



CthulhuTech Jumpchain Document by Harper's Fairy

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The World of CthulhuTech

Welcome to the world of CthulhuTech. If you don't know what CthulhuTech is, it's a tabletop role-playing game by Matthew Grau, published by Mongoose Publishing, then Catalyst Games, and now Sandstorm Productions. It is based on the Framework system. Please look it up and buy it.

But if you don't know about the world of CthulhuTech, imagine a world of H.P. Lovecraft's mythos. Then advance it into a cyberpunk future, where the advancements have come from selectively utilizing the corrupting eldritch powers of that mythos. Then slap on top of that some reskinned Guyver and Robotech animes. And finally turn it into a gritty war and/or detective drama where humanity is fighting losing wars against aliens, cults, deep ones, corrupt corporations, and mad humans that summon giant monsters.

The New Earth Government (NEG) formed from the unified nations of Earth to respond to the many threats that the human species faces. In the first arcanotech war, aliens from Pluto called the Migou attacked through their creations, the Nazzadi. The Nazzadi rebelled against their creators to join their genetic cousins, the humans. Now the Migou are back and are invading Earth themselves, starting from the cold polar regions that they favor.

But aliens are not the only threat to humanity. Cults have appeared, dedicated to unspeakable horrors. Most hide in the shadows, preying upon the desperation of populace. The NEG has the Office of Internal Security (OIS) as a law enforcement branch to find, track, and eliminate cults and rogue sorcerers.

The Children of Chaos are a cult that have taken to modern living with panache. They secretly control the Chrysalis Corporation. Their agents are the dhoanoids, corrupted humans that can transform into monsters. They are opposed by the Eldritch Society, and their agents the Tagers, which can transform into more powerful monsters, but retain their humanity.

Meanwhile in Asia and Oceania, a cult of nihilists called the Rapine Storm has arisen. This cult summons giant monsters to throw against the armies and mecha of the NEG in an effort to destroy life and order. On the shores of the central part of the Atlantic ocean, the Deep Ones of the Esoteric Order of Dagon see all the hostility that humans have brought upon themselves and seek to remove it by removing the humans.

With all these existential threats, it's no wonder that most people in the 2080s have given in to despair. Organized religion has fallen out of favor with cults that can actually summon horrors beyond belief. Magical advances in medicine can fix addictions, so the opiate of the masses is actual opiates. Sex, drugs, alcohol, music, and partying are how most citizens cope with imminent extinction.

You have 1000 Cthulhu Points to survive the next decade with your humanity intact.

STARTING LOCATION:

Roll d8 or pay 50 cp to choose:

1. CHICAGO, ILLINOIS

The capital of the New Earth Government

2. ARKHAM, MASSACHUSETTS

Home to Miskatonic University and the Ashcroft Foundation

3. JOHANNESBURG

Headquarters of the Chrysalis Corporation

4. GIBRALTAR

Current battlefield against the Esoteric Order of Dagon

5. KETCHIKAN

Refugee outpost and next probable target of the Migou after the fall of Juneau

6. HYDERABAD

Front line against the advances of the Rapine Storm

7. THE ZONE

A 160 mile long dimensional rift near what used to be Vegas, those that approach face deadly peril and uncontrolled psionics

8. YOUR CHOICE

Anywhere on Earth in the Strange Aeon

ORIGIN

You are part of the NEG military and are likely assigned to one of the fronts of the Aeon War, against either the Migou, the Rapine Storm, or the Esoteric Order of Dagon.

MILITARY - 50 CP

You have no history in this world, just like the many refugees from Juneau.

CIVILIAN (Drop-In) - Free

You are a member of a secret society dedicated to eliminating the Children of Chaos. You have to work from the shadows, but the society gives you leeway as to how to do your job.

ELDRITCH SOCIETY - 50 CP

You have a position with the law enforcement in the NEG. Either with the Federal Security Bureau (FSB) or the Office of Internal Security (OIS). This gives you some legal authority, but also the responsibility to protect the citizens of Earth.

LAW ENFORCEMENT - 50 CP

You are employed by the Ashcroft Foundation, which has been behind most of the significant advances in arcanotechnology in the last fifty years.

