

Wraith: the Oblivion

You wake up in a daze as a Reaper breaks through your caul. Through the confusion, you realize that you're dead and didn't pass on to whatever reward was waiting for most of humanity. Still, you're one of the lucky ones. You didn't degenerate into a Drone who was unable to do anything but repeat one set of actions for eternity. You weren't consigned to the forges for eternal torture by being smelted into a sword. You weren't even enslaved.

It's all downhill from here.

You now reside in the Shadowlands, the dark and decaying reflection of the mortal world (the Skinlands). Beneath it is the Tempest, an endless stormy sea filled with small islands. On these islands are the Far Shores, fake paradises and hells based on various religions, and the capitals of the Dark Kingdoms, where domems, the ancient ghosts banished from the Shadowlands through the loss of their Fetters, dwell and intrigue against each other for control of the Underworld. Below that is the Labyrinth, a psychedelic and ever shifting maze of memories haunted by insane ghosts. Below even that is the Mouth of the Void, the physical manifestation of Oblivion that annihilates anything that falls inside.

As a wraith, you're trapped away from everything you care about. And boy do you care a lot now, because your impossibly potent Passions and the ties to your Fetters are the things that were strong enough to keep you from passing on. And you can't really tend to them, because the world spanning ghost empire, the Hierarchy, considers interfering with the living illegal. Not that anyone is likely to be able to remember anything you do to them anyway, what with the Fog clouding their memories of the supernatural. The Shroud also separates the living from the dead. It's why the living cannot see you. Places where the Shroud is thin are ones in which it is easy to imagine ghosts: cemeteries at midnight or the old house famous for a murder in the basement, while it is thick in places where rationality holds sway, such as well lit office buildings. The stronger the Shroud, the more difficult it is for you to affect the living world with your powers.

And now there's a voice in your head. They call it your Shadow. It's all your repressed urges and secret desires, given life by a shard of Oblivion and driven to torment you until you give in and accept annihilation. It knows everything about you, because it is you. It has powers of its own, and sometimes it can even take over your body with nobody able to tell the difference.

It isn't alone. There are entire armies of spectres, wraiths who have given in to their Shadows and want to end the world. They have a hive mind, and your Shadow is plugged into it. At the top of the hive mind are the Malfeans, dark gods spat up by the force of Oblivion. Every time a disaster happens in the Skinlands then soon after, or even before, a Maelstrom is unleashed. Dangerous unnatural weather batters the Shadowlands and hordes of spectres are vomited up to rampage.

Hope lies in Transcendence, resolving your unfinished business so that you can pass on to the true afterlife. The Hierarchy considers Transcendence a lie. Groups that pursue it are branded Heretics and dragged away to be soulforged.

Take this +1000 CP and try to eke out some kind of afterlife for yourself over the next ten years.

Races

Wraith(Free)- You are a standard ghost. As a Wraith, you possess a body of Corpus rather than flesh. Corpus is a type of plasm, the physical residue of memory that fills the Underworld. Physical objects pass through you. Small or slow moving objects, or larger ones that only incidentally pass through part of you, are harmless. More dangerous objects, anything from a person running through you to a bullet, will deal a small amount of damage and you become hazy and transparent for a few moments, getting longer the tougher you normally are. In this state, you are immune to further damage from physical objects. Spiritual objects and beings, such as another ghost punching you or a Relic sword from the Underworld, damage you normally, though you are harder than a normal human would be. You may merge with one of your Fetters in a process called Slumbering, in which you can heal wounds by resting unconscious for eight hours.

Sufficient damage, or the neglect of a Fetter or Passion, can lead to a Harrowing, in which you are pulled into the Labyrinth and subjected to a nightmare performed by spectres and choreographed by your Shadow. If you succeed, whether through puzzling out the correct response or through sheer willpower, you will be returned to where you were. If not, your Passion or Fetter will be weakened, and you will be spit into the Tempest. The worst kind of Harrowing will instead target you directly, annihilating you if you fail. Outside this setting, there is no Labyrinth between you and Oblivion, and so you always experience the effects of having failed, staying in place and experiencing no actual Harrowing.

