

Road to Stardom

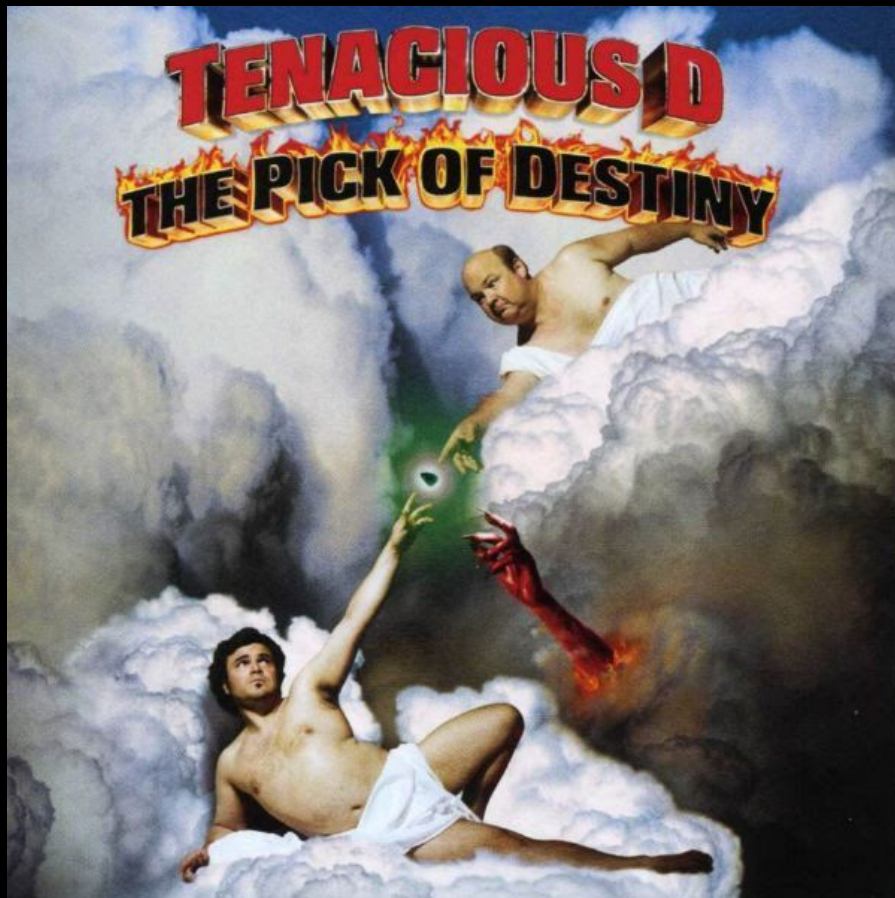
How many souls have walked this road before you? More than can be named. How many will follow in your footsteps? That remains to be seen. In a world much like your own, you will either earn the admiration of millions, or join the ashes of your predecessors. That is, will you become a rock star, or will you fade into the endless tides of mediocrity? The world is only what you make of it. Spirit. Passion. Rebellion. Do those call to you? Or would you rather rot on your couch, a consumer, a footnote in the footnotes of history. You have ten years to make your mark on this world, or ten more years to waste away. To aid in your journey, you will receive **1000 Choice Points** to smooth over your flaws or round out your skillset.

1. Austin, Texas: The Live Music Capital of the world, musicians from all walks of life and all genres have shown their passion on the stage.
2. Cleveland, Ohio: Host to the Rock & Roll Hall of Fame and dozens of historic concerts, the city breathes music.
3. Los Angeles, California: Rock, Indies, etc. The City of Angels has it all. And it is filled to the brim with record companies.
4. Memphis, Tennessee: This city is more than just music, but many of the greats have recorded and performed here. History in spades.
5. New York, New York: Blues and jazz have found a platform here. The origin of many artists and a decent radio scene.
6. San Francisco, California: A place for the world's freer souls, this city attracts a variety of artists and musicians.
7. Seattle, Washington: Perhaps less weighty than the other cities on this list, rock has nevertheless come to flourish here.
8. Free Choice: The United States isn't the only place for rock. Berlin, Madrid, London. Chicago. Detroit. Not even American rock has an undisputed central city. You can choose to start in any of Earth's cities you can name.

...But it didn't go how you think it went. There's a side of rock that no one will talk about. It'd been erased from the records. Books have burned for this. I'm gonna let you in on the true history of rock.

This goes back all the way to the Dark Ages. With his black arts, a wizard raised Satanus from the depths of Hell. That's Satan, but in Latin. Too powerful was The Devil to control, and the wizard was set upon by the demon. Mortal magic proved unable to contest the powers of Hell, and it would have been the end for our sorcerer, had a blacksmith not arrived just in time, sundering Satan's fang with an iron shoe. Satan was distracted just long enough to be banished, stalling the apocalypse.

Our grateful magician transformed the demon's tooth into the Pick of Destiny, rewarding it to the blacksmith for his efforts. Musical godhood condensed into a tiny slab of ivory, the blacksmith won the love of his dreams, but the Pick disappeared... Until many centuries later, where it was discovered in the American South by none other than Robert Johnson, the father of blues. Since then, it has been held between the fingers of the best musicians in rock history, power unbeknownst... It has again disappeared, its whereabouts known only by souls unable to seize it. You can still try to rock, though. The CP you got earlier is the real deal.



Skills/Destiny

FOR THIS SECTION, RECEIVE A SINGLE PERK PRICED 100 CP FOR FREE AND ONE DISCOUNT ON EACH PRICE TIER UP TO 600 CP.

Free - A New Beginning

Let it never be said that music is easy. Good music, at least, extracts countless hours of practice from even those with the knack for it. As in everything, talent does play a part, in becoming a legend if not a journeyman. And as in most things, some are dealt a hand which pushes mastery even further out of reach. Fortunately, for you this will no longer be the case. Deafness, arthritis, diplacusis, smoke-ruined voice, tone deafness, and similar ills which could become a barrier to improving in musical ability can be removed for you just this once. If, prior to entering this world, a mundane aspect of your mind or body would leave you less able to learn music than the average member of humanity, you may choose to remove it. In the future, you will never be more naturally or genetically prone to developing similar conditions.