ASHCROFT - 100 CP

SPECIES

HUMAN (Free)

Humans haven't changed much in the last fifty years. Starting age is 14+3d8.



AMLATI - XENOMIX (Free)

Amlati are crossbreeds of Humans and Nazzadi. They have silvery grey skin instead of jet black, and also tend toward white tattoos, but can have a variety of eye colors. They have better low-light vision than Humans and tend to have an exotically attractive appearance. The two cultures have only been coexisting for about twenty years, so starting age is 14+1d8.



NAZZADI (Free)

Nazzadi are a race of warriors genetically engineered by the Migou from Human stock. In the last war, they rebelled against the aliens to side with the humans. They look like jet-black skinned human beings with red eyes, usually sporting white tattoos. They were designed to be warriors, so they can see in the dark and are slightly quicker than Humans. Starting age is 14+2d8.



SIDOCI - WHITE XENOMIX (500 CP)

Sidoci are also called Whites because they have white skin, white hair, and white eyes. They are a rare result of Human and Nazzadi crossbreeding. They have the nightvision of their Nazzadi parents and tend toward strong wills. But their most interesting trait is that they are all powerful parapsychics. They also get one level of powers outside of their primary type. Starting age is 14+1d8.



CIVILIAN

SPECIALIZATION (100 CP, Discount Civilian) - You are capable of specializing your skills. With significant effort, you can choose to focus each of your skills on one particular area. This doesn't make you any worse at the skill in general, but does give you an edge with that particular use of the skill. For example, you might specialize your martial arts skills in the Nazzadi martial art, Hun-Zuti, or you might specialize your life sciences skill in Botany or your occult skill in Assisting at Scrying spells or Unweaving Enchantments.

PROFESSIONAL (200 CP, Discount Civilian/Ashcroft) - You have a professional skill. You could be a doctor or lawyer or accountant. You could be a mechanic or craftsman. Whatever it is, you have a job that you can fall back on. It won't save you if the human military is overrun or if any of the doom cults' attempts actually bear fruit, but it lets you feel productive as you pass the time. This perk can be purchased multiple times (but any discount only applies once).

IGNORANCE (400 CP, Discount Civilian) - You are capable of ignoring something. Once you decide to ignore it, that concept simply will not intrude on your consciousness. This does not come with any protection from whatever you were ignoring. You can only ignore one thing at a time, but you can set a condition to remind yourself when you can stop ignoring it.

SORCERY (600 CP, Discount Civilian or with Support Staff perk or Things Man Was Not Meant To Know perk, Incompatible with Parapsychic or Sidoci, may not be taken with discount with Engel Pilot or Tager) - Anybody (who isn't a parapsychic) can attempt magic in the world of CthulhuTech. However, with this perk, you are exceptionally skilled at magic. Spells are rituals, often involving a ritually prepared place, candles, books, preparatory periods of fasting, and similar trappings. You start out knowing three spells, and can easily internalize any further spells you find. Also with this perk, you can take this world's magical power with you to future jumps.

BLASPHEMOUS WHISPERS

In the Strange Aeon, most people are hypothetically capable of doing magic. Few have the training to do it. Even fewer have enough training and wisdom to do so safely. Ordinary people have about 9 Ruach (also called Orgone). People replenish about 1 Ruach per hour of rest. Spells may have costs of 5 to 45, but this is managed with caster's assistants who can contribute to paying the cost. Each spell takes weeks to months to learn, and hours or days to cast. Learning spells can erode your sanity.

There are five schools of magic: Enchantment, Protection, Scrying, Summoning, and Transmogrification.

Enchantment spells usually create (usually temporary) magical objects. Legality varies. Such spells include: Consecrate Arcane Space (casting preparation), Constitute Corporeal Restorative (healing balm), Constitute Powder of Ibn Ghazi (invisibility revealer), Imbue Glamour Lock (minor illusion), Craft Ring of Dreams (enter dreams), Craft Woeful Orb (defender drone), Craft Ruach Well (ruach battery), Craft Yog-Sothoth's Guard (temporary invulnerability), and Craft Weeping Orb (attack drone).