As a Wraith, your senses are heightened. Not only are your mundane senses sharper, you possess two new senses. Death sight allows you to see the touch of Oblivion in anything, identifying weak points with which it could be destroyed or issues that affect its health or stability. Life sight allows you to see the aura given off by a being's life force. It can reveal emotions and is practically the next best thing to mind reading for the very observant. Life sight only works on living beings.

Interacting with you, either by seeing you or your ghostly powers, induces an effect called the Fog in mundane humans. The weak willed will be overcome by fear and seize up in panic or run away in blind terror. People of average willpower may go into denial or experience strong anger or fear. Those with the strongest of wills can deal with you normally. Either way, once they are no longer dealing with you they will rationalize the encounter as a dream, a trick of the light, or a hallucination. Children and animals are unaffected by the Fog.

Wraiths are defined by the epic emotions that caused them to cling to undeath. You have between two and ten of these Passions, with Passions being weaker the more you have. A Passion consists of a single emotion and a context: a Passion of Love driving you to protect your family or of Greed that makes you drive away anyone who tries to touch your prized car. When you feel the emotion while performing a relevant action you regain Pathos, the emotional energy used to fuel your powers. Being near one of the living when they feel the required emotion and carry out a related action also grants Pathos, though only about half as much. Most of your powers require the expenditure of Pathos or it can be spent to heal yourself. You can also regain some Pathos by being remembered by the living.

You possess a Shadow, the repressed parts of your personality empowered by Oblivion. It knows everything you do and desires to torment you utterly and eventually make you destroy yourself. It has Dark Passions much like yours, based on your negative emotions. These grant Angst instead of Pathos, which it uses to activate its own powers called Thorns or to try to wrest control over your body, resisted by your willpower. It can block out your memory and perception while in control. Your Shadow can

offer to help you with any action you take, in exchange for gaining more Angst. If you gain too much Angst, you will turn into a spectre.

Assuming your corpse is intact (and you have one at all, from not being a drop in) you could theoretically learn the correct Arcanoi and make the deal with your Shadow in the Labyrinth to become a Risen.

Risen(100CP)- For those wraiths who want to return to the Skinlands, there is one secret rite to partially succeed. Although it cannot grant life, a wraith can possess their own intact corpse into a semblance thereof. This is illegal, dangerous for themselves and everyone around them, and likely to end horribly, but when there's business that one of the Restless Dead absolutely needs to personally handle in the living world it can be worth the risk.

You must have learned the correct Arcanoi to undergo the ritual to transform you into a Risen, and so your starting Arcanoi must include Puppetry (possession of people) and either Embody (creation of a ghostly material body), Inhabit (possession of objects), or Lifeweb (understanding and manipulation of Fetters). You must also have been stronger than an average mortal, in terms of literal muscular strength.

As a possessed corpse, you retain a Wraith's Deathstight, Lifesight, heightened senses, Arcanoi, Fetters, Passions, Pathos, Shadow, and Angst. Indeed, the last two as strengthened. Each time you activate any Arcanoi, your Shadow gains Angst, and normal Angst gains tend to be larger. You have no heartbeat and need no sleep and neither breathe nor eat nor drink. You vomit up anything you eat or drink almost immediately. You have no pulse and have scars over the wounds that killed you. If you are exceptionally pretty, your Risen body will be somewhat less so.

Your undead body cannot feel pleasure or pain, except when caused by fire or supernatural attacks. If you would be killed while you still have Pathos, you will be knocked unconscious for some time, from seconds to hours, then spend some Pathos to heal. If killed while out of Pathos, you are ejected from your body and become a Wraith. If your heart and brain are simultaneously destroyed, you are ejected and enter a Harrowing. As for Wraiths, Harrowings are impossible without the Labyrinth and in other settings you will simply die.

