

OMNIBUS OLD WORLD OF DARKNESS CYOA (Homework Edition)
JUMPCHAIN COMPLIANT

By SJ-Chan & Poor Dick

v.1.2

Welcome to the World of Darkness.

It is a world very much like your home world, but viewed through smoke-tinted glass. On the surface, everything seems much the same; but bleaker and more cynical. Gothic style buildings loom ominously over rain slick streets. Gruesome and violent crimes happen on a daily basis in every poorly lit alley, and the vast majority of people turn a blind eye to it.

However, if you dive under the surface of this world, you will find true darkness. Vampires, werewolves, and far worse lurk in every shadow. They wage ancient wars and weave elaborate conspiracies to the woe of humankind. If this world is left to its own devices, it will inevitably spiral down into Oblivion; torn apart by petty, secret power struggles and long forgotten antediluvian horrors reawakened from their deathless slumbers.

And for the next 10 years, you will be stuck in this HoL (Buttery Wholesomeness Not Included). Maybe you can use these **1000 CP** to make it a home, however temporary.

Death Note: Due to the nature of the World of Darkness, death is not the end of your adventure... necessarily. If you are a Vampire or Mummy or Fallen then yes, you're boned if you die. Otherwise, you become a Wraith and can survive as long as you don't succumb to Oblivion or get Soul-Forged. If you Transcend at any point you also fail your chain... but it scarcely matters at that point. If the body you were in (Mummy or Fallen) dies, that doesn't matter.

Note: This CYOA assumes you have access to the source books and will not rehash character creation in the form of perk trees when White Wolf has done an exemplary job of doing exactly that. You are in every way, entering this world as a character from one of the WoD titles.

ORIGIN

The World of Darkness is a dangerous place no matter where you are. You may freely choose any place and time on Earth over the last 10,000 years in which to start your time here, but nowhere is safe. You may freely set your biological sex and apparent age to any you choose. Additionally, you must purchase one of the following Origins. All of them come with 15 FP with which to buy stats, skills, backgrounds, powers, and merits... ignoring normal Chargen limits. You will need the relevant splatbooks or you may find lists on line. You are free to take up to 7 FP worth of Flaws to gain more. All Flaws are counted as Drawbacks and expire at the end of your time here. Under No Circumstances may a power reach 10 dots during this jump. If you don't buy a power higher than 5 with FP, EXP can't raise it past 5. If you don't buy it to 9 with FP, you can't raise it to 10 with EXP. Max Mortal Backgrounds is 8 dots, except in Resources.

The Hunted [+200 CP]: You will be inserted into this world with no past, as if you just spontaneously *poofed* into existence. You will have no life, no memories, no social network or resources in this world. You have no abilities or backgrounds beyond what you purchase with FP. You will always radiate a faint trace of wrongness that small children, animals, and those with power will be able to sense, but not know the nature of.

Cub [Free]: Having not yet lived longer than a mortal life, you are young by the standards of the horrors this world. While you can be of practically any occupation or social class, you are a child of the century you live in.

Methuselah [200-800]: You are old. Exactly how old is up to you. The tale of your life is yours to tell. Have you kept up with the times? Or are you an aging relic of a bygone era? Does not include a method of keeping you from aging, so if you're Mortal, Awakened, Fera, or Changeling, you'll need to provide one or buy the Unaging Merit.

- [200]: You are 200+ years old, receive +15 FP, and will spend 20 years in this world.
- [400]: You are 300+ years old, receive +30 FP, and will spend 40 years in this world.
- [600]: You are 400+ years old, receive +45 FP, and will spend 80 years in this world.
- [800]: You are 500+ years old, receive +60 FP, and will spend 200 years in this world.

TYPE

Many horrors haunt the dark corners of this world. Are you one of them? Or are you a candle burning brightly in the eternal night? Or maybe you are just one of countless, hapless victims that fill this world. Regardless, you must purchase one and only one of the following Types.

You will start your life here in a new alt-form with a new past roughly on par with a new PC of the Type you select (including attributes, abilities, backgrounds, disciplines/gifts/spheres/etc., merits/flaws, etc.) modified by your Origin choice. The Age background is verboten.