Protection spells generally protect things. They are usually legal. Protection spells include: Ward Against Sorcery (resist magic), Ward of Corporeal Protection (magical armor), Ward of Solitude (blocks scrying), Ward of Cool Spirit (calming area), Ward Against the Unseen (blocks telepathy), Ward of Seclusion (antscry area), Ward Against the Summoned (block summoned), Ward Against the Unbidden (blocks outsiders), and Ward of Sanctuary (armor area).

Scrying spells grant the caster knowledge. Some are legal. Scrying spells include: Eldritch Faculties (astral senses), Perceive Etheric Resonance (scrying), Phantom Vision (far sight), Know Passion's Flame (read emotions), Contact Those Who Dwell Beyond (random outsider), Wisdom of Yog-Sothoth (future visions), Call Ancient Soul (temporary skill), Beyond the Wall (see dreams), and Commune with the Beyond (contact outsider).

Summoning spells generally bring creatures from other dimensions. All summoning spells are illegal. Summoning spells include: Beckon the Mystical Unborn (spy drone), Summon Familiar (sentient pet), Summon Fetch (lab assistant), Leash the Summoned (creature mindlink), Beckon Shade Corpus (raise zombie), Call Forth Gaunt (gargoyle creature), Summon Superior Fetch (stronger assistant), Call Forth Bakhi (vile harpy), and Call Forth N'athm (nightmare stalker).

Transmogrification spells change things, usually people. Harmful transmogrification spells are highly illegal. Transmogrification spells include: Degeneration (curse), Mend Flesh (heal), Thieve Visage (steal face), Beckon the Unexpressed (gender flip), Manipulate Passion (influence emotion), Purify Form (return body to natural state), Path of the Silver Cord (astral project), Curse of the Outsiders (instill taint), and Migrate Soul (body swap).

LAW ENFORCEMENT

AUTHORITY (100 CP, Free Law Enforcement) - You are authorized to enforce the law. You know the correct procedures to arrest people.

INVESTIGATOR (200 CP, Discount Law Enforcement) - You are a trained investigator. You can question witnesses, follow leads, collect evidence, and notice important details.

HUMAN RIGHTS ARE RESERVED FOR HUMANS (400 CP, Discount Law Enforcement) - If you have a genuine reason to suspect that someone is no longer human or mortal, then you no longer need to respect their human rights. And other people won't mind, after all, they may not have been human any more.

PARAPSYCHIC (600 CP, Discount Law Enforcement, Incompatible with Sorcery, Engel Pilot or Tager, free and mandatory for Sidoci) - You can manifest powers of the mind. Pick one type of powers: Environmental, Manipulative, Sensory, or Somatic. You start with the minor powers of that type. With practice and training, the minor powers will advance to intermediate powers, then major powers. You can also develop other powers in that type with experience. This can be purchased again without a discount, giving you access to another type of power at one level lower than your previous power.

Parapsychic Powers

Environmental Powers

You can summon energies into the world around you. The NEG considers them Dangerous.

MINOR - You can create either fire or ice or pure force.

INTERMEDIATE - You have electrokinesis or photokinesis. With electrokinesis you can read magnetic media, shoot lightning, tase things and power devices. With photokinesis you can read optical media, create illusions, change illumination, or shoot lasers.

MAJOR - You can manipulate local gravity. This can make things fly or cause shear damage that works on people as well as tanks.

Manipulative Powers

You can interact with the thoughts of those around you. The NEG considers these powers Invasive (even worse than Dangerous).

MINOR - You can hide your own aura and emotions with Aura Masking or influence emotions with Empathic Projection or project and read surface thoughts with Telepathy.

INTERMEDIATE - You can enter peoples dreams with Dream Projection or delve into peoples memories with Probe.

MAJOR - You have the power of Mindworm which can rewrite memories and at high skill levels implant suggestions.

Sensory Powers

You can detect things beyond human senses. This type is Safe. MINOR - You can read peoples emotions with Empathy or detect auras which can detect health, wellness, emotional state, invisible people, and mystical influences with ESP or you can read the emotional residues of an item with Psychometry.

INTERMEDIATE - You get flashes of minor details about people or flashes of the future with Clairvoyance or you can see days to a few years into the past with Retrocognition.

MAJOR - You have visions of the future with Precognition.