With a bit of Pathos you can become a Wraith again at any time. If you can get your Shadow to agree to it, you can possess your corpse again to return to being a Risen, so long as your corpse is largely intact and the heart and brain are present. If not, your Risen alt form will be restored at the start of your next jump.

The Risen have five special Arcanoi that only they can learn. These are Potence (supernatural strength), Fortitude (supernatural toughness), Celerity (supernatural speed), Fascinate (implanting obsessions in others), and Serendipity (understanding of luck and coincidences).

Your Shadow is located in one of your Fetters, which becomes your Conduit. If a Fetter is too large, something near to it may become the Conduit instead, such as a dog who lives in a Fetter house. The Conduit is as hardy as you are, but destroying it will send you into a Harrowing (or kill you immediately, in other settings.) If the Conduit is living, your Shadow is in control of it, but when your Shadow gains control of your body, you switch places and control the Conduit.

Starting Location

Roll 1d8 or spend 50CP to choose.

- 1) **Atlanta, USA**- An important Stygian stronghold in North America, Atlanta's Hierarchy is deeply infiltrated at the highest levels by two rival Renegade gangs, the Shattered Chain who want to end slavery and the white supremacist Sons of the Imperial Dragon.
- 2) **Dublin, Ireland**- The General Post Office, site of the famous Easter Rising that kicked off Irish independence, is host to a Renegade gang that is under constant siege from the Hierarchy. They're famous throughout the Underworld, but cut off from most support and with no end game planned.
- 3) **Providence, USA**- The Tillinghast family rules this Necropolis for the Hierarchy. Led by patriarch Ambros Tillinghast, who was a mage in life, the domain is fairly quiet due to the great respect the family won in the community during life and its mostly hands off approach.
- 4) **Richmond, USA**- The local Hierarchy is controlled by two ghosts who died in the infamous Capitol Disaster, who still haunt the Capitol building.
- 5) **Atlantic City, USA**- The most famous aspect of this city is the Hanging Gardens Hotel and Casino. This building plays host to the Riders of the Wheel, a Heretic cult with vague doctrines about how Chance can lead to Transcendence. They run the place as a casino and host boxing matches there, making it a popular destination.
- 6) **Algarve, Portugal**- On Portugal's southern coast lies the Chapel of St. John the Divine. It is the home of the worldwide Heretic cult called the Cult of Bones. These Heretics believe that wraiths must have their bodies in order to be restored to life on the Day of Resurrection and try to gather bodies in the underground chapel formed entirely of bones. Some of the cultists actively attempt to kill humans in hopes of speeding up judgment day.
- 7) **Ocracoke Island, USA**- Long ago, the Croatoan Werewolf tribe sacrificed themselves in a grand ritual to unleash the power of the Wyld along the North Carolina coast. In the Shadowlands, the weather can wildly change in just a few minutes and the landscape itself shifts. Blackbeard died here and eventually returned, learning the shifting water ways. He now uses the island as a base from which he leads the Brethren pirates in raids all across Stygia's territory, stealing goods and distributing them to various Renegade groups.
- 8) **Free Choice**- You can start anywhere you want in the World of Darkness.

Backgrounds

You have an age appropriate to your Background and you can change your sex for 50CP. Any background may optionally be a drop-in.

Guildwraith(Free)- In ancient Stygia there were many societies devoted to exploring the metaphysical reality of Wraiths and the Underworld and to turning that knowledge to profitable ends. In the middle ages, they were organized into Guilds with each having a legal monopoly over the secrets of a single Arcanos. Several centuries later, they attempted to rebel and were outlawed. But no one was really willing to see their services disappear forever. Now most of them are quietly tolerated, allowed to pass their teachings on to one another in secret and discretely offer their services.