Free - Shooting Star

Who can really say how much of something is talent and how much hard work, especially in something as nebulous as creativity and art? It sucks to think you might never be able to achieve something, due to a quirk of your birth or upbringing. It also sucks that there are people who think the talented have a free ride, that they don't need to work hard to succeed.

This is a promise that, if you put in the work, you can become technically proficient in at least one instrument. You can also become "creative" enough to equal someone who makes a modest living from their performance (whether you actually succeed will probably depend more on your luck and social skills). This doesn't set your limits, just raises any that exist, if not nearly enough to get inducted into the Rock n' Roll Hall of Fame. Neither does it give anything upfront.

100 CP - Amazing, Compared to Bullshit

Sometimes, we are our own worst critics. Other times, our dreams shield us from uncomfortable truths. When you've created something, you will find it easier to distance yourself from the products of your effort. You can always judge and appreciate your work as would a fresh audience, free from the inherent bias and lingering doubts which would otherwise cloud your consumption. With the blinders off, maybe you'll become someone worth listening to.

100 CP - Born on the Sun

The path to stardom is long and hard, hot and sweaty, and not even the greats sailed there smoothly. You've got the determination and outlook needed to pursue your vision, despite whatever rough patches may come. Periods of homelessness, living and eating like shit, poorly-received performances... Don't expect to rival the heroes of myth and fiction with your willpower, but you'll be able to power through almost any of the mundane trials an artist is likely to encounter.

100 CP - One Night in the City

Busking can be an unreliable means of income, what with transient audiences, imperfect venues, and frankly, acts that are in many cases uninspiring. This is a minor sort of luck, for your schedule and those of performers you'd enjoy tend to align. When interesting entertainment events are held in the city you currently reside, they will often occur with you as witness. Artists whose efforts you would love to behold, but would not otherwise know of. Beyond your own satisfaction, this is unlikely to provide personal benefit unless you are a generous soul, outgoing personality, or savvy investor.

100 CP - Rainbow in the Dark

Rock was demonized for decades, metal disparaged as mere noise. Yet fans of such genres, of many forms of music, are often quick to declare other styles similarly devoid of merit. When judging art, you can look upon it with a fair eye. For one thing, it is easier for you to equitably assess any piece rendered in your favored styles. However, even if you're not particularly fond of a genre, you are able to appreciate just how much skill and passion was involved in a work's creation. Or how little. Regardless, your personal interests play less of a role when evaluating artistic quality.

100 CP - School of Rock

Music comes from the soul, man, who cares about any of that mixowhatever bullshit? A surprising number of musicians, actually, but that's a story for another time. Anyway, you have a solid grounding in musical theory and history, so you know the scholarly principles behind the mind-shattering concerts you'll soon blast into the collective consciousness. Right? Maybe not. It's not like you graduated from Julliard, but at least you can talk shop with anyone who cares about this nerd shit.

100 CP - The Fog Burns

Common sense isn't common, so they say. But neither is bursting into obscene verse in a deeply religious household or initiating a car chase for a routine pull over. Thankfully, you're somewhere in the middle, with at least as much wisdom as a typical citizen of the great US of A. Which is sadly not a great deal, but you can make decisions with this level of sense while under conditions of moderate influence, such as stress or intoxication. Unfortunately, this applies merely to planning, not any applicable motor skills needed to carry you through.

200 CP - Back-Alley Troubadour

Modest skill in an instrument of your choice, you are certainly no virtuoso, but you might wow the easily impressed. Your fingers are quick, your sense of time is excellent, and your efforts are more pleasing to the ear than the cacophony of beginner musicians. Indeed, you are quite competent in the manipulation of your tool, but you won't be raking in the dough or writing hit singles with just this. Your development is more pronounced in the technical, rather than the creative, spheres of music. Choose the wrong songs or the wrong corner, and even your modest standard of living will fade into distant memory.

200 CP - Dim the Lights

Playing to an audience is often accompanied by pressure which may choke even the most practiced spokesmen and musicians. The ability to avoid this is more based on inclination or exposure to such scenarios than skill in the arts to be displayed, though that obviously helps as well. A combination of experience and confidence allows you to mitigate the effect of attitude and emotions on rehearsed and mastered skills. So long as you can hit every note during practice, it doesn't matter if you're in your garage or on the stage as far as things like nervousness and inattentiveness are concerned.

200 CP - Disciple of The Metal

A soul of stone and a heart of steel, you know that rock and metal are not just genres, but ways of life. You first trod upon their path many years ago, studying their history, the most notable contributors and techniques. Having formed such a deep connection with the art, its core principles and evolutions are as ingrained in you as your mother's voice. Everything that makes it unique: its identity and distinguishing sound, any ideals behind the movement, why the legends are legends, why the posers pose, and the sellouts sell. All this and more, you know. Moreover, it won't take long for you to achieve a similarly deep understanding of other styles of art.

200 CP - Jester's Hidden Genius (Lord's Secret Sins)

The Rock Star is larger than life. An almost folk hero-esque picture of fame and fortune, skill and sexuality, freedom and force of personality. One should never meet their heroes... Unless you are their hero. You have a talent for deception, for highlighting your best qualities while masking your worst in holy light. Chores can be made to seem like stepping stones to mastery, while your talents can be inflated to suggest grander deeds by far. This is most effective on the ignorant and malleable, but even the wise may be fooled if they are unversed in your field. Most of your flaws can be twisted to resemble facets of your genius, though some are too bright or massive for your shroud to cover. Anyone your peer or greater will see right through you.

200 CP - Sea of Dreams

To capture a thing's essence is perhaps the aim of all art. Emotions, ideas, experiences, people, places, the musician seeks to evoke these in his audience with note and verse. It is difficult enough to craft something incredible on a known path and with resources at hand. To find your

road, to even start on it, is sometimes another peak to conquer -- less so now for you. Inspiration flits more readily into your grasp, the events and vistas you witness frequently kindling your creative flame. The possibilities before you are more keen to feed the fire than they are to drown you in indecision. You will find choosing a subject to portray and the message you wish to convey of them a smoother and swifter process. This assists only in determining a topic, not how you cover it, let alone how well.