Somatic Powers

You can enhance your own body. Deemed Safe by the NEG. MINOR - You can enhance your agility and grace with Hyperagility or you can enhance your movement speed with Hyperspeed or increase your strength and toughness with Power Boost.

INTERMEDIATE - You have enhanced charisma and charm with Magnetism or accelerate healing in other people to 1/4 of the healing time with Psychic Healer.

MAJOR - You can teleport yourself and maybe up to about 2 people from 100 yards to 100 miles with Teleport.

MILITARY

BASIC TRAINING (100 CP, Free Military) - You know how to be a soldier, whose orders to follow, how to march, aim, salute, find the mess hall, and all the necessities of military life.

MECHA PILOT (200 CP, Discount Military) - You have been trained how to operate a Mecha. In future jumps, you will find you can be a competent operator of just about any type of vehicle, war machine, or warbeast.

OFFICER (400 CP, Discount Military) - You have been promoted to be a leader of others. This comes with some training in leadership. As such, you will be given a position of leadership over a dozen soldiers. With time, if you prove competent and trustworthy the number of people under your command will increase. While in time you might be the leader of the entire military, you only get to lead about five hundred after ten years. in future jumps when you join an organization, you get command of a similiar number of (relatively normal) members of that group.

ENGEL PILOT (600 CP, Discount Military; Incompatible with Sidoci, Parapsychic, or Tager) - You get an Engel Synthesis Interface that techno-mystically links you to a monstrous alien cyborg. If you purchase a mech in this jump, it will be upgraded to be an Engel. In future jumps, you can use this interface to control other arcanotechnological devices and creatures.

ENGELS

Engels are not just giant robots. At their base, they are a mixture of Human and monster DNA. Once grown, they are festooned with cybernetics, weapons and armor. One advantage over mecha is that they regenerate from damage that they take. For another, each Engel is equipped with A-pods for flight, melee attacks, and a plasma cannon. Finally, they have their own instincts, which means both that reaction times are faster, and when a pilot is knocked unconscious, the Engel can continue to act.



The ARAL and the AUPHAN are reconnaissance Engels. Both have excellent sensor suites, but are lightly armed for Engels. The ARAL also has a stealth system and a Grav Bomb, which can weaken enemies in an area. The AUPHAN has enhanced flight speed.

The CHERUB is an artillery support Engel with two large rocket pods capable of sending many salvos of missiles at an enemy.

The TARSHISH and MALACH are battle Engels. Both have rocket pods. The MALACH has a sword. The TARSHISH has a lightning gun and is resistant to heat.

The SERAPH is a super-heavy Engel. It has a charge beam (a powerful, slow cycling energy attack) and rocket pods and is resistant to cold.

The SHINNAN is a battle Engel. It has two charge beams, but lacks the plasma cannon that other Engels all have.

The HAMSHALL and ISH are battle Engels designed for aquatic combat. They have aquatic laser cannons instead of plasma cannons. The HAMSHALL has a charge beam, and the ISH has torpedos.

The CHASHMAL is a super-heavy Engel. It has a charge beam and two linked laser cannons instead of plasma cannons.



ELDRICH SOCIETY

SECRET SOCIETY (100cp, Free Eldritch Society) - As a member of a secret society, you have to have the skills to keep it secret. You are now skilled at stealth, detecting and losing tails. And most importantly, you are talented at choosing who to trust with your secrets. If you also take Basic Training, you additionally learn Ninjitsu.

LITERACY (200CP, Discount Eldritch Society) - You are well read. You can speak a couple foreign languages, and can of course read and write them too. You also know how to read four dead languages, usually ones used in ancient magical writings like Akkadian, Aklo, Aramaic, Coptic, Latin, Old Norse, Phoenician, R'leyhan, Sanskrit, or Tsath-yo. This also make learning new languages easier.

SUPPORT STAFF (400CP, Discount Eldritch Society) - The Eldritch Society isn't just a bunch of Tagers that hunt Dhoanoids. Every murder of Tagers has a small support staff usually consisting of a sorcerer, a loremaster, an operator, and sometimes a trainer. With this perk, you get a large amount of skill at hacking, research, occult lore, and physical training. You can also purchase the Sorcerer perk at a discount.

