Welcome to

“…”

"...Well... What do we have here? ...Curious."

"It is not often that a soul traverses the Void so frequently, and as such it is your actions that have drawn me to you. Your benefactor is but one of many who fill their time with hobbies and observations, and should you continue on this path they will not be the last. Futures, however, have a habit of requiring present action. Which brings me to you.

You are one who has done great things. Your experiences and choices make you a person of immense interest to me... it is for this I have chosen to watch you with a more personal investment, and will be bringing you to a world of my own choosing. For ten years you will live in Dunwall, where my name is whispered in dark tones, and reviled by many.

Understand that your efforts here will not go unrewarded, for in exchange I have gifted you the extraordinary blessing of my Mark."

"I care not in which way you use it, only that you do. To ensure my Mark is used to its fullest, I also gift you these Runes, crafted of whalebone and leather. You will be granted twenty-five of such Runes, each containing a small fragment of my power. You may use these Runes to improve the abilities of my Mark… the abilities you improve do not concern me."

"Count your gifts carefully, and know that my Runes contain power only because I will them to. In exchange for the advantage I give you now, the Runes you find within Dunwall will be useless to you. I advise you to not try to work around this… for your sake, and my own.

Choose your blessings with care, as many of these powers are taxing upon your soul. Should you ignore this warning I give you, then you will find yourself drained, and unable to use them without a period of rest. But for now… what will you choose, I wonder?"

DISHONORED™

ABILITIES

Tier II powers require purchasing the Tier I power first. You have **25 runes**.

Ability	I	II
Blink - Instant teleportation. lightly draining, but slowly recharges.	Free - Up to 10m forwards and 5m upwards in any direction.	3 - Range is doubled. Time stops for three seconds while you pick a destination.
Pull - Pulls objects towards you. Slightly draining, depending on what is being lifted.	2 - Can be used to pull inanimate objects weighing less than a human body.	4 - Can lift living beings, living bodies are bound and can be choked out or executed.
Dark Vision - See through walls. Visible range is halved. Lightly draining over time.	1 - Can see through objects and walls to spot living beings, highlighted in yellow. Shows sight cones.	2 - Machinery is highlighted in blue, Weapons and items of interest are highlighted in green.
Devouring Swarm - Summons a swarm of rats. Moderately Draining.	3 - Summons a small swarm. Rats attack enemies and eat corpses.	4 - Summons more rats, rats attack harder and eat faster.
Possession - Allows you to possess living beings. Very draining depending on how long possession lasts.	3 - Can possess animals as large as a wolf. Smaller animals are killed, larger ones are disoriented.	5 - Can possess people. Possessed cannot attack, talk, or use powers, are disoriented when released.
Bend Time - Slows or stops time. Very draining.	2 - Time is slowed by half for about 12 seconds.	6 - Time is stopped entirely for about 8 seconds.
Windblast - Generates a powerful gust of wind. Moderately draining.	3 - Push people and objects backwards, smash open locked doors.	4 - Much more powerful, can slam enemies into things with lethal force.
Vitality - Your health is improved.	1 - You can take more damage.	3 - You recover damage more quickly.

Blood Thirsty - Harness adrenaline for powerful execution moves.	1 - Can execute a single target with a melee kill when adrenaline is built up.	3 - Adrenaline builds up far faster, can execute multiple enemies at once.
Agility - Improves jumping ability and speed.	2 - Can perform a double jump in midair.	3 - Can sprint, climb, jump, and swim much faster.
Shadow Kill - Killed enemies turn to ash. Can be toggled.	1 - Turned to ash if killed while unaware.	3 - Killed enemies turn to ash either way.
Arcane Bond - You can grant a lesser version of the Outsider's Mark to other people. Those Marked in this way cannot upgrade their lesser Marks with Runes. Extremely draining.	6 - Those granted the Mark receive the equivalent of Blink I and Vitality I, if you have it.	4 - Those granted also receive the equivalent of Blink II, Shadow Kill I, Pull II, and immunity to Bend Time if you have them. If you have not purchased these powers, this is worthless.
Summon Assassin - Requires Arcane Bond I, allows you to summon others you have Marked to your side. Moderately draining. Summon only works within the same universe.	1 - Allows you to summon any one person you have Marked, at random. They will be equipped with any weapons and armor they own.	5 - Allows you to summon up to five people you have Marked to your side. You may choose which people.