200CP - Voice Given Voice

Never will you lack for stages to stand. You will be quickly and reliably informed of any chances to demonstrate your artistic genius. Concerts, open mic contests, bands with newly vacant positions, apprenticeships... All of it, dude, if it's art. Any conditions or auditions needed to get in will still apply, but if you're here, that shouldn't be a problem for very long. Just, uh, you might want to look into the hosts' history a bit. And be sure to read the fine print.

400 CP - Bring Back the USA

Art is never created in a vacuum, and a great deal embodies more than aesthetic sense or perfection of craft. A message to be heard, to resonate in the soul of the listener, is why the best art so endures. Meaning fits more splendidly in your art, sculpted and reduced marvelously for your chosen medium. As you become more competent in distinct mediums of expression, you will find greater ease in converting work from one to the other. Improving your charisma or writing abilities, if you are also a notable musician, would ease the process of condensing your themes into verse and underscoring them with composition. A skilled composer would find, if they are a skilled painter as well, that it is less trouble to evoke the same scenes in a mural. Competency in both forms is required. If you are lesser in one field, some will surely be lost in translation, though not as much if you had attempted a conversion without this. Still, with more forms and more ways to see, more ears and eyes will know it. And peace, perhaps, may prevail.

400 CP - Car Chase City

Rarely are the powers that be equipped to face every threat, even provided they are not wholly ignorant of the situation. It is not uncommon for heroes to meet opposition from authority figures whose efforts are either corrupt or well-meaning but misaimed. Thieves can expect a similar, if more justified response.

So long as nobody was killed or seriously harmed in the process, and you have evaded capture for a week or longer, you may once-per-jump avoid the legal consequences of any crime you commit. While any competing or injured parties may take matters into their own hands, the law will not support them, though individual members of the legal system may likewise pursue you of their own accord.

400 CP - Classic Rock

Almost any artist would deem it a great honor to have their work last through the ages, though most would prefer if they, personally, could last so long. You are one step closer to the edge

immortality, as your most vital faculties as a musician will never degrade. Your voice is not worn thin or weakened with age, nor are your manual dexterity or alacrity of thought. Chronic conditions will miraculously leave them untouched, and they are less prone to injury. Should they be damaged in spite of this, recovery is almost certain where it is even remotely possible.

400 CP - Master Exploder

For better or worse, a concert's success is determined by a slew of factors, music being just one of a measureless number. Some exist beyond our control, but others can be tilted in our favor. Your forte is in maneuvering the crowd. From the subtle: Showmanship, a dash of charisma, impromptu storytelling. To the bombastic: Fire and explosions, shock and awe, light and shadow. Extra-musical embellishments to draw in your audience and complement each piece, so any night with your band is a night to remember.

400 CP - Storm the Gate

Let's not kid ourselves: However much they fantasize about it, people in this day and age are only cut out for an adventurous lifestyle in the most exceptional cases. Anyone who plans to take on a demon lord or corrupt tyrant, or who seeks the strongest magical artifact known to man, will in all likelihood compare favorably to members of an elite military unit. Nothing you'd expect from an average Joe or Jane off the street... But they don't rock as hard as you do. With the power of rock, you can transcend your fleshly prison. That is, you can supplement your athletic ability with music. As long as you are playing or singing a song, and doing so relatively well, your motions are more accurate and precise than they have any right to be. This would allow an obese man to jump perfectly into an air-vent, for example. Regardless of how well you play, diminishing returns quickly set in after becoming on par with a competitive Olympic athlete. Which is still nothing to sneeze at, of course.

400 CP - Totally Missed You

Humans are creatures of passion. Some of the most important decisions of our lives are made under extreme highs or lows of emotion, regarding anything from our careers to our love-lives or hobbies. What may have otherwise been decades of love or camaraderie can be lost in a second's rage, scars kept fresh through pride and petty grudges. For some, peace can be made before death; but for most, chasms stay unbridged. Oh, what may have been...

When your relationships dissolve, some hope remains. Unless you were mismatched on a fundamental level, fate will attempt to allay the wounds of your departure. Each party will be pushed into circumstances that allow them to develop, to see the error of their ways and their role in the schism. Good times will be remembered, true virtues, until each understands the full extent of what they're missing out on. Then, it will be a conscious choice if the chasm lingers. Should you both choose to reconcile, it is easier to move beyond prior disagreements. This process may require up to ten years, and may repeat as often as necessary, if you have not moved on by then.

600 CP - Father/Mother of X

Inspiration is fleeting. Creativity cannot be forced. Fickle is the muse. Phrases you have surely heard, which all boil down to the same idea: The artistic process is known to be difficult, sometimes impossible, to invoke willingly and reliably. Yet there are many artists whose work seems consistently inspired. Whether it is luck or some inner spark of genius that separates a one-hit-wonder from the greats of yesterday, you've become adept in artistic transformation. That is, you excel in taking inspiration from existing works of art, retaining their essence, but changing them to be undeniably yours. This can be anything from covering a song in your own style to, with a great deal of time and effort, establishing foundations for a novel (sub-)genre in the medium. For you, the gates of renown have slackened their locks. Only a few steps remain.

600 CP - Fortune's Favor

Though the greatest secrets of magic have been lost to the ages, there is much to be discovered if one only digs deep enough... Of course, a great deal of the world's most interesting experiences are so well-hidden, or so difficult to navigate, that only the most talented or obsessed can hope to partake of them. Either or neither might be used to describe you, but Destiny further tilts the odds in your favor.

Though it will occur at most once-per-year, 24 hours will be host to both great fortune and abysmal setbacks. If you are not on an adventure, you will be drawn into one. If you are, you will rapidly experience some of its most interesting possibilities. Almost anything that could go right for you will, but so too will whatever could go wrong. During this period, remarkable progress will be made in the travel and investigation stages of your journey, but you and your companions will be tested at several points. Most such trials will require no more (or less) to overcome than worthy events on your adventure had you taken a slower route. Indeed, they may even be the same. You may decide at the start of every year if this perk will take effect.