Mortal [0]: You are some flavor of "normal" person. Maybe you are a hedge mage or shih - or maybe you're just a average office drone. At least you get +6 FP. Yay... Alternatively, you may sacrifice those bonus FP and choose to be an Imbued (see Hunter the Reckoning), though this sets your time frame to no earlier than 1990. You may be of any Creed. Inquisition Included.

Kindred [200]: You are one of the western Vampires that can trace their lineage back to a common progenitor. You may be of any clan. Welcome to Vampire the Masquerade.

Fera [200]: As a therianthrope, you are one of any of the shapeshifting breeds found in the World of Darkness. Find yourself in the pages of Werewolf the Apocalypse.

Awakened [800]: You are an Enlightened Will Worker. You may choose to be a part of any Tradition, Convention, Craft, etc., or stand as an independent. This is Mage the Ascension.

Dead [0/200/400]: For 0 CP, you are a Wraith or Risen from any of the Dark Kingdoms and the pages of Wraith the Oblivion or Orpheus. For 200 CP, you are a Cathayan of any Dharma and arise from the pages of Kindred of the East. For 400 CP, you are one of the Undying Amenti... See Mummy the Resurrection (yes, even if those wouldn't normally be in play until the 1990s).

Changeling [200]: You are one of any of the myriad Fae-kin that populate this dark and dying world, be that Kithain or Gallain (Nunnehi, Inanimae, Hsien, etc.). You will find your kind in the pages of Changeling the Dreaming... and may the Fae have mercy on your soul.

Fallen [400]: You are now a fallen angel inhabiting a fresh human host. You may be of any House. Details may be found in the pages of Demon the Fallen or Devil's Due.

Immortal [200]: How did this get here? Well, never mind. You are a Highlander style Immortal, but you are not the only one. You must take the Highlander: The Gathering drawback.

Abomination [300+]: For 300 CP plus the cost of all other Types involved, reality is bent for you and you may be an horrific abomination of several different supernatural types. Unlike the titilar abomination, your hybridization is successful even if the combination wouldn't make sense or should be self destructive. A classical abomination (vampire-werewolf) would not lose access to its Rage or Gnosis. A successful Tremere (vampire-mage) would be a vampire with Enlightened will working. Zero CP types cost 100 CP to add to abomination.

PERKS

Soundtrack of Darkness [Free]: To accompany your time here, you have access to a library of 80's and 90's music that was dark and edgy for the time: Punk, Hardcore, Industrial, Gothic Metal, etc. You get the idea. If you will it, you may have any song you choose play anywhere at anytime - no speakers required. Alternately, you may choose to have a dynamically cut and arranged score automatically generated for you. In either case, you may choose to make this music audible to everyone, just you, or just specific people you so choose.

It Can't Rain All the Time [Free and Mandatory]: But it can rain most of the time. It is almost always overcast and frequently pouring down rain. Save for the red of blood and the bright shine of polished metal, most colors will seem faded and washed out. Black, white, and grey dominate the world's color palette. Conventional electric lighting will be replaced with harsh fluorescent and neon alternatives. Architecture will take on a more Gothic, Brutalist, or Industrial feel. Black leather (and often trench coats) will become more common aspect of individual attire; as will other trappings of the 1980-90's Goth and Punk cultures. The atmosphere generated by this perk is bleak and oppressive, and it fosters despair, melancholy, rage, and violence. Barring your interference while this perk is active, hope and happiness slowly drain out of the world around you. This perk can be toggled on and off at will once you leave this world.

Strangeness [Free]: While the World of Darkness is a dark reflection of our own world, it can also be a mad one. All manners of strangeness suffuse the world. Some is innocuous, like 'clap if you believe in' faeries (Pooka). Others are dangerous, such as consumer products that slowly convert their users into all sorts of horrors (Pentex products). Yet more are a mix of both, such as Marauders who release mythic, talking animals on the freeway during rush hour. Thankfully, you've learned to take it all in stride. Even the strangest things will seldom get more than a raised eyebrow from you unless you actively want to be affected. This isn't a defense against things that cause metaphysical fear or terror or madness, but the strange will no longer bother you much at all.