Go now, and know that I will be watching with great interest…

…now what do we have here?

WAIT!

Wait! Oh good, I caught you.

Well! That was… interesting. Huh. Well, back to business. Welcome to-

Wait, what's with that mark on your haaann-

Oh. Oh dear.

...What, am I not *good enough* for you? Why would you go and get t-

...You aren't behind this are you? Of course. Of course he would. Marking people. Just his style. Where has he gone-Where is he?

COME ON OUT! I KNOW YOU'RE HERE! WHY DID YOU STEAL MY FRIEND?

To appear is to imply I have left, and to steal is to imply I have claimed 'your friend'. My mark is merely… to ensure their role. Your subject has taken many roles in their journey, like an actor takes to a stage. It is more interesting to me, for the players on this stage to be marked for the role they will fill here.

You could have *ASKED!* Honestly, did you never learn the difference between sharing and stealing when YOU were a child? You were one once. I know you were.

I do not ask who takes part in these events, only that they do. Fate is an ever present force, direct and unforgiving… I merely present the roads they may take, as much as you have done for this curious being.

Just… ASK! Ask permission. I did! Okay, you can have your fun, but from now on we're doing it my way. Lemme run through the basics.

This is the world of Dishonored. You're in city of Dunwall, which is Victorian era London if it was even smaller, was surrounded entirely by oceans, and had a steampunk vibe. Dunwall is situated on the island of Gristol, and is united with the islands of Morley, Tivia, and Serkonos, known collectively as the Empire of the Isles. It is a time of technological wonder, and societal decline. Oil harvested from "whales" (Which aren't really whales, trust me) is refined into a powerful energy source called Trans. The advent of Trans has sparked an industrial revolution in Dunwall and beyond. However, as of late a horrible rat plague has swept through the Isles, leaving it's infected, known as Weepers, to die slowly and painfully. Worse, the Empress of the Isles, Jessamine Kaldwin, has been assassinated seemingly by her own bodyguard: Corvo Attano. The assassination, plague, and advances in military technology have led to the rise of an oppressive government backed by the Church. The religion of Gristol, known as the Abbey of the Everyman, forbids the worship and teachings of the Outsider as heretical, punishable by imprisonment or even death.

Seeing as you now have his emblem emblazoned onto your left hand, that means you're automatically guilty of high heresy! Congratulations! Wear gloves. It'll still shine through if you're using it, but at least you can join social outings without getting locked up.

Since this guy has been so *generous* with his gifts already, you're going to have to make do with only **500** CP instead of the standard. You're resourceful, you'll manage.

Looks like this amateur never even bothered to reset your age. Let's fix that. Roll 1d8+20, or pay 50 CP to choose. Your gender stays the same as you were before this jump.

At this point I can't really set you up with a history and a life in Dunwall like I would do normally, so this will have to do.

These are Affinities. Instead of a background, they confer the training and knowledge of their respective professions, and offer a discount on their respective perk trees. I guess if you really liked Drop-In, this is the place for you, since NONE of these are going to give you new memories.

Affinities: Pick one.

Philosopher: These are the minds who have started an industrial revolution in the Isles. Brilliant men, such as Piero and Sokolov, have harnessed the power of Trans to generate wonders of science and technology.

Watch: These are the bodies who have served to guard both the Empire of the Isles and its Emperor or Empress for generations. Every generation, the Emperor or Empress selects a Lord Protector, a personal bodyguard granted wide political power and authority. The most recent of these was Corvo Attano, that is, before he seemingly killed the one he was appointed to protect. With the situation being what it is, the Guard has descended into corruption and crime itself.

Overseer: These are the hearts who operate as the militant branch of the Abbey of the Everyman, who have sworn to combat those who associate themselves with or worship the Outsider. The Overseers are feared by the populace for their brutality and despised by the City Watch for their zealotry. Their Order is led by a High Overseer, currently Thaddeus Campbell, though that may soon change.