TAGER (600, Discount Eldritch Society, Incompatible with Sidoci, Parapsychic or Engel Pilot) - You have undergone the Rite of Sacred Union and fused with a Ta'ge symbiont to become a Tager. You now have a monstrous alt-form that has enhanced attributes, regeneration, a special ability, and a combination of melee and ranged attacks. Your symbiont may influence your behavior for your time in this world, but if you continue on, it will cease its influence.

TAGERS

The PHANTOM is the most common Tager form. It is well-rounded with arm-blades and an arcane blast, its limit weapon is a tentacle burst. The MIRAGE is the second most common Tager. It is also well-rounded, but tends toward defense. It projects a displaced image of itself, can shoot photon blasts, and lash out with tentacles. Its limit weapon is projecting many copies of its image and swapping in to one of them. The SHADOW focuses on stealth. It has a stealth field that drains its magical reserves, can stab with its paralytic thorns or shoot them. Its limit weapon allows it to double its attack rate by teleporting around its target. The WHISPER is reconnaissance. It can fly and drop distracting light bombs. Its limit is a razor wing attack.

The ECHO is an amphibious Tager. It can bite, project an ink cloud, and shoot a fathom beam. Its limit weapon is a wild frenzy. The SPECTRE is an infiltrator. It can phase through objects, project withering gas, and chill with a touch. Its limit weapon is to materialize inside an enemy to rip it to shreds from within. The WIDOW focuses on ambush. It has poisonous fangs, and can shoot webbing. Its limit weapon is to cocoon its foe. There are also more powerful Exceptional Tagers. The NIGHTMARE has shoulder pods, claws, tentacles, and a powerful mystic blast limit weapon. The VAMPIRE can fly, shoot barbs, exsanguinate with a touch and has a limit weapon that causes everyone in the area to hemorrhage. The EFREET breathes fire, punches, and can call down a fiery meteor as its limit weapon.

All Tagers have some abilities in common. They can switch into a monstrous combat form, escaping or destroying restraints as they do so. They can all cling to solid surfaces and jump large distances. They have an internal air supply that lasts about 2 hours. They are resistant to fear, can detect Dhoanoids, and can telepathically communicate to other Tagers within 1 mile. They are no longer human enough to use human sized weaponry. They all also have some degree of regeneration. Each also has a Limit Weapon that can be used once a day.



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ASHCROFT

ARCANOTECHNICIAN (100 CP, Free Ashcroft) - The Ashcroft Foundation pioneered the field of Arcanotechnology. You are trained at the art of maintaining and repairing arcane technology. This perk functions even if you don't know how the arcane technology works. After all, it probably destroyed the mind of the original arcanotech engineer to conceive of it.

THERAPY (200 CP, Discount Ashcroft) - Ashcroft Foundation employees often deal with occult theories and impossible mathematics that can cause people to go crazy. So you have therapy sessions to help you stay sane. And if that can't halt whatever mental corruption is making you go insane, hopefully it can at least identify it.

THINGS MAN WAS MEANT TO KNOW (400 CP, Discount Ashcroft) - You have a few advanced degrees in science, technology, engineering, and mathematics areas. You can engineer any technological (but not technomagical) wonder that exists in this jump. In future jumps you will be able to engineer any standard technologies of the setting.

THINGS MAN WAS NOT MEANT TO KNOW (600 CP, Discount Ashcroft) - You are an arcanotech engineer, able to combine sorcery with technical engineering to produce wonders. Gravity defying vehicles, unending power sources, mecha, and more.

UNDISCOUNTED PERKS

A LITTLE EXTRA SANITY (50 CP) - Your sanity is your most precious resource in the world of CthulhuTech, just as easy to lose as your health, and much harder to recover. This gives you a buffer of extra sanity. After all, most normal people go crazy after 10 years as an active Sorcerer, Parapsychic, Engel Pilot, or Tager or Arcanotechnologist.

CURRENCY CONVERSION (Free or 100 CP) - The NEG no longer uses 20th century currencies. All transactions are handled in Terranotes. When you enter this jump, you can convert as much of your money to Terranotes as you wish. Two dollars equal one Terranote. When you leave this jump, you can have your money converted back to dollars (or whatever currency it was before) at the same rate (1Tn becomes \$2). If you pay 100 CP, you can keep this currency conversion between future jumps.