A day influenced by this luck may look something like this: You stumble into an establishment frequented by someone who can provide much insight into your quest, however other clients may prey upon your emotional weaknesses or those of your partner. It will take much to dissuade them, and if you do, it may lead to friction or disbanding of your group. After which, you will undertake a short, but painful and dangerous journey, surviving but emerging at a major obstacle on your quest. You may be reunited with an ally you left earlier in the day. Luck may leave you here, forcing you to use your own abilities to succeed. Succeed or fail, your exploits might set a powerful faction on guard, and a small mistake may draw minor suspicion in a way that forces your allies into panic. A perilous battle or chase may ensue as a result, where your group may fall or crash at the end. Miraculously, you will survive, brought somehow to the last step on your journey. Whereupon an enemy may be empowered or summoned. Luck will abandon you here, and your accumulated experience and power must be used to overcome or make peace with them.

600 CP - Master of One

Creativity is to artists what willpower is to heroes. One can rarely become immortalized without it, but desire or vision alone cannot bring you to the finish line. Some other factor, such as skill or strength, is necessary to translate the mental to the material. Your dreams are much more likely to manifest in the realm of music. Talent and dedication have raised your skill on a chosen instrument to the level most would recognize as *virtuoso*. When it comes to the physical and mechanical act of coaxing desired sounds from your device, few in the living world are your equal. Almost any piece of music you come across, you can play with impressive speed and precision. Your knowledge of musical techniques is extensive. With time and exposure, you may eventually be counted among the likes of Joe Satriani and Yngwie Malmsteen.

600 CP - One-Man Band

One wrong note can spoil a song, cleave a rhythm. A song or a rhythm, a family or a fellowship. These things may last a lifetime or die in moments. Certainly, carelessness and incompetence are potent grievances, but sometimes even reliable bandmates will prevent the band's best state from arising. Life's troubles, dissatisfaction with the group's direction, or a desire to guide their own story may see your fellows drift ever further apart. It may be you've grown weary of the search, or you wish to be unfettered by the goals of your peers. Or perhaps you only desire to serve in any role that is needed. Whatever your motives, it is simpler to expand your artistic horizons.

As your skill rises in one style of art, the more efficiently you will develop in others, especially those of a similar nature. Learning to play the violin will be an unnaturally swift process if you're already a master guitarist, while you will receive a far lesser (if noticeable) boost with the natural trumpet. Likewise, beginning as an expert sketch artist will immensely smooth the journey to becoming a comparable portraitist, while a foray into sculpting will be bolstered only lightly. This does not afford creative talent or knack in any skills acquired thusly; only the technical ability to perform in that style or with that instrument is affected.

600 CP - Tenac

Not all partners have the same, nor necessarily positive, chemistry. There are some occasions where personalities and styles are simply incompatible, or worse: actively hostile. Yours is a soothing presence, more able to soften edges of divergent perspectives. Not only have you become more skilled in achieving rapport and working with all manner of personality, but your life has taught you means to assuage conflict in your band as a whole, whether it personally involves you or not. Unless the problem is deeply serious or cautiously concealed, there is a good chance you'll be able to set them on the road to healing.

600 CP - While the Fire's Hot

Sometimes, the songs we have learned are unfitting for the atmosphere, or insufficient to express our inner selves. For you, such problems will be less compelling in the future. In any artistic endeavor, you may call upon your muse to blaze a trail for you. Once every minute, you may find a minute's inspiration in a single second. Once per hour, you may wring an hour's inspiration from a single minute. Obviously, this will work wonders for your powers of improvisation, and it should be much easier to tune your performance to current circumstances. Though if you could not concoct something worthwhile in an hour, this will not help you. Nor will this be of any use outside art.

Occult

*IN SOME WAYS MORE THAN DESTINY, IN SOME WAYS LESS, THE OCCULT POWERS OF THIS WORLD ARE MOSTLY FORGOTTEN, BUT POTENT IN THE EXTREME. **No discounts** in this section.*

400 CP - Touched by Destiny

Through the ages, the Pick of Destiny passed through countless hands, across innumerable strings. Few hold it for very long, but most are somehow... changed if they have grasped it at all. Myriad are the distinguished musicians who, had the Pick not awakened their talents, would have died in obscurity. Like them, your musical potential has been “unlocked”, if not fully realized. Your skill is increased as if you had spent (an additional) 2 years pursuing music, divided in any way of your choice between study, practice, and artistic development.

When you parted with the Pick, it left more of itself than usual, granting abilities most would consider to be unnatural. Players unseen to any senses provide your every act with appropriate accompaniment. Set the mood with melodious strings, and drums will beat. As your cry resounds, a rhythm will be added. Members of this ethereal “backing-band” will perform their parts with skill roughly equal to what you display on your current instrument (the best if you are using multiple). Their sound carries about as far as yours does, and they can even perform (a few) pre-written parts if you have seen the sheets. Every part fits together as if rehearsed, even if a rendition is entirely new. Sounds produced may be drawn from any mundane instrument you know of. Unfortunately, vocals are out of the question, and you must be musically active to invoke this accompaniment. This “band” is possessed of enough “intelligence” to know when best and when not to play, but it may be entirely suppressed if you so desire.

You may choose **ONE** of your major talents from this jump to be augmented (see Notes). If desired, you may also purchase the following undiscounted extensions to **Touched by Destiny**.

+100 CP - You Do Not Need (You Do Not Need) A Microphone (A Microphone)

Your voice is fucking (fucking!) **POWERFUL!** Nor do you need (nor do you need) an amplifier (an amplifier), because your sound is fucking (fucking) powerful. Due to the Devil (and his pick), you can clearly project your voice and the sound of any instruments you play to an entire amphitheatre. Rather than increasing intensity at the source, the sound is transmitted uniformly, so those close to you need not suffer. As you grow in magical might, the range of this effect will increase even further.

+500 CP - Hell's Hundred Passions

More of the devil has poured into you. Thick, hot, luscious, virile... It surely felt amazing, in more ways than one... We're referring to his magic, of course. What were you thinking?

Never again will you find yourself without an axe to shred on. In a flash of infernal flame, you may create illusory versions of mundane objects -- any item you know well enough to use. However, these illusions only interact with those who consent. If you summon a stool, it will bear your weight. Instruments, you can play to the limits of your ability. Amplifiers will project sound. But try to stick someone with a knife, and it'll pass right through them (unless they're kinky enough to want it). And they must *want it*: Believing they will be affected, or merely having resigned themselves to the possibility, is not enough. Parties who do not wish to be harmed can perceive -- but not be touched by -- your hellfire conjurings. Indeed, anyone near enough to these images can dispel them with a sufficiently passionate declaration of, "No!"