Heretic(Free)- Many Wraiths dream of something more, of a true afterlife waiting for them once they have dealt with their unfinished business. The Hierarchy has outlawed such beliefs, considering them irrational and a distraction from eternal vigilance against the forces of Oblivion. Still, many continue to pursue their visions of Transcendence. Some are sincere and potentially fanatical, others are cults of personality run by self serving manipulators. Perhaps some even work and lead their adherents to freedom.

Hierarch(Free)- The Hierarchy is the name for the bureaucracy of Stygia. One of the world's Dark Kingdoms, it was founded by the Mycenaean Charon and grew to rule the entire western world. It claims that it protects its citizens from Oblivion. It organizes the dead, deciding that some will become

citizens, others thralls, and others melted down and Soulforged into items for the rest, allegedly based on the wraith's capacity to stave off Oblivion. Its citizens are divided into Legions based on the causes of their deaths, each ruled by one of the Deathlords or by the Lady of Fate (secretly the biblical Eve). They currently politic against each other in the absence of Charon, who disappeared at the end of World War 2 after fighting the Neverborn Malfean Gorool.

Renegade(Free)- Not everyone toes the Hierarchy's line. Some want to overthrow the entire government. Others turn to violence to end some particular practice, such as slavery or soulforging. Still other Renegade bands are nothing but bandits and thieves or else solitary Wraiths who find themselves on the wrong side of the law merely by interfering too much with the living.

Perks

The Shroud(100CP, free Wraith)- It is thanks to the Shroud that the Quick cannot see Wraiths. In future worlds, your ghostly form will be fully visible to everyone. But with this perk, you can call forth the protection of the Shroud even in other forms or other worlds. While active, only other spiritual beings will be able to naturally sense you, as well as children, the insane, and those born with a connection to the world of the dead. To everyone else, including machines, you and your equipment will be invisible and inaudible.

Shadecraft(200CP, discount Wraith)- Wraiths who become Spectres through a failed Harrowing become Shades, a caste of twisted ghosts howling with the power of Oblivion. Each one has mutations that enhance their ability to serve Oblivion: the power to shrink down and merge with another Wraith as a parasite, ectoplasmic tentacles, or exhaling Oblivion infused vapors to destroy those around them. You can manifest up to five of these Shadecraft abilities at once at will, switching between any possible Shadecraft as it suites you.

The Fog(400CP, discount Wraith)- The Fog creates even more distance between the Quick and the Dead, wrapping all their interactions in a blanket of fear and disbelief. You may call upon the Fog to cover you even in other forms. Those who see you or your powers will be overcome with fear unless they possess great willpower, and afterwards they will forget details and come up with rationalizations for how their experiences were actually mundane.

Beyond Catharsis(100CP, free Risen)- One of the Restless can cause incredible chaos when their Shadow gains control. Even a few moments of a Shadow given access to a jumper's full powers could potentially spell the end of the world. And as a Risen your Shadow is stronger than ever. This perk ensures that supernatural dark sides to your personality can never gain control over you. Your Shadow can still tempt you or even activate Thorns, but it will not be able to gain control through Catharsis or by you becoming a Spectre.

Deep Passions(200CP, discount Risen)- Wraiths have keen senses and deep passions, enough so that the Risen often find that a real rose can never hold up in comparison to the memory of a rose. Your emotions are greater still, able to feel amazing highs and crushing lows that normal humans would view as the passions of an epic hero from mythology. Further, your ability to harvest emotional energy from others is perfect. When you draw out an energy like Pathos from someone's emotions, you always gain every drop possible with none escaping your grasp.

Obsessive(400CP, discount Risen)- There's nothing more terrifying than to finally sink enough bullets into the undead serial killer after you that he goes down, only for him to stand right back up. You are the embodiment of that kind of horror movie nightmare. Not only do you have peak human stamina to

keep your body going, your willpower is equally extraordinary, enough that you can easily shrug off Harrowings to possess your body again and again, Rising once more each time someone puts you down.