Whaler: These are the hands who act as assassins. Mercenaries, Street Kids, Refugees, all were taken in by Daud, the Knife of Dunwall, and granted unnatural power from an Arcane Bond with Daud's Mark. Since you have your own, joining him could either be very easy or very very hard.

Perks: Discounts are 50% off, discounted by Affinity. Discounted 100 CP perks are free.

Philosopher:

Resourceful (100 CP): In the middle of a plague, sometimes good resources are just hard to get. If you can't get your hands on a crucial part for an invention of yours, you may just find a decent workaround with this.

Transitory (200 CP): Trans is an amazing power source, with an energy density far surpassing any other form of fuel in the Isles. You now have the knowledge regarding both the refining of Trans from whale oil and using it to generate energy. You also know how to handle Trans without accidentally blowing yourself and anything within a five foot radius around you to pieces. After this world, you may make Trans from any whales or whale-like creatures.

Graduate (300 CP): The Academy of Natural Philosophy, situated on the edge of Dunwall, is the Empire's chief authority of science and most prestigious academy. With this perk, all of it's knowledge is now made available to you. From railcars to tesla coils, serums to toxins, you are now proficient in a wide variety of sciences, and can keep up with the likes of Piero and Sokolov when they start talking shop.

Sweet Dreams (400 CP): You'll never run out of ideas now! For whatever reason, innovative new designs for inventions just seem to come to you in your dreams. These dreams may be fairly nightmarish with vast expanses of floating rocks and a man that Should Not Be whispering secrets into your ear, and often the ideas that you get are gruesome and horrifying, revolving around ways of killing people or making abominations against mankind, but with these strange whispers in your head, you'll never run out of fresh ideas. It's him. It's the Outsider. He whispers knowledge about new inventions to you in your dreams. Think this over carefully.

Knowledge is a tool, neither good nor evil. It can be used to save or kill, just as a knife can be used to spread butter or spread blood. I do not coat my words in kindness, for that is not my place to decide its purpose. That decision rests in your hands… I look forward to the outcome.

Watch:
If you have the Watch Affinity you can take Respect the Badge OR Police Brutality for free, but must pay full price on the other.

Respect the Badge (100 CP): Something about you makes you more likeable and trustworthy to civilians. So long as you've done nothing to convince them otherwise, the average joe will trust you enough to do what you say when you're acting from a position of authority. Need to evacuate a building? Stand on a desk and start shouting orders. With you in charge of the situation, they'll feel safe.

Police Brutality (100 CP): When a civilian gets too rowdy, sometimes all you need to keep em down is a good old fashioned beating. If you need to get some schmuck off the street to talk, or keep their mouth SHUT, grab your baton and give em a beating. They'll sing like a bird or keep quiet, whichever you prefer, if they know what's good for em. After all, you ARE the Law.

Untouchable (200 CP): Corruption is rife amongst the Watch, and you're either neck deep in it or a shining beacon against it. You can tell almost at a glance who's padding their paychecks with the coin of the common man, and who's only trying to earn an honest wage. If you immerse yourself within the culture, you'll quickly climb the ladder and reap the rewards. If you take a stand against it, you will find that the corrupt system will find it difficult to take action against you: short of an attempt on your life, anything they do to take you out of the picture or impede your progress will surely fail as you burn their system of extortion and lies to the ground.

Defender (300 CP): Corrupt or clean, the Watch was and still is charged with the defense of Dunwall's populace. So long as you are acting directly in the defense of another, you find your body strengthened and your dexterity improved. You can hit harder and move faster when the well being of another is at stake. However, this only applies if another person is directly in danger. It won't work if you're trying to save everyone.

Whirlwind (400 CP): Agility unmatched and skill with weapons unrivaled by anyone else in Dunwall with the exception of Corvo or Daud. You are now ambidextrous, capable of shooting with nigh-perfect accuracy, swinging a sword flawlessly, or both at the same time. Shoot a crossbow bolt into the eye of a man ten feet away while holding off three swordsmen with naught but a steak knife? Why not?

Overseer:
Resilience (100 CP): Though the Abbey's dogma explicitly refutes the existence of any form of deity, your faith in the Cosmos itself is so strong that it acts as a shield. Attacks against you would seem to hit with less intensity, and toxins appear to be far weaker in effect than they should be.