Freebies [100]: You gain 3 FP.

Wrong Book, Smart Ass [100]: You may purchase any one signature power from a type that is different from your own. You power it through either your own type's power pool or through pure endurance if you're a vanilla mortal. So yes, a Fera with Celerity and Correspondence. This can be bought multiple times and only grants the first dot. Since you have no idea how it works, you cannot raise its power via experience and practice, and must level it using FP alone. Possessed Power, Investments, and Arcana are specifically off limits.

Strange Radar [100]: You can now sense the presence of supernatural creatures, either by scent or sight or a strange tingle when they're around. This not only allows you to detect them, even through illusions and disguises and invisibility, it allows you to ID them. Scent and sight work at whatever range your senses work, while the tingle is only within a dozen meters or so.

Insanity Defense [200]: You've gone slightly insane. Not a lot, just enough that anything that might make you go insane slides off you like water off a duck-shaped horror. This also works against anything that would inspire supernatural confusion or fear.

Staunch Humanity [200]: Your sense of your own humanity (or basic sense of identity at least) is stronger, more resilient, and more flexible than it otherwise would be. Only the most inhumane and extreme actions can even dent it.

Soaking Up The Damage [200]: You are much harder to damage with physical attacks than you otherwise would be and any supernatural weaknesses you have are lessened in intensity. Sunlight would merely weaken a vampire drastically, silver would be merely painful to a werewolf instead of causing agony, etc.

Bad Juju [200]: You get either 4 Arcana points, or 4 Investment points. Your abilities might be the result of a pact, channeled from a spirit riding you, represent spirit heritage, or any number of other things. As they are ultimately backed by the power of the jump, they don't interact with or register with Sense Wyrms/Weaver/Wyld, aren't banished by church bells, and so on. You are banned from buying the sixth level of Daimoinon with Investments.

Refreshing [300]: The power pool that powers your type's supernatural power (Rage, Quintessence, Vitae, Pathos, etc.) now naturally regenerates. Your pool will fully recharge in ten minutes. No more neck sucking for you.

Jumper the Contagion [500]: Have you ever wanted to be contagious? Not have a disease that is, but to be able to, like a Vampire, pass on some of what you are through some metaphysical means? Well, now you can. Pick any five perks or powers you have and any two personal drawbacks (not worldstate drawbacks) you've ever been saddled with. Those are now the trademark abilities and weaknesses of whatever you are now the Progenitor of. You may shape your particular Contagion however you like. It could pass via bite, essence transfer, or rebirthing. It can be powered by any power pool you have access to and recharged via any method you can use to recoup lost energy. Alternatively, you can choose to have this be a breedable trait instead. The weaknesses will always be applicable somehow. Each Contagion is mutually exclusive, and having this Perk renders you immune to any other variant of it.

The Darkness Within [600]: You carry some of the darkness of this world within you, a darkness that eats away at the humanity of others, bringing doom to all around you. The longer you remain in any one place, the darker and more nihilistic that place will become. The people will become more suspicious, paranoid, and aggressive towards each other. The shadows will deepen, the buildings grow more dilapidated, and everyone's luck seems to slowly turn for the worse. Other evil will slowly migrate to that place as well. The more doom you bring to others, the more the darkness will grow and the more your luck and power will increase. You may move between shadows in any place you've spent more than a fortnight and your powers work extra well in any area you've corrupted or on anyone who dwells within such an area.

COMPANIONS

No Werewolf is an island, and these games were all designed with a group in mind. To that end, you may import, for free, up to 4 of your companions. They each gain 600 CP to spend on anything they like, as well as the starting 15 FP. You may increase the size of your companion import group by 1 for 25 CP each. You can expand how many CP they get at the rate of 100 CP for each 50 CP you spend.

Canon Companion [100+]: you may attempt to recruit any canonical World of Darkness figure from your time period. If they accept, they join you on your adventures. This starts out at 100 for basic low level individuals, like most PCs, but no mages. For 200 CP, you can attempt to recruit a senior faction member, such as a Kindred Prince or a Fera Champion... or any basic mage. For 300 CP, you could attempt to recruit one of the truly powerful, like a senior mage or a Kindred Primogen. For 400 CP, you can attempt this with any named character from the WoD Canon. Want the Wyrms? This is how you get the Wyrms.