Guildmarks(100CP, free Guildwraith)- Each Arcanos leaves marks on the soul of one who regularly practices it, Castigate staining your hands black from how often you touch Shadows or Puppetry causing you to blend the physical features of people you have possessed with your own. Still, it wouldn't do to expose yourself as a member of the forbidden Solicitors' Guild through your left eye glowing green or let your mastery of Mnemosynis slip when a victim notices that one of your fingernails is reflective. This perk gives you control over how your powers change your body. You may dismiss physical side effects to powers like Guildmarks whenever you wish, or even give yourself minor thematically appropriate mutations for other powers you wield even if they wouldn't normally cause any.

Black Marketeer(200CP, discount Guildwraith)- The Guilds have been disbanded and outlawed for centuries, yet business keeps booming. You have the skills to set up and operate a profitable business, especially as it relates to leveraging the usage of any special skills you might possess. You know how to be discrete about the whole thing too, in case your services happen to be less than legal.

Arcanoi Master(400CP, discount Guildwraith)- The Guilds formed to study the Wraithly condition and how it could be exploited. Even tonight, when the Arcanoi have spread throughout Stygian society, they still maintain not only mastery of the public arts but also their own secret skills that they have kept from leaking outside their organizations. You are fully trained in an Arcanos of your choice, knowing every one of its powers no matter how secret. You are not limited in your choice to an Arcanos that has a Guild. You can choose one of the Arcanoi native to foreign Dark Kingdoms or even one of the Dark Arcanoi which would normally be exclusive to Spectres. You may repurchase this to gain another Arcanos. Repurchases are always discounted, regardless of Background.

Wheels Within Wheels(600CP, discount Guildwraith)- The Guilds, being comprised of the Dead, can afford to take the long view of things in a way the Quick can barely imagine. A Guild can weave plots of incredible complexity and length. They may even, say, be given an emperor's memories for safekeeping, arrange their own outlawing to hide their loyalty to that emperor, erase their own memories of the whole thing so that not even they know they secretly work for the emperor, and then survive the scrutiny of his usurpers while he disappears and reincarnates, waiting for the time he returns so that the memories can finally be delivered to him. That particular plot didn't work out for anyone, but maybe it would have if Charon had listened to you, because you have a mind well suited to crafting such convoluted and far reaching schemes.

Path to Transcendence(100CP, free Heretic)- At least theoretically, Transcendence is what all Heretic cults pursue. The reality is that resolving your unfinished business is the only realistic route available, and thankfully you're mature enough to handle it. You find it quite easy to resolve your own emotional issues and let go of unhealthy attachments which are simply holding you back. You also make a quite good therapist to others, able to help them with the same sorts of issues.

Preacher(200CP, discount Heretic)- Converting unbelievers can be hard enough when they're alive, much less trying to pitch how this time it's going to be different right after they've died and found themselves in the Underworld in defiance of their previous religion's teachings. You can manage to pull it off well enough though, as you've got a silver tongue and are quite attractive besides, as well suited to playing politics as you are to convincing someone to hear out your cult's beliefs.

Spreading the Word(400CP, discount Heretic)- The largest Heretic groups grow beyond mere cults into entire movements. You have the makings of a new prophet, able to found a religion and see it grow throughout an entire empire just like the Cult of Bones in just a decade, all under the nose of a tyrannical atheistic regime. You've got the skill to keep rival prophets or your own high priests from usurping your position in the minds of the faithful or spreading heresy in the ranks as well.

The Ritual of Severance(600CP, discount Heretic)- The Ferryman, the organization of travelers on the Tempest chosen by the Lady of Fate and which Charon led before he founded Stygia, were among the first to pursue Transcendence. They are inducted into the order with a special ritual that separates their Shadow from their Corpus, freeing it to become an independent and evil creature called a Pasiphae. Making your own evil twin is hardly a bargain for you though, so instead you have received a superior version of the transformation. Like normal, you gain a hardier Corpus and the ability to learn special Alloyed Arcanoi that mix two of the other Arcanoi, but instead of becoming a Pasiphae your Shadow is totally subsumed into you. You do supremely well at everything you do as the unlocked potential of your full self is put into your every action. You also receive a small but regular passive regeneration of Pathos, much as if your Pasiphae empowering you to fuel its own Angst.