SWEET OBLIVION (150 CP) - The ability to forget anything. This can do wonders to maintain your sanity in the face of eldritch horrors. It's harder to use against your own sanity draining impulses. Use with caution.

EXCEPTIONAL (300 CP) - You are a cut above the rest. This acts as a capstone booster. If you have Sorcery, you recover magical energies twice as quickly. If you have Parapsychic, you can manifest powers outside your type up to one level higher than your limit. If you have the Engel Synthesis Interface, you can upgrade a battle Engel to a Super Heavy Engel. If you are a Tager, you may choose to bond with an exceptional Tager. If you are an arcanotechnician, you get the Sorcerer Perk without the extra boost of this perk.

CIVILIAN POSSESSIONS

PCPU (100 CP, Free Civilian) - A combination cellphone/computer you carry around with you. Includes audio and augmented reality interface.

PILE OF DRUGS (200 CP, Discount Civilian) - Recreational psychoactive substances of all sorts. Not enough to OD on, just enough to enjoy. Replenished every day. The world of CthulhuTech even has a few new ones for you: AHP Instant Pain Killer, Arcanix, Bliss, Brainstorm, Catseye, Clarity, Muscle, and Neural Stimulant.

ZEPHYR COUPE (400 CP, Discount Civilian) - A two-door skycar. It has VTOL and rides incredibly smooth. Flies at up to 180 mph.

ARCOLOGY (600 CP, Discount Civilian) - You have a metropolis all stacked up on itself in one huge structure. This will be populated by locals in future jumps.

POLICE EQUIPMENT

PISTOL (100 CP, Free Law Enforcement) - A trusty sidearm. Cannot be used by anyone else. If lost, stolen, or broken you can find it in your warehouse the next day.

FOLLOW THE MONEY (200 CP, Discount Law Enforcement) - Once a month you can get a full and correct financial report on a subject of interest (an individual, company, or organization, not a nation). If you also have the Investigator perk, this enhances it to include enough forensic accounting to actually understand the report.

POWERED ARMOR (400 CP, Discount Law Enforcement/Military) - A set of power armor such as Centurion, Crusader, Borealis, or Gale. Makes you stronger and protects you. Won't let you win against a tank, but it should make you near immune to small arms.

UNWARRANTED WARRANTS (600 CP, Discount Law Enforcement) - You have been entrusted with perhaps more authority than you should be. You are considered a law enforcement officer. As long as you are working in the interest of the betterment of humanity, the legal authorities won't mind if you trample over civil liberties in the course of your investigation. Evidence collected might be appealed by the wronged party, but they will at best be able to delay this way. Court cases will not be thrown out because of this.

MILITARY SURPLUS

ASSAULT RIFLE (100 CP, Free Military) - Every soldier gets an assault rifle. Yours never runs out of ammo. If lost, stolen, or broken, you can find it in your warehouse the next day.

ROCKET LAUNCHER (200 CP, Discount Military) - You have a one-shot rocket launcher designed to take down mecha, tanks, or giant monsters. It can be used as anti-personnel, but it's not designed for that. It reloads every time you stop fighting for a minute.

RECON MECH OR A-POD TRANSPORT (400 CP, Discount Military/Ashcroft) - You own a recon mech such as a Rapier, Saber, Eclipse, or Hurricane. If you have the Engel Synthesis Interface, this is upgraded to a recon Engel, such as Aral or Auphan. Alternatively, you can have an A-500 A-pod commercial air transport that can carry up 500 passengers or 58 tons of cargo at up to 600mph.

BATTLE OR ARTILLERY MECH (600 CP, Discount Military) - You own a battle or artillery mech such as a Broadsword, Claymore, Gladius, Scimitar, Blizzard, Maelstrom, Storm, or Tornado. If you have the Engel Synthesis Interface, this is upgraded to a battle Engel, such as Cherub, Tarshish, Malach, Shinnan, Hamshall, or Ish

MECHA

For powered armor, there is the lightly armored CENTURION with integrated modular weapons. The CRUSADER can only use handheld weapons. The amphibious MAKHAIRA is equipped with a charge beam and blade or laser cannon. The RAPIER recon mech has a stealth system and melee spurs. The SABER recon mech has expanded sensors and enhanced flight speed. Both have a laser cannon. There are seven battle mecha. The BROADSWORD is a multipurpose battle mech. The FALCATA is similar, but focused on aquatic use. The artillery mech SCIMITAR has two charge beams and a rack of missiles. The amphibious XIPHOS is similar, but with torpedos. The GLADIUS battle mech is focused on short range and melee combat. The heavy CLAYMORE battle mech has rockets and a laser cannon. The heavy amphibious KHOPESH is similar, but with a charge beam.