300 CP - Powerslide

A simple, but useful tool in any rocker's arsenal. Take a step or two forward. On the last, transition to a kneel, and your momentum will carry you impressively far. Contrary to its seeming simplicity, this is one of several techniques developed in hell, and is thus representative of dark magic. Friction is lessened, and force is added to assist your mobility, enough that an obese man who mastered this move could ride a fair distance on a smooth floor. Useful for wowing audiences or avoiding capture.

This was the second of Hell's masteries to be received by man, just as running and falling were among his earliest lessons.

600 CP - Cock Push-Up

Drugs, Rock n' Roll. What's missing in this picture? You guessed it, buddy, that ancient and celebrated act. Lovemaking. Fornification. Sex. Fucking. Almost an inevitability in the career of any rockstar -- chances are, if you don't have it, you just don't want it. And that's fine, ain't nothing wrong with that. But if you *do* want it, then you'll want this. What is this? It's exactly what it sounds like: The Cock Push-Up. When you master this skill, you can literally lift yourself up with your cock. Or other features of your anatomy. This training from hell allows you to raise the strength, endurance, and rigidity of any skeletal muscle (and external connected organs) to the

point where, with the right leverage, you'll be able to perform a push-up with it. Unless you have stalks for them, you probably won't be doing this with your eyes, but you'll get some damn strong orbs. Nose and lip push-ups? Just put in the time. Ass-flex jump ropes? You'll never know until you try. Kegels fit for a woman of steel. Your gains won't even make you look weird. Affected body parts will stay just as compact and pretty.

This was the first of Hell's masteries to be received by man, just as the body was his first instrument.

600 CP - Gig Simulation

A rehearsal is meant to mimic the experience of a live performance. Sure, conveniences are available, but you don't use them. You play only with what you would have on the stage. One of -- perhaps the only critical weakness of a well-executed rehearsal, is an inability to replicate a proper audience, with all such stakes they imply and emotions thus invoked. So too is lost the dynamic nature of an opponent, if applicable.

Hell's demons, having little better to do, have refined yet another ritual to aid the aspiring sinner. Through methods mundane and more-than-mundane, any form of training, drill, or rehearsal can be made to "feel real" to your disciples. Your pupils will feel as though an audience is watching them, and that their career depends on the performance. Both students in a sparring match will feel as though they're facing unknown equals in the wild, and that their life or honor hangs in the balance. This requires minimal preparation. Paper-plate faces and cassette tapes will usually be enough.

This was the last of Hell's masteries to be received by man. When he grew weak enough that words would injure, he had already tamed the wilds.

600 CP - Rite to Rock

Not so much a learned ritual of Hell's magic as one of their laws carried forward. By the Demon Code, none of infernal nature may decline a rock-off challenge, not even the Devil himself. While there exists no inherent supernatural compulsion to accept the challenge or its terms, no demon will refuse. Once accepted, it is understood that the demon and his challenger are allowed to improvise a tune, each side playing until their song is ended or they have obviously reached the limits of their skill and inspiration. Breaking these laws would incur great disfavor and, if they are weak, torment beyond mortal imagining. For the powerful, declining would stain what little of their conscience remains. Either way, the repercussions lie in demonic society more than the "contract" of a challenge. The terms of the challenge, likewise, are not supernaturally compelled. They are fulfilled only in the victor's ability or the loser's grace.

These laws will apply to any supernatural creature you encounter in future worlds. You may issue a challenge to engage you in a rock-off. Laws of their people hold that they must accept your challenge, with punishment or dishonor if they reject, unless they have reason to believe

Items

ONE DISCOUNT PER TIER. DISCOUNTED 100 FREE.

100 CP - A First Step

Beggars can't be choosers... But if you're still a beggar, you're probably doing something wrong. This here is a mid-end musical instrument, good quality for the price. In the real world, this would probably range anywhere between 500-5000 dollars (yes, mid-end -- this shit's not cheap), but you're either getting it for Free or 100 Jumperinos, so be grateful. It might not seem like a lot to you... But the power of cosmic monopoly money makes it extremely low maintenance. We'll even throw in a warranty! If it's broken, lost, or stolen you'll get a new one in a week. Feel free to copy those smashing performances you see everywhere. And have a case on the house.

100 CP - Bus Pass

A universal bus pass. It will allow you to board any bus that's open to the average citizen with a bus pass. As the lucky 10000th person to purchase a bus pass today, your bus pass has been upgraded to a public transportation pass. Good for buses, subways, trams, trains, Greyhound, ferries, taxies, etc. The exact form isn't really important, just that it's a form of mass transit with an equivalent fare of 100 USD or less (in 2005 money).

100 CP - Plectrum of Fate

Did you really think a legendary artifact wouldn't inspire dozens of shitty copies and replicas? Okay, maybe it's debatable how "legendary" the Pick really is... Quasi-legendary, maybe.

Anyway, someone summoned a horde of demons and made picks of their teeth. Who? A rival wizard, possibly. Could have been the same dude trying to recreate his success. What really matters, is that they contain bonafide demonic magic, and they fucking work. Now, their properties... I'm not sure you wanna know. That is, I'm not sure you could *live* with yourself if you pass these up. You probably think you can handle it... Well, fine, it's your life. These babies, they glow in the dark. The box makes more of them. One a day. And they have the perfect flex for your strength, style, and instrument. I told you it was too much.

200 CP - Lemon

There are some places a bus will not take you. It could be that most buses follow a predetermined route... Or maybe, they're scared to see what lurks beyond the horizon.... But probably not. Not that it matters. Intrepid souls like yourself often want to travel where few buses will take you, and for that, you have a car. A junker from, like, 20 years ago with a gaudy paint job, but it'll get you most places. And that's what really matters. If you want, it can be outfitted with student driver training equipment at no additional charge.