Weathering the Storm(100CP, free Hierarchy)- The Hierarchy promises safety from the dangers of the Underworld in exchange for obedience. You have learned how to safely weather disasters and invasions by hunkering down. You even have a sixth sense for incoming widespread disasters, always getting a bad feeling ahead of time letting you know that something big and bad is on the way.

Legionnaire of the Dead(200CP, discount Hierarchy)- Whether you learned to fight as a soldier or gangster in the Skinlands or only took up arms under the tutelage of the Legions in the Underworld, you have a physically fit body and are a skilled combatant trained in a variety of weapons. You also have the military discipline and experience to function as part of a unit of soldiers.

Iron Fist in a Soulsteel Glove(400CP, discount Hierarchy)- The Hierarchy is horrifying when looked at objectively. It's a foreign oligarchy which may have gladly enslaved your friends and family from life or forged them into teacups for a local Anacreon to enjoy, which violently opposes all religion and uses mind broken Wraiths transformed into the shape of monstrous dogs as shock troops, one where you have no rights and any of those dark fates could arbitrarily befall you at the whim of your superiors. Yet the average Wraith adjusts to it. You too are a master at getting people to accept strange and terrible forms of tyranny, so long as it keeps them personally safe in the short term.

Necropolitian(600CP, discount Hierarchy)- It may not be glamorous, but the Dead need pencil pushers just as much as the Quick. You have a talent for politics great enough to rise through the ranks and eventually become not only an Anacreon, a Legion's highest ranked agent in a Necropolis, but even maneuver your position in the council until your "peers" become your pawns. Plus, you have the bureaucratic acumen and strategic talent to be an excellent manager of a city's civilian government and its army.

Criminal Scum(100CP, free Renegade)- There's no shame in knowing your way around the wrong side of the law. You know how to case a joint and infiltrate it, how to pickpocket, how to hack, how to find a fence, even how to assassinate (though poison in a drink isn't so useful against the Dead) among other skills. And most importantly, you're a master at keeping out the authorities in the dark or at least bribed, even when you're doing something quite esoteric but illegal like skinriding the Quick.

Changing Minds (200CP, discount Renegade)- A cause like changing the Hierarchy may seem impossible, but with you at the helm it almost seems inevitable. When you win military or terroristic victories in support of a political cause, that cause will begin to explode in popularity. You and your fellow rebels will be seen as noble freedom fighters far more so than you otherwise would, with all your most admirable traits and actions lionized while your defeats and faults are forgotten.

Morte La Revolution! (400CP, discount Renegade)- A step above some two bit criminal, you know how to gather and run a real cell of revolutionaries. What's more, you know how to use them, to lead them in operations to sabotage and undermine authority effectively.

Herding Cats (600CP, discount Renegade)- Many have heard of the Revolutionary Council, the secret masters of all Renegades who direct all revolutionary elements across the Dark Kingdom of Iron. The truth is much less than many Renegades hope. As they say, the Renegades are full of the souls of unsuccessful revolutionaries, not successful ones. You however have the talent to live up to the Renegades' hope of a secret puppet master. Given time, you could organize a truly disparate group like the various revolutionaries, idealists, and criminals who make up the Renegades, making deals with their local leaders and issuing orders that forged them into a well oiled machine to strike at the heart of the government, even as they themselves are unaware of exactly what part they're playing in your grander schemes.

Items

Fetters(9-50CP)- As a Wraith you are tied to the world by objects that were important to your life (your prize race horse, your son, your army uniform, the tree under which you proposed to your wife) or your death (your killer, the knife he used, the spot in the woods where he dumped your body). You can select between 2 and 10 objects, locations, or people that you could have had contact with in life. They will accompany you to future jumps, with people becoming followers and locations becoming Warehouse attachments which can optionally be deployed into the world at the start of each jump. The fewer Fetters you take, the stronger the connection to each, and you can purchase a further 2-10 for 50 CP.