The Nazzadi have their own mecha designs. They tend toward faster, less armored, and with claws instead of blades. In powered armor there is the BOREALIS with a lightning gun and GALE with a charge beam and the aquatic UNDERTOW with a laser cannon. For recon mecha there is the stealth ECLIPSE and the besensored HURRICANE.

The main Nazzadi battle mech is the STORM, with the MONSOON being an amphibious equivalent. MAELSTROM is the artillery mech, with CYCLONE the aquatic version. The TORNADO specializes in close combat. The BLIZZARD is the Nazzadi heavy mech on land, and the TSUNAMI at sea.

ELDRITCH FOCI

Sword (100 CP, Free Eldritch Society) - A nice sword. Because chopping heads off of things usually works. Katanas are popular in CthulhuTech, but this can be any type your want. It can be made of the latest composites for extra sharpness. If lost, stolen, or broken, you can find it back in your warehouse the next day.

POTIONS (200 CP, Discount Eldritch Society) - Pick a set of three potions (duplication okay). You get that set each jump.

- Corporeal Restorative Salve - Ten doses of healing balm. One dose for minor cuts. Five for mortal wounds. Only for trauma.
- Talisman of Fortune - Catch one lucky break
- Powder of Ibn Ghazi - Powder that reveals invisible in an area.
- Glamour Lock - A gem that creates a minor illusion (like changing hair color). It lasts for three months once activated.
- Potion of Il-Sahr - Enhances hearing, allows reading surface thoughts. Activates in 1 hour, lasts 12. May be distracting.
- Restful Inhalant - Six doses of sleep inducing incense.

SPELLBOOK (400 CP, Discount Eldritch Society) - Pick one of the following books. You get a copy of it. Each contains four appropriate rituals to study and four more in each future world that has rituals.

- Book of Eibon - a book on the history of magic
- Cultes des Goules - a book on European ghoul cults
- De Vermiis Mysteriis - a book on middle eastern creatures and traditions
- Pnakotic Manuscripts - a book on the history of the Great Race and the Elder Race
- Unaussprechlichen Kulten - a book on secret societies and cults

TALISMAN (600 CP, Discount Eldritch Society/Ashcroft) - Pick one. Can be an imported item. This enchantment renews itself.

- Drinker of Blood - A magical weapon that penetrates armor and scales its damage.
- Shroud of Shadow - A cloak that invisibly hides its wearer.
- Axin's Pass - Pick or keycard enchanted to open any lock it fits.
- Crystal of Mizrahah - Makes 20 minute long 3D recordings.
- Distant Whisper - Trinket that allows soundless communication. You have as many as you want tuned to the same party line.
- Oculus of Revelation - Glasses that see the invisible, auras, wellness, and mystical influences.

ASHCROFT TECH

NEEDLE PISTOL (100 CP, Free Ashcroft) - A gas-powered silent weapon that fires a needle.

D-ENGINE (200 CP, Discount Ashcroft) - A Class "B" D-Engine. This is a power supply that runs off of non-euclidean dimensional energy. This produces enough energy for a personal scale vehicle or small household.

SPELLBOOK (400 CP, Discount Ashcroft) - Pick one of the following books. You get a copy of it. Each contains four appropriate rituals to study and four more in each future world that has rituals.

- Book of Dzyan - a book on occult symbology and history
- Book of Five Shadows - a book on summoning extradimensional creatures
- The Breath of R'lyeh - a book on Endless Ones and Old Ones
- The Roanoke Transcript - a book on the colony's disappearance
- The Mysteries Within - a book on the power of non-Euclidean dimensions

DIMENSIONAL VIBRATION COMMUNICATIