zahakeryon who hired the latter to protect his vaults from thieves in exchange of gifting him rare occult texts from Night Horrors: Shunned by the Moon.

200CP- (Discounted Geryo) Broken Wolf- Based on thrice-changed Trinity (though less mutated unless you want her to be) the Geryo-strain infected werewolf from Night Horrors: Shunned by the Moon.

300CP- (Discounted Geryo) Hollow Knight – The player Knight from Hollow Knight

400CP- (Discounted Geryo) Eight-Heads of Legend- Based around the Geryo Orocheiros from Werewolf the Forsaken Night Horrors: Shunned by the Moon.

500CP- (Discounted Geryo) The Bound Wolf- Based on Fenrir and Gamr from Norse Mythology

600CP- (Discounted Geryo) Primal Nightmare- Original character based around a Primal Monster discovering love.

Qashmallim Companions:

100 CP- (Discounted Qashmallim) Alchemist of the Flame- Original character based around the concept of an alchemist who didn't start human and grew obsessed with the powers that led to their existence.

200CP- (Discounted Qashmallim) Red Masque – A mix of the Red Masque Lillithim from Promethean the Created, the Masque of the Red Death from Edgar Allan Poe and a theater actor.

300CP- (Discounted Qashmallim) Guardian Angel- Original character based around the concept of a guardian angel falling for their charge.

400CP- (Discounted Qashmallim) Magician of the Flame- Original Character partially inspired by the Showman of Secrets Archquashmallim and based around a chaotic magician that greatly enjoys pranks and chaos in general.

500CP- (Discounted Qashmallim) The Seraph – Original Character based around a Seraph who exists only to fulfill their duty discovering love beyond it.

600CP- (Discounted Qashmallim) The Truth – Based on The Truth from Full Metal Alchemist

Angels of the God-Machine Companions:

100 CP- (Discounted Angels of the God Machine) Builder Angel – Original Character based around an inventor angel.

200CP- (Discounted Angels of the God Machine) Agent Clock – Original Character based around a man in black

300CP- (Discounted Angels of the God Machine) Angelic Bodyguard – Original Character based around a guardian angel.

400CP- (Discounted Angels of the God Machine) First of Angels – Michael the Archangel as a master of conspiracy.

500 CP- (Discounted Angels of the God Machine) Angelic Law- Based on the Law from Arknight and the Law Expy companion from the Arknight Tg jump.

600CP- (Discounted Angels of the God Machine) Nous to Be – Nous the Aeon from Honkai Star Rail.

Changelog:

V1.0:

Made a jump.

V1.1:

Added the reference list to companions.

V1.2:

Corrected Typos.

Ruinous Corruption now also gives greater chances to awaken as a Scelesti for example.

Laws of Nemesis: Clarified that the regions and the Abyssal Laws are under your control.

Great Being: Added that you can corrupt beings into loyal Abyssal entities.

V1.3:

Corrected Typos.

Resonance Item can now be purchased multiple times.

Fae Nature: Clarified some of the powers you could get and that you can be more or less physically powerful depending on your choices.

Traveler of Faerie: now also guarantees the existence of the Hedge and an Arcadia equivalent in every jump you go.

True Fae capstone boosted perk: clarified that all options presented here may already be something that you can already be capable of instead of choosing only one and buying the rest like the Reality-Bending Horror Capstone boosted perk for example.

Empyrean Light perk: now also explicitly includes the option to purify your nature into a holy/angelic equivalent of whatever you are much like the Infernal Power perk can be used to corrupt your nature into a demonic equivalent of whatever you are.

Knowledge of the Master Perk: The guidance offered can also apply to yourself.

Architect of Corruption perk from the Founder of Corruption Scenario: now also explicitly includes creating living beings to truly complete the mad scientist image.

Voidborn perk: now also guarantees the existence of an Abyss every jump you go to.

Father of Hosts: Clarified that the creation of Hosts doesn't weaken you either unlike Father Wolf's creation of werewolves.

Comic Artist Companion: now includes the incredible number of connections and great knowledge that Nihilux is known for.

V1.4:

Added 500 CP Companions.

Added 600 CP Qashmallim Companion the Truth

Reduce the price of the Seraph companion to 500 CP

Reshuffled the relative companion power : 500 CP companions are rank 7+ while 600 CP companions are rank 8 to 9 at maximum.

Corrected Typos.

Born of Truth perk can now be purchased multiple times.

Forgotten Dragon Cryptid Companion: Added skill with weaponry and agility in human form.

Added one additional scenario related to each origin.

V1.5:

Corrected Typos.

True Fae Capstone boosted perk can now be bought multiple times to gain 4 new Fae Titles each time.

Artemisia spirit companion: now can set her blood aflame, create dragons from her blood and turn people into loyal dragons like Artemisia from Ragna Crimson.

V1.6:

Supernal Being:

Master of Arcana capstone perk now includes the ability to summon and unsummon your equipment.

Old One capstone boosted perk now also allows you to create your own Supernal Entities and Artifacts

Builder of the Supernal scenario reward perk now explicitly allows you to connect to your Supernal realms to gain access to awakened magic and other power systems.

V1.7:

Added explanations of rank and influences in the notes

Clarified that the Spiritual Exorcist perk allows possessing multiple people without weakening yourself.

1.8:

Fae:

Fae nature: Clarified that the perk grants you the ability to learn all sorts of fae magic and abilities.

The perk can also be bought multiple times for additional natures and specialties.

Traveler of Faerie: Added that you get updating knowledge of the Hedge and Arcadia.

True Fae capstone boosted perk: clarified that you can also kill through nightmares and make dreams and nightmares real.

The perk now also allows you to create your own Fae artifacts, locations, plants and entities.

Added that devouring a True Name can also allow you to use said individual as an avatar/actor/keeper that you can act through.

Added a note about the True Fae.

Host:

Spirit Monstrosity perk can now be bought multiple times to grant the form and powers of other Host species.

City of the Abyss Scenario Reward:

Can now also help for other eldritch and dark forces in future jumps.

Influence and Numina perk:

Clarified that the perk also covers Dread Powers such as the ones used by Geryo, Idigam and other strange Horrors.

Divine Fire capstone boosted:

Added that the perk also allows you to create and innovate the phenomena and locations associated with Qashmallim such as the Showman of Secrets for the ArchQashmallim.

Dreaming Annunaki capstoned boosted perk:

Added that your dreams and nightmares can also be used for creation and destruction.

Added examples of creation such as the phantom planets and incompatible laws mentioned in the Left-Handed Path sourcebook.