Zeal (200 CP): It is said that when Overseers arrive, the populace shudders in fear and brother accuses brother. You can bring to bear that same aura of righteousness and zeal to instill the fear of the Abbey into those who oppose you. Before the light of your faith, the wicked shall tremble.

Determination (300 CP): It doesn't matter that you're outnumbered, you're going to take down as many of them as you can. It doesn't matter that you're bleeding out, your legs are

broken, and the nearest help is ten blocks away. You're going to grit your teeth and CRAWL there. Your faith makes your willpower resolute.

Flesh and Steel (400 CP): When fighting against those who would commit heresy of the highest order to the Abbey by wielding sorcery and witchcraft, you find that the sharp edge of a blade or the bite of a bullet is just as good as any black magic. So long as you and your equipment uses absolutely no magic or supernatural ability while fighting those who do, your attacks will bypass their occult protection and their dark wizardry will be far less effective upon you. You may not be able to stand up to the Outsider, but you could certainly go toe to toe with those he has Marked.

Whaler:
Shadow Walker (100 CP): You take to the shadows as if you were born from them. When attempting to sneak around someone, or avoid detection, you know almost instinctively where to hide and the best path to move such that they will never see you coming or going.

Loyalty (200 CP): Perhaps you're intimidating, perhaps you're charismatic, or maybe you simply come across as more sensible than the rest. When you have subordinates looking up to you for leadership and guidance, they will be far more loyal to you than they would otherwise be. Though this loyalty can still be broken by lust or greed, it will be much more difficult to sway them from your path. This loyalty applies only to you, not any superior you may have or organization you work for.

And Then There Were None (300 CP): When seeking to take down a group, you can sense whom amongst its ranks is the easiest target. The Watchman that's stumbling around in a drunken stupor. The gang member that's coming down with the Plague. You can seek out the weakest link and know the best way to remove him or her without alerting the rest. In this way you are extremely adept at picking off members of a group one by one until only one remains, the last man standing. This will not always work, the more savvy and well trained the targets are the more likely they are to realize what you're doing and form ranks to avoid being picked off.

Shamed (400 CP): In many situations, killing is NOT the best way to dispose of a high value target. Murder sows the seeds of chaos, which could lead to consequences far beyond what you would imagine them to be. With this perk, you are better at finding less lethal methods of removing someone from the equation. Depose a High Overseer by branding him a heretic. Cut out a Noble's tongue and make him work within the slave mines that he used to own. Broadcast a recording damning a Lord Regent as guilty for causing the Plague. Instead of assassinating them, assassinate their character. Why kill when you can make them suffer? Or perhaps you do want them dead, in which case you find it a lot easier to get rid of them and get away clean.

Undiscounted:
Roof Hopping (50 CP): You are skilled at moving around obstacles without breaking your stride. Climbing buildings, scaling rock walls, all of it comes to you easily enough, though it can always get better with practice.

Stronger Soul (50 CP): The powers of the Outsider's Mark draw from your mind and soul, and can be extremely taxing if used en masse without stopping for an extended rest. This perk can be purchased multiple times, each purchase granting your mind and soul more resistance against the debilitating effects of the Mark, and allowing you to use its powers more before you're too drained to continue using them.

Immune (100 CP): Though the plague has torn Dunwall asunder, you find yourself absolutely immune. Rat bites and Weepers won't even make you cough. Though the rats may still swarm and try to eat you. And the weepers in their sickness induced mental trauma may still attack you. No infection though! You're also more hardy against disease in general.

His Interest (Free): So I guess the Outsider found you interesting enough to grab you while I was in the middle of something. While you're in Dunwall, if you happen to find one of his Shrines, he's going to pop in and monologue about the situation you're in, stopping time and your body while he does so. I can't stop this from happening. However, if you *really* want me to, I'll invite him along so he can monologue your ear off in the future. Look, he stole *you*, so you get to make the call on this one. Your choice.

Items:
Basic kit (Free): You get a sword and whale oil powered pistol. They're not very impressive but they work. Comes with ten bullets, a nice coat, and a face mask to keep away germs. No the face mask doesn't actually prevent you from catching the plague.