200 CP - Rocker's Newsletter

If you've gotten this far, you know the dealio about inspiration. It's hard to come by and all that jazz. Thankfully, this is a veritable mountain of magazines, brochures, posters, newspapers, coupons, flyers, subscriptions to magazines, subscriptions to newspapers, etc. All pre-sorted into piles of "shit you're highly interested in", "shit you're somewhat interested in", and "shit you might be interested in". And they are exactly that: Information on local and distant events and locations sorted into three convenient stacks particularly relevant to you. How? You don't wanna know. And this time I'm serious. The only thing this won't include is dedicated fiction, art, or practical research materials (like novels, artbooks, manuals, or textbooks - articles or magazines on such are fine if not more than 1/3 of the material). If you want those, you'll have to make or find them for yourself; thankfully, you have some leads.

200 CP - "Royalties"

Not everyone who picks up a guitar will make it big. That's fine. It's expected. One might even say that the challenge is part of the appeal. But there's "not making it", and there's "being a NEET". The latter (hopefully) presumably doesn't apply to you, but anyone who learns of this is far from guaranteed to think that way. It's... a check from your mother (or cousin or other pitying party) to pay the rent, the equivalent to a couple thousand USD every month. You won't be living the high life, but you'll be staying alive. Occasionally, your check will come with an embarrassing voicemail unless you get your "patron" to cancel their support. Voicemails occur semi-randomly and are remarkably resistant to divination attempts.

400 CP - Patchwork Manuscripts

Sometimes The Man hides the truth, or sometimes it just fades away. Sometimes, libraries burn down. Sometimes, the truth passes through the mouths and then asses, of moths. Sometimes termites treat books like all-you-can-eat buffets, which they then shit out, as they sit happily on their termite thrones in their stolen termite houses. If you catch my drift. Anyway, your chance of unveiling the truth is slightly better than most. You've got these literal scraps of evidence, from magazines and photo albums. They're not much, and it won't be easy... But if you piece them together, they'll lead you to something else. Something big. We're talking aliens. Or demons. A masquerade that the secret power doesn't want you to see. Watch out for unmarked vans. Or don't. They're probably the least of your worries.

400 CP - Pizza Parlor

This is both a pizza shop and a "pizza" shop, Bob Marley-style. That means it sells marijuana, if you're not in the know. This is the good shit, pesticide-free and as strong as you want it. Other drugs, too, are intense and sold uncut. Best of all, the police will never find this place for as long as it stays in its "normal" areas of operation (so don't try to hide here or stash weapons). Oddly, they somehow keep stocked on mundane recreational drugs from anywhere you've been, even if production shouldn't be possible with local resources.

400 CP - Sinner's Saloon

You will never find a more wretched hive of scum and villainy. Alright, that's admittedly something of a hyperbole, but this kind of bar does not oft host the most saintly or impressive patrons. Mostly they're just mediocre, maybe a bit rough around the edges. Usually loyal, or at least regular, to this establishment. Hordes in such numbers that the business is only at risk of sinking if it burns down or is managed so poorly it may as well have. Ah, and the bit about it being "a wretched hive" was only a slight exaggeration. In worlds with a supernatural element, this bar quickly becomes a destination for those of a darker (some might say devilish) persuasion.

400 CP - Strings Neverending

Everyone starts somewhere, and if you've never touched a guitar before, yours might soon be this very shop. All kinds of musical paraphernalia are sold here, mostly for guitars and percussion, but there's a bit of everything if you look hard enough. Sheet music, amplifiers, microphones, cables, picks, stands, etc. There's probably a trumpet or two buried in the supply room. Through unknown means, it'll keep supplied with mundane instruments native to any world you've been, even if manufacture is beyond local technology levels. This includes instruments and any accessories *needed* to play them. Fancy shit like supercomputers with superediting -- or tools that have many uses outside of making music -- are not included. The staff *are* more open to supernatural powers and phenomena, if everything else wasn't enough already.

600 CP - Beggar's Studio

What good is a song if no one is around to hear it? If it is the craft alone to which you are dedicated, your own ears may be enough. A preponderance of artists prefer to share their work, however, with their peers or community if not the world as a whole. You've somehow come into ownership of a respectable arena or amphitheatre, which is well-suited to such purposes if your fancy lies there. It's a bit run-down, but you own the building and surrounding lots, and most of the seating is accessible. By some miracle, the acoustic quality is also excellent. Once restored, it should feasibly host around five thousand guests, and its facilities will claim working utilities. That will likely be some time into the future, but maybe you prefer the derelict atmosphere.

600 CP - Maestro's Arm

We grow attached to many objects of questionable value, from shoes to cars. Often, they were either with us in our best memories or gifts from those we admire. A musical instrument can be any or all of these things. More, even, as it is all but literally something one has poured their soul into. It is perhaps the closest thing most will ever have to real magic, and it can last generations if its recipients are not reckless.

From the hands of master to disciple, this instrument has passed for decades, and now it passes unto you. Power and passion emanate from its face in equal measure. A smattering of occult symbols have warded it against damage, and it will even repair itself if broken. Almost

one-hundred years of accumulated love and struggle have formed a nigh-palpable aura of human vigor. Anyone who holds it knows the lives it has touched and the skill of its users. In this, they are reassured in their efforts, encouraged to improve, and shielded from doubt.

600 CP - Rock & Roll History Museum

These halls chronicle the lives and work of all those who played a role in bringing rock to its current state. From the pioneers of the genre, to its foundations and greatest hits -- almost anything worth knowing about rock is located somewhere within these walls. Biographies, discographies, historical context where relevant, rare recordings and transcripts. If it could be known or obtained by the public, even if obscurely, it can be found here. While you do not "own" or otherwise control the Rock n' Roll History Museum of this world, you will receive a copy when you leave. Yours will not contain any supernatural (or supranatural) artifacts or knowledge, but it will be expanded to a general music museum, just as comprehensive. It will update with information and displays on anything similarly accessible, retaining its collection between worlds.

Companions

100 CP/400 CP - Companion Import/"Creation"

Pay **100 CP** for a single companion with **600 CP** to spend, or **400 CP** for eight companions. They may be divided as you please between imports and "created" residents you will find in the world. Alternatively, **100 CP** may be spent as a ticket which may be spent on any human resident of the world you can convince to join your travels. **300 CP** may be spent to bring the Devil on your journey.