A Faction to Call Your Own [200]: Do you find all the Traditions to be stuffy? All the Bloodlines a little too... weird? All the Tribes just... lame? Well, congratulations. Do you have a power that fits the general theme of whatever type you might be (Maybe you know Harry Potter Magic and are a Changeling Breed?) You can retcon the world so that your particular subtype has always existed and has your power as their special ability, talent, or power. Any of your companions can choose to be a member of that subtype if they bought that type already.

GEAR

Background Guarantee [100]: Gain 4FP worth of Backgrounds. You get a “warranty” on up to 5 dots of Backgrounds you have purchased. These backgrounds will be integrated into your future travels as you would expect from items purchased with CP. Pocket planes will remain accessible or be attached to your warehouse. Contacts and fame will adapt and be woven into new realities. Wonders and devices will be replaced at least once a jump if lost, damaged, or destroyed.

Reference Collection [100]: You now have a bookshelf and flash drive in your Warehouse that contains every World of Darkness book that has ever been published (including nWoD and CoD). The physical books are all premium, deluxe hardback leather editions; and the electronic copies are bookmarked, indexed, text searchable PDFs. Unless you sell them, they will respawn should anything happen to them.

Nightside Club [200]: This strange club of your own design follows you. Not just from jump to jump, but city to city. It can always be found in the swanky part of town and always attracts the most interesting people. You have an unlimited tab, but no documents actually list you as connected to it in any way.

Platonic Relic [300]: This isn't an item. It's the idea of an item. You may import any item you own into this idea. That item is now present across all the dimensions / parallel realities of your current reality at the same time and exists as an absolute. As long as any part of it exists, it exists in its totality. If moved in one, it can be moved in another, but needs not be. This item's ideal is that it can be wielded by you. Without your permission, it cannot be used by another. For how absurd this can get, if you take this item to D&D, it will appear in every layer of the Abyss, every elemental plane, every prime material plane... every... single... one.

Jumpex Corporation [400]: You now own one of the two largest corporations in the World of Darkness, a megacorp to rival Pentex in resources and power. We're not talking Wayne Industries, or Stark Industries, or even Apple Computers. We're talking real power. We're talking a company with a market capitalization that is a not insignificant percentage of the entire global GDP. We're talking a company worth trillions that doubles as its own secret society. We're talking a corporation that can field its own military operations and conquer small or medium-sized countries. It follows you into all future jumps. For reference, this is way better than 10 dots in Resources.

DRAWBACKS

Limit 1200, or 2000 if you take both +1000s

Dreams of the Second Age [0]: Before there was a World of Darkness... There was something else... Exalted. In this jump, the Age of Sorrows (of Exalted) is the ancient history of the World of Darkness. Will Worker's Avatars are Sidereal shards, Hunters are the modern incarnation Solars, the Shifting Breeds are Lunars, Vampires are Abyssals, etc. You get the idea. The exact details of how this plays out, and how much it impacts this jump, is up to you. You can go with the World of Darkness as normally seen in the Third Age, with this option just minorly informing the history of the world. Alternately, you could feel free to play out what the World of Darkness would look like if, when Hunters arrived, they came as Solars, and every other once-Exalt reawoke to their power upon the Solars arrival. Or maybe Exalts persisted into the modern era whole, yet were still somehow unable to alter the course of the world from its downward spiral into darkness. However, unless you've already got Exalted powers from a prior jump, your shard (and those of your companions) are worse (or at least very different) for wear - even if every other will worker gets esoteric mystic martial arts powers. This Drawback grants you no additional powers, other than possibly memories of a past life.

Close Enough [0]: They both say World of Darkness. What's the difference? For the next ten years here, you will be experiencing a unique mashup of both the old and new Worlds of Darkness. You may pick and choose the specific details from each that are true, but you need to deal with whatever fallout may occur because of that. If you add something from one, it appears in all its horror. You can't add Chronicles of Darkness powers to their WoD Cousins.