Coinage (Free): 1,000 coins freshly made.

Bone charm (Free - 50 CP): Mystical objects made from the bones of whales. For other people they will only bring bad luck and misfortune, for you they work. You get to pick one of any of the charms for free but must pay for more. *(There's a link to the list of charms in the list section)*

Potions bag (50): A bag that contains 3 of Sokolov's elixir and Piero's spiritual remedies each. The elixirs heal the body while the remedies heal the mind. Replenishes weekly.

Watch Gear (50): You get a pistol of high quality like the one for Corvo and an armored coat that sleep darts can't penetrate.

Stealth Gear (50): You get a copy of the folding blade and crossbow made by Joplin. They are small and easy to hide. You also get 10 crossbow bolts, 5 sleeper bolts, and the special Mask made for Corvo to protect from the plague and conceal his identity. Alternatively you can get the Whaler's mask and outfit.

Overseer music box (100): This musicbox when played will disrupt the magical abilities of those Marked by the Outsider. Since that includes you as a bonus it won't affect you now. On future jumps, when played will disrupt the concentration of those who use magic, causing them to mess up. Effects end when the music box is no longer played.

Explosives bag (100): Razorwire, grenades, explosive bolts and bullets. There's enough of it to destroy a building. These will replenish weekly.

The Heart (100): A copy of the one given to Corvo by the outsider. Like the original, it will beat fast when pointed at supernatural objects. Squeezing it causes it to whispers secret of the area you're in into your mind. If it's pointed at someone while squeezed, it will reveal their secrets to you.

Drawbacks:
Noisy (+100): It seems that every shoe you wear are tap shoes, every door creaks, and your armor is noisy. Going to be a bit hard to sneak around.

Dreary (+100): The sun never shines in this empire. It's always raining twenty four hours, seven days a week. Hope you have an umbrella.

Rat bait (+100): The rats seem to find you tasty and will swarm you upon spotting you. For some reason they manage to get pass most of your defensive abilities.

Chaotic City (+100): It seems that Corvo and Daud don't have the time to spare anyone. Expect lots of dead bodies and rats. They'll probably try to kill you if you see them committing any of their violent deeds. And you can't seem to kill them, they seem to get away every time.

Public Enemy (+200): The Abbey has noticed your arrival, and has informed everyone about you. Expect the Watch to attack you on sight, and citizens will run to them to report you. If you do get reported, expect several guards to pop up out of nowhere to come down on you.

Bottle Street woes (+200): The Gang just doesn't like you, maybe Grimjaw has it out for you. Who knows? The gangers will attack you on sight and cause trouble in any areas you are seen frequenting. If you wipe them out, expect a new gang to pop up within a month that will have a grudge with you.

Blood-thirsty (+200): It seems that no matter hard you try, you just can't fight anyone without someone dying. Whether it's you or them, someone's going to die. If you happen to spare them, expect an accident to happen and for them to die anyway.

Corvo's revenge (+300): Corvo hates you, maybe he thinks you helped in the kidnapping of Emily. Whatever it is, he wants you dead. He's going to use everything he's got to try and kill you. And for some odd reason he seems to know exactly how to counter all of your abilities except for the ones gained in this jump.

Assassination Target (+300): Someone, somewhere doesn't really like you. So they hired the Whalers to make sure you die. They will send the novice assassins to kill you. Then the master ones like Billie Lurk. Eventually Daud himself will attempt to kill you. Beware, there's a lot more to assassination then running up to someone and stabbing them. If you do manage to kill Daud, expect the Whalers to keep going after you.

Granny Rags (+400): Vera Moray, former aristocrat now blind and poor, is after you. Perhaps she thinks you would be tasty. It doesn't matter, the woman is after you. Expects swarms of rats to appear out of nowhere and try to eat you. She also has the annoying habit of not staying dead, and able to escape any imprisonment.

Delilah (+400): You've gathered the attention of the witch Delilah Copperspoon, now she wants your body. At some point in the first year she's going to attempt a ritual to extract your mind from it. If she succeeds she's going to take your place in the Jumpchain while you get sent home. Best to find her and kill her quickly before that happens. No matter how you do it, she'll be back within a year to try again. On the bright side you'll know when she tries to do the ritual a couple of days beforehand.

There can only be one (+600): You are not the only one that was given the Mark by the Outsider. There are six others: Corvo Attano, the Lord Protector, Daud, the Knife of Dunwall, Vera Moray, AKA Granny Rags, Delilah Copperspoon, the Brigmore Witch, and two more. They also all want you dead and are willing to work together to kill you. On the bright side, your stay in this world ends when all of them are dead.

Mostly Flesh and Steel (+600): Congratulations! If Corvo can take down his targets with only blink and his skills so can you! For the rest of this jump, your powers are locked away. On the bright side you still get the all of the powers the Outsider gave to you along with the perks you get here.

The End:
The Lord Protector has returned: Your adventure is over, you return home with everything you've gathered up so far.

Live for today: Maybe you like it here enough that you want to stay. Your affairs back home will be cleared up and your adventure ends.

Outbound ship: Whether you're fleeing or headed to who knows where, the adventure continues. You continue on with your journey.

All stories have beginnings… and all stories eventually come to an end. This journey was but one chapter in a much greater story… but it was all entertaining in the end, wasn't it?

Whether you left the Empire to fester into nothing, or delivered it into a Golden Age, I enjoyed watching you immensely. The perspective of a stranger can change many things, and sometimes all it takes is the work of an outsider.

Regardless of what you become, it has been most fun. I look forward to meeting you again.

… My goodness you actually made him do a pun. You should feel proud of that, friend.

Notes:

- When in doubt, fanwank out.
- Thanks to Red for helping with the intro, secret endings, and Outsider bits and to Quicksilver for helping with everything and overhauling things.
- You can not leave Dunwall until Emily Kaldwin is either dead or has become the Empress.
- http://dishonored.wikia.com/wiki/Bone_Charms#Charms_and_Effects

Secret endings:
Redemption ending: *In which Daud considers you a close friend and was forgiven by Corvo.*

Your time in this city has come and gone, and you're ready to leave. But Fate has a curious way of leaving its mark, and sometimes we move on… more than we once were.

There were two people in this world that have every right to hate each other, to put blades to each other's throats. Under normal circumstances, such events could have played out. But sometimes Fate takes a different turn, when given the right push.

Not only did you befriend the man who murdered the Empress, but you even kept him alive despite meeting her protector. The man who had every right to murder him, and everyone walked away from that meeting. For that I am most surprised, and the man named Daud is most thankful.

Should you choose to accept his offer, he will accompany you on your journey. He has been made aware of how this journey will go, and wishes to join you nonetheless. How long will your paths remain the same? Will it be a path of blood or of compassion?

Either way, I look forward to the answer.

Loyalty ending: *In which you reject the runes.*

… Wait you mean you didn't accept his offer? That you didn't use any of the runes?

That's… Wow. Good! A lot of people would have said yes in your position you know.

Yes… they would. But not you. In the face of gaining the ability to tear enemies asunder, or the gift of shaping events from the shadows… you turned it down. You sought instead to stay with your benefactor, and carve your own path.

You... fascinate me.

These are the moments I live for, traveler. You made your way through Dunwall, using your own strength to decide its fate. Temptation has come and gone, and you persevered through it all. Regardless of your outcome, you did it all without accepting my gift, a gift that has been a powerful tool to shape history… until you arrived. Take pride in the fact that you did it all on your own.

Whether you accept me on your travels or not, I dearly wish to hear more of your story in the future.

Now then. Since you decided to remain loyal to me, how should I reward you I wonder…

Oooh I know! How about your own version of his Mark? You would get to give up to 8 people one of your specific powers but they can't anything that can make more powers. As a bonus whoever you give this to also gains an increase in durability and dexterity, they will also find it easier to resist temptation. I should clarify what I mean by 'specific'; you could grant someone an ability like teleportation or the ability to transform into a beast, but you can't grant open-ended powers like perfect shapeshifting or a school of magic from a world.

Once you've finished your journey, you'll be able to grant more than a single ability. Or you could be like grumpy-pants and have them collect a trinket or something to unlock more.