You may select supernatural beings as Fetters, but they will not become followers unless they agree to it. Similarly, supernatural items and locations will not be brought with you unless you own them at the end of this jump.

Mask (100CP, free Guildwraith)- Stygian culture has something of an obsession with masks. You have a high quality mask of your own design, forged of soulsteel. Technically counts as a follower.

Soul Forge (300CP, discount Guildwraith)- You have everything you need to engage in soul forging, the art of processing Wraiths or Plasmics into soulsteel: a Soulfire crystal for fire, an anvil of soulsteel, and a hammer of Stygian Steel. The anvil and hammer technically count as followers.

Relic Collection (600CP, discount Guildwraith)- When a soul crosses the Shroud to become a Wraith, sometimes it appears with items of emotional significance. These Relics continue to function even in the absence of fuel or ammunition, powered by pure Pathos. You have amassed a truly massive collection of Relics. Guns, cars, even computers, you have enough to continue life like a wealthy mortal even in the Underworld.

Boat (100CP, free Heretic)- This small Relic skiff and staff are surprisingly sturdy, able to survive even sailing the Tempest. The Boatmen's Society were the first to seek Transcendence. Perhaps with this you could follow in their footsteps?

Cult (300CP, discount Heretic)- This circle of half a dozen Wraiths considers you a prophet or teacher who can lead them to Transcendence. They range from recently dead to centuries old and experienced ghosts. They count as followers.

The Midnight Express (600CP, discount Heretic)- The Ferryman run this train, made of from Relic cars of many different. It has stops all over the world, including the Dark Kingdom of Jade, and a schedule that always seems to put the train where it needs to be, guided by Fate. In future jumps, the Midnight Express will continue to run on its own,

Stygian Steel Weapon (100CP, free Hierarch)- Stygian steel is special soulsteel, smelted with ore mined from the Veinous Stair that leads from the Tempest into the Labyrinth. Weapons made of it deal horrible damage to Wraiths, much like silver would to a werewolf. You have a weapon of your choice made from it.

Stygian Horse (300CP, discount Hierarch)- The black Plasmic horses along the River of Death were tamed by Charon long ago. They are traditionally used as mounts by powerful Hierarchs like the Deathlords or Equitae. You have your own steed, which is powerful, intelligent, brave, and loyal.

Relic Tank (600CP, discount Hierarch)- The Hierarchy is at eternal war against the forces of Oblivion. And what better way to fight that war than this Relic battle tank that can run and fire by being fed Pathos?

Haunt (100CP, free Renegade)- A Haunt is an area where a Wraith's emotional attachments are especially powerful. A Haunt is both protected from Maelstroms and a place where the Shroud is thin, great for having some illegal contact with the Quick. Your Haunt is especially large and impressive, such as a haunted mansion.

Cell (300CP, discount Renegade)- You are a leader of a circle of Renegades, devoted to whatever crime or criminal enterprise you desire. You have a half dozen members, who range from young and inexperienced Wraiths to ones with centuries of experience in hiding from the Hierarchy. They count as followers.

Fat Man and Little Boy (600CP, discount Renegade)- You have two Relic nuclear bombs, sent to the Underworld after their detonation. This would be enough to destroy a whole city of vampires or kick off a Sixth Great Maelstrom if you detonated them in the Labyrinth. You receive replacement bombs at the start of each jump if you detonate them.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a background and 600CP to spend.

Canon Companion (100CP)- You can choose one mortal without supernatural powers or a Wraith as a companion. Or you can choose to have an opportunity to make any single person a companion if they agree to join you on your chain. You can buy this multiple times.

Drawbacks

You can take up to +600CP worth of Drawbacks.