Drawbacks

600 CP LIMIT.

-100 - Shame on the Night

Growing up, you and your family were not on the best of terms. Heated and painful (for you) exchanges were a common occurrence, and some of the scars still sting. Whenever you experience an unambiguous failure, no matter how minor the consequences, you will be returned to one of the worst experiences of your childhood. These traumatic flashbacks always work to rub salt in the wound and will always affect you, irrespective of how you've otherwise developed as a person. The only way to avoid this is to get it right the first time.

-100 - Jumpkin

It's not what you know, but who you know. Or where you are at what time. Could it be your face? However talented or wise you are, the taste of success is forever barred to you. Your licks could make the Devil cry, but only your closest friends would care. Your songs could put the choirs of Heaven to shame, and you still wouldn't make enough to pay the rent. The only hope for you is in the charity of others. Whatever you do not receive from passerby to your genius must be a gift from one who pities you. Using either or both of these means, you still cannot gain more than 4000 USD every month. Any funds above this limit will be quickly lost, any attempted purchase rejected.

-100 - The Last in Line

Your sense of direction leaves much to be desired. You will never arrive at your destination without first visiting several superficially similar locations. If it's a city you desire, you will first ricochet from either a few with the same name or a few of like size. If you hope to meet friends at a bar, you will bounce across the city many times before you find it. The longer your travel, the stranger your highways. Going to another city in the same state will force you to the edges of the border. Traveling across state lines will send you as a dervish through the nation. Hopefully you never need to leave the country. This will waste time and money, though if you leave soon enough on short enough journeys, you might just make it.

-100 - Wishes Just Come True in Dreams

Did you say you had a jam session with Dio? Whoa, you're here to be inducted into the Rock and Roll History Museum? You know secret techniques from hell? Can you, like, play for us?

Don't talk to strangers. Just... don't, dude. Like the chuunis of the Far East, you can't stop talking yourself up in ways that cannot be supported. This tends to be just on the border of believability, so your conversation partners will frequently ask you to back it up. Not because they don't believe you, but because they want to see some cool shit. Your pride ensures you will accept, potentially with other motivators. These claims are never in your ability. Either they

never were, or you'll choke on the stage. Your conversation partners will inevitably be disappointed in your performance. What happens next depends on their personality.

-100 - ...You Don't Know Dio

You're something of a scumbag. Where before, your lies would have resulted in, at most, a lost night of fun and your humiliation... Now they're pretty screwed up. You use lies to manipulate the vulnerable and take them for all they're worth. Things like promising to fulfill a man's dreams just so you can get a bit of free labor. As earlier, the depths of your exploitation will always become apparent in the end.

-200 - A Rockwork Orange

Well, wot do we 'ave 'ere? Every so often, when you're asleep, a band of thugs will come to wake you. Odd thugs, dressed like convicted mimes in cheap masks, who never leave behind any evidence. Somehow they always overcome your defenses and escape unscathed. Their beatings will never seriously injure, kill, or disfigure you. Neither will it otherwise escalate to... worse things, but it will always hurt and will occasionally lead to soreness the day after. Maybe some light vandalism if you lock your doors or keep fragile items on your person. And, of course, it'll interrupt your sleep. They always come when you least expect it, and if you did not need to sleep, you do now.

-200 - The Unremembered

For every vanquisher of demon lords, there are ten failed heroes we will never hear of, those whose adventures ended with less than they had going in. You are one of the "lucky" ones. Your adventures ended, not as your head flew from a chilling corpse, but with a lesser injury. Albeit, a gruesome one. When you tripped a sensor on your last quest, it brought down a security door on one of your legs, severing it crudely and finally. Now you can no longer walk without a crutch, though a prosthetic could visually conceal the full extent of your disability. This limb cannot be regrown, nor will any other means of propulsion (magical, mechanical, or otherwise) grant superior mobility.

-200 - Whence You Came, You Shall Remain...

Until you are complete again. Like Satan, you were banished from this reality shortly after you arrived. Some minor part of your body was broken off just before, a catalyst for your curse. Whatever its form -- a tooth, finger, ear, etc. -- it is imperceptible to the super- or supranatural powers or you or your allies. Destiny and fortune likewise flow over it. You will need to find it the hard way. Or, more likely, you won't find it. In which case, you will find yourself in Hell, the only realm where you can access the entirety of your power. Anywhere else, you are reduced to a mortal, purely human avatar.

-200 - A Devil in Every Man

Satan is in all of us, in our hearts. He's the petty anger we feel towards co-workers. He's the sloth that holds us down, the lust that makes us want to fuck all night and party until the sun comes up. Allegedly, the push to indulge in every vice. No truer will this be than during your stay. Your paths frequently cross with the worst humanity has to offer, those who have surrendered to their "inner Satan". Cosplaying crooks who assault random travelers, washed-up and murderous thieves, manipulative assholes, trigger-happy security guards, crooked cops. Maybe a run-in with Satan himself. Thankfully, "worst" does not necessarily mean "most competent".

-400 - Lord of the Last Day

The drawback code forbids you...From declining a rock-off challenge. What are the terms? What's the catch? If they win, you will take your sorry ass back home... And also, you will have to pay their rent. And what if you win? You can continue your chain, move to the next world.

A steady flow of challengers will approach you, at least one per month. As your stay nears its end, your challengers will grow ever greater. They will approach the peak of mortal capacity, from quick thinking to quick fingers. Your final opponent is Satan himself. Forcefully distracting, sabotaging the equipment of, or attacking any of your competitors will be considered forfeit. You may challenge a foe to a rematch, but the time and terms are theirs to set. Nor can you force them to accept.

Fine

All the Fools Sailed Away

Return to your world of origin.

I Could Have Been a Dreamer

This world has such sights to show you, and you will remain to see them.

(The Chains Are On)

Your adventures have not yet reached a conclusion. Perhaps they never will. Continue to the next world.

Notes

R.I.P. Dio

For any option that refers to skill in an instrument, you may choose your voice as your “instrument”. If you choose your voice for Master of One, you either have perfect pitch or are good enough that the difference is practically indistinguishable.

Properties will retain any modifications which do not increase their external volume. They will only retain stored items, however, if appropriate to the original nature.