Highlander: The Gathering [0]: In the Dark Age of Katanas and Trenchcoats, Highlander was the epitome of cool - as was the World of Darkness. Naturally, fans blended the two together and Highlander: The Gathering was born. You now have Highlander-style Immortals running around your World of Darkness. There can be only one.

Homebrew [0]: Did you play any of the original World of Darkness games back before you started jumping? If so, I can drop you directly into the world of one of your chronicles. I can even drop you into the shoes of one of your player characters - but you'll need to pay for a compatible Origin and Type.

By Candlelight [+100]: Everything will be lit by candles and full of smoke or mist or fog. Don't expect to ever be in bright light or be able to hear things clearly.

Old Hatreds [+100]: The factions and types in the World of Darkness were not meant to work together. By taking this drawback, you guarantee that all those old animosities are at full strength... even between yourself and your companions to some degree.

Cliches Abound [+100] (not available for basic mortals): Whatever brand of transhuman monstrosity you have become, you cannot help but act like the biggest cliched version of it imaginable. Occasionally you will realize you're doing so and feel shame... then go right back to hamming it up. You won't be able to help yourself.

A Game for Children [+200]: In this horrifying twist on the World of Darkness, everyone acts no older than the mental age of 22. This doesn't mean everyone just stops aging at 22... 22 is the new 80. The vast majority of the adult population acts like they're 12-16. For an additional +200, everyone is actually in that physical age range. Look forward to seeing a lot of dead kids and kids acting like freaking creepy murderhobos.

So Edgy [+200]: Everyone in the world now acts like a raging edgelord. Vampires are extra moody, Werewolves extra ragey, Mages act like chuuni, and everyone wears a trenchcoat all the time. It is also always always always raining. If you don't act the part, people will think you're mental. For an additional +200, everyone acts like they're larpers, including dressing like it.

Open Hostility [+200]: One faction from one of the various types has something against you. They don't like your face and plan to smush it in. Repeatedly. Until it sticks. This could be the entire Sabbat, or the Technocracy, or the Unseelie, or any other major faction. If you pick a smaller faction, they will dedicate more resources and time to your extermination. Can be bought up to 4 times.

Fleeting Humanity [+300]: The more you use any supernatural ability in this world, the more you will lose track of your fundamental humanity. Committing any acts which would degrade your humanity in this world (criminal actions, killing for any reason but especially in cold blood, giving into anger or fear, etc) will be much more likely to cause you to take a hit to your humanity (or whatever other core value you prize). This specifically removes any fiat protection you might have to remain yourself in the face of corruption or similar. Losing all your humanity is not a chain ender, but you'll have to live with yourself.

The Dawn that Doesn't Come [+300]: There is no dawn in this world, no day time. If you are a Vampire, you can never rest. If not... things are grimmer and there are things in the darkness.

The Dark is Rising [+400]: In a world of Darkness, Darkness will rise. The power level of all factions will steadily rise as you remain in this world and you will have to work very hard to keep up with the others.

The Horror [+400]: Your sanity is slowly fraying around the edges. You can feel it going. It will slip a little more with every passing day and only by the strongest efforts of will and meditation will you be able to keep the madness at bay a little longer. Nothing will protect you absolutely from this slow descent, but if you are diligent you should be able to hold it off until the end of your stay. Your stay will end won't it? You weren't imagining that, right? Right? There is a way out... you have to believe that.

Seriously Bad Juju [+400]: Your powers from this jump have come at a price. To get them, you've made a deal with the powers of darkness and if you don't act like a monster, they'll come to collect... and they will be able to collect. If you took Bad Juju, this is much worst.

Personal Horror [+600] (Not available for basic Mortals): What you have become horrifies you. Whatever it might be, you hate it with a burning passion and your existence is anathema to yourself. Not enough to make you willing to end it all, but the sheer inhumanity of it gnaws at your awareness and any time you manage to find surcease you will snap back to yourself and castigate yourself all the more for your lapse. Yes, this is Angst Beyond Measure. Woe is you.

J-Day [+1000] (The Hunted Only): As World of Darkness is a dark reflection of your home reality, you may enter this jump with your own identity, or rather a World of Darkness reflection of it. Your jump will start at the approximate place and time you departed on your first jump. You have access to all your original life resources: social network, financial assets, cars, housing, etc. Save minor details, such as the brands of consumer products, and changes you've made to your body; your memories of your original life matchup nearly identically with how things are and have unfolded for your World of Darkness life. If you played and remember playing a lot of Vampire: the Masquerade in your home reality, you probably played a lot of Zombie: the Coil in the World of Darkness. Events in the World of Darkness do change based on your new form, but your past is sticky. Events in your World of Darkness history unfold as close as possible to the way events in your home reality history unfolded. When there is divergence from your home reality's history, events in your World of Darkness past will have conspired to occur in such a way as to push your history back in line with your home reality history. You do not have access to your resources or abilities from previous jumps, nor your body mod. Everything you buy will show up in the first few months of the jump. You and your companions remember your time as a jumper as a really awesome RP campaign you played in Jumper the Multiversal. You are protected during your stay from all random forms of death... but must survive on your own against vampires, werewolves, or demons. If you buy the Rule Books, you get them at the end.

Time of Judgement [+1000]: In an iteration of the World of Darkness, the world ended in 2004 during a year known as the Time of Judgment. Over the course of that year, pretty much every ancient prophecy regarding the end of the world came true. While you don't have to have every ancient prophecy ever made about the end of the world come true (though you certainly may), you do have to pick at least one Time of Judgement scenario to come to pass during your time here - and that scenario must be one that will at least meaningfully challenge you. If no scenario (or combination of scenarios) would be a meaningful challenge to you, you may not take this drawback. There is no limit to the number of world ending prophecies that you may choose to come true (so long as they don't contradict one another), and you are not limited to the prophecies from the World of Darkness. The end of the world will occur within six years of the start of your jump. You cannot stop or avert the end of the world by any means. If you don't want to be immediately returned home when the world ends, you need to figure out some way to survive the end, and the following years.

FUTURE

Go Home: Done with jumping? I'll return you home at the moment you left with everything you've gained so far. Your companions may come with you, or return to their own worlds at the moment they left, at your discretion. If you have the Return function on your Cosmic Warehouse, you may use it to freely revisit any of the realities you've previously visited.

Stay Here: Like it in the World of Darkness? You can keep everything you've gained so far and stay here if you want. I'll even throw in 1000 CP for you and your companions to spend on anything you might not have been able to afford in any of your prior jumps.

Move On: Ready to take everything you've gained so far and jump into a new world? I certainly hope so - I'm excited to see how you plan on entertaining me with your new powers!

Ascension/Transcendence (Awakened/Dead only): If you manage to Ascend (if you're a mage) or Transcend (if you're dead), your chain is over, but you're now ready to see what exists beyond the omniverse. No one has ever returned from what's beyond everything that is - if there is anything beyond this. Good luck.

Oblivion: Ain't no coming back from this son. Just... don't.

NOTES: Anything you buy with FP becomes a Perk or an Item and integrates how you normally integrate perks. Jumper the Contagion Weaknesses must be things that personally applied to you and will be true weaknesses. If you pick "Everyone thinks you're Weird" everyone will think your spawn are weird and react accordingly. There isn't a way to game that part, but you should feel free to figure out how it is a weakness that applies to them. The Darkness Within is just as nasty as you imagine it could be in your worst nightmares. It essentially makes you a killer GM in a WoD game for that area. Only supernatural beings will be able to resist its effects, and its effects get more powerful as you do.

Changelog 1.1: Reduced the cost of Abomination, changed its wording a bit. Expanded Origin to list limit on FP and EXP and dot totals. Expanded Staunch Humanity a little. Clarified Platonic Relic. Modified Fleeting Humanity, J-Day, and Close enough in little ways. Boosted The Darkness Within a little. Reversed the author names so people know to bug me not dick. Contagion clarified and made mutually exclusive. Limited Wrong Book Smart Ass and added in Bad Juju and Seriously Bad Juju.

Changelog 1.2: Added some Notes, removed any Chargen limit on spending FP.