A History of Darkness(0CP)- Normally, you would start this jump in 1989, just early enough that you will miss the events of Ends of Empire which will lead to the Sixth Great Maelstrom and the destruction of Wraith's setting. But maybe you'd like to jump into the setting of Wraith: the Great War and see the Fifth Great Maelstrom that accompanied World War 1? Or maybe you've been here before and want to pick back up where you left off? You can control when you enter the setting and how this jump interacts with the other old World of Darkness jumps.

20th Anniversary Edition(0CP)- The world is ending, but you don't have to worry about it. While here, none of the various apocalypses that are coming to the World of Darkness will hit, not even if you butterfly things slightly. Only if you inflict massive changes on the setting or directly start interfering with the dread beings who can kick off the end of the world might you accidentally start any of the end-of-gameline events.

A Little TOO Gothic(+100CP)- Wraith: the Oblivion was the only World of Darkness game line which was ended before its time. It wasn't making money because the 90s goths who loved the rest of White Wolf's catalog found the game too depressing. And now you too are trapped in the kind of grim world that Vampire: the Masquerade fans thought was too much. Everything around you seems hopeless and impossibly dark, as if you were a character whose author was trying way too hard. You'll be hard pressed to find anything pleasant or happy the whole time you're here.

Thrall(+100CP)- You are not a free Wraith, but rather a slave of another member of the Hierarchy. Even if you choose to drop in, you will find yourself having already been reaped and given to an owner.

Lost in the Tempest(+200CP)- You don't start in a safe Necropolis. You begin the jump bobbing in the storm tossed seas of the Tempest with no idea how to get back to land.

Spectre Bait(+200CP)- Something about you seems to draw Spectres to attack whatever Necropolis or other base you live in, arriving in huge numbers far in excess of normal. They won't just come screaming out of the Labyrinth to kill you, though they'll do that too. Doppelgangers will also try to infiltrate your social groups to bring them down from the inside.

Super Shadow(+300CP)- Your Shadow will stay with you no matter what, in any alt form. Your Shadow will always know how to push your buttons and make enticing offers, because it has all of your skills. And in addition to regular Thorns, it has dark and warped versions of all your powers which it can power with Angst. Becoming a Spectre will end your chain.

Ends of Empire(+300CP)- You start the jump in 1999, just as the events of Ends of Empire are beginning. There will be war between the Dark Kingdoms of Jade and Iron, ending with the Sixth Great Maelstrom destroying the Stygian empire and reducing the Underworld to anarchy. Unless you somehow stop it, you'll spend the rest of the jump in the Spectre haunted hellhole of a setting that leads to the mass of Risen zombies that the Imbued of Hunter: the Reckoning will have to deal with.

Time of Judgment(+600CP, requires Ends of Empire, does not count towards Drawback limit)- The World of Darkness is ending. Some time during your ten year stay, every single game line's apocalypse will arrive. And it won't be one of the simple ones where God decides to kill all the

vampires. The strongest interpretations of the Antediluvians will rise to fight for control of Earth. The Wyrms will march on Gaia to bring the Apocalypse. The Nephandi will try to feed the world to their Dark Masters, and if they fail the Technocracy is poised to choke the last spark of free thought from humanity, strengthening the Gauntlet until the spirit world is totally divorced from the physical, killing everyone. Endless Winter will destroy the Dreaming, the Yama Kings will descend to fight for the title of Demon Emperor while the Earthbound try to conquer humanity. You probably won't even have context for many of the secret monsters who have suddenly appeared to destroy the world, one after another.

End Choice

Go Home

Stay

Continue Jumping

Notes

You do not have to worry about you, your Companions or followers, or items you bring with you being forced out of the Consensus by people not believing in you. Just as the Kindred have God and the Garou have Gaia backing up their existence regardless of what humanity decides to believe, your benefactor's power affirms your reality and will prevent you from being banished to the Umbra.

A Generic Jump by Generic Anon.