Purchases items, if lost or destroyed, will be restored at the beginning of your next jump unless otherwise noted. After the end of your chain, they are instead restored 10 years after they were lost or destroyed.

Occult

The Pick of Destiny has enhanced your skills. If you have purchased **Touched by Destiny** and an appropriate “base” perk, you may enhance it in the indicated manner. Regardless of how many base perks you possess, you may gain only **ONE** of the following:

Father/Mother of X > Blessing of Metal

Some forms of art are more resilient than others. Artistic media are eternal. Writing will never die, nor will poetry or painting, for as long as human society itself does not expire. Genres, however, rise and fall with time. Some stay in fashion longer than others, but many have passed. But not The Metal. Punk Rock tried to The Metal, but was smote for its efforts. New Wave tried to kill The Metal, but failed, stricken to the ground. Grunge tried to kill The Metal, but was thrown to the dirt in its failure. Techno tried to defile The Metal, but was proven unfit for the task. The Metal cannot be destroyed. Any who try are doomed to failure, reduced to ghosts in the collective consciousness.

Whenever you father/mother a new style or genre of art, or introduce it to a world where it did not exist, it develops similar staying power to The Metal of this world. Those who are passionate in their pursuit tend to be more successful in their efforts. Self-improvement will come more easily for them, their skills are honed to a razor edge, and their muse is more reliable. Those who attempt to pervert the genre, to lessen it or stamp it out, meet unnatural resistance from both the world and true practitioners.

Fortune's Favor > Dio, Can You Hear Me?

Fate's touch is still upon you, but a wiser force will be your guide. Any depiction of a master has the potential to enlighten you: Poster, statue, photograph, etc. Beseech them in the manner of their craft, and they are entered by the breath of life long enough to relay a message. Oracles granted unearthly knowledge, their gift is little more than a name. In metaphor: A city you must visit, and the terrain where you must stand; the extent of your challenges and the forms they will take. Such ambiguity you can expect if used once in a decade, but the magic only goes so far: The more times you consult these prophets in the same ten-year period, the vaguer their advice.

Master of One > Bone of My Guitar

As a musician advances in their art, it becomes possible to achieve the same result with less thought, and less senses are relied upon. Really, the same is true for any skill. A swordsman knows how his sword will act, and a dancer trusts their body to repeat its trained maneuvers. This process is quicker and deeper for you. Anything you hold all but literally becomes a part of you. Your proprioception takes it into account as though it were one of your own limbs, so you can "feel" your fingers over the strings, just as you feel your hand in front of your face. Its limits and breaking points are apparent to you, just as the limits of your own body. As you become more skilled in the use of a given instrument, the easier it becomes to play it "naturally" with minimal thought.

One-Man Band > Wicked Symphony

This applies not to your skills as a musician, but instead the "backing band" you received when Touched by Destiny. As before, your acts are scored accordingly. Indeed, there is absolutely no loss in capability. But your control over this phenomenon has been improved and expanded, such that it is no longer appropriate to refer to it as a backing band. The maximum number of voices in your orchestra has been raised to six-hundred and sixty-six (666). At will, you may add or remove any part up to this limit, represented by any mundane instrument you are aware of. Like the original, they will play music you have written, or provide their own "ideas" of accompaniment, approximately to your level of skill. Your influence over dynamics and nuances is comparable to a conductor.

These players are more "fluid" than they previously were. In a way, you may "assume direct control". By mentally instructing them to play specific notes or mentally forming the notation for a part, they will play exactly to your specifications, even if the music has yet to be put to paper. They may also be set to improvise on a theme, from an existing song, on a key, etc. For this, however, the band will use your skill in that instrument and your ability to improvise, as if you were sober and well-rested. Exactly as you would have, for better or worse.

Vocals are now available, either yours or "generic choral/chanting". Finally, your orchestra may be called upon regardless of circumstance. You need not actively make music to benefit from

their presence. Any song you have written, performed, or could improvise can be sent however far your voice will carry, whether you are running, relaxing, or having fun in the sheets.

Tenac > Cious D

You have a sense for the actions of your bandmates which borders on the precognitive. It is second nature to fit your plans in with those of your allies, and in doing so lend strength to each part. Both performances complement one another without overshadowing, and this does not even require conscious effort on your part. The full measure of your skill is adapted automatically to your fellows on the stage. A perfect match, until you decide not to be. You could, for instance, meet a random medley of classical songs with fitting lyrics, if you could improvise that quickly.

While the Fire's Hot > Wrote it 5 Minutes Ago

Your powers of improvisation have ascended by yet another degree. Once per day, you may call upon a night's worth of inspiration in a single hour. Once a year, you may call upon all of these various blessings of creation at once. Where you might normally gain a minute's creativity from a second, an hour's creativity from a minute, and a night's creativity from an hour... Assuming each is available to you at the desired moment, you may derive a night's inspiration from a single second. As well, you have become able to share these epiphanies. On activating any of these boons, you may choose to provide nearby allies with the same benefit.

Beggar's Studio > Rock of Ages

Maybe this is why people stayed away from the place. Under all the dust and debris, is a massive stone slab spanning the floor of your arena, covered with thousands of odd markings and designs. It's a giant-ass pentagram, with a bunch of other scrawls besides. It'll allow you to summon ghosts and demons if you know their name, and it will even keep some of the lesser ones bound. Those who wielded supernatural power in life can resist your call, as can those possessed of great will. It can only bring forth those native to your current planar arrangement, but that shouldn't be much of an issue if you're creative.

Maestro's Arm > Thy Shield of Song

Magic is rare here, but maybe you didn't think the original properties were good enough? Well, turns out all the occult symbols have imbued it with the real shit. Like, actual goddamn wizard shit... Well, not that. But this is serious magic, the kind that hasn't been seen for almost a millennium. This little beauty's wards have become strong and meaty enough to deflect almost any magic native to this reality. Your instrument could even rebound the Devil's lightning, if you ever found yourself in need of such. Unfortunately, due to the declining prevalence of magic, it won't do you much good unless you intentionally seek out trouble.

Rock n' Roll History Museum > Rock n' Roll Hall of Fate

While your museum would otherwise be mostly complete, this is completely complete. Absolutely comprehensive. Anything that should be remembered is stored here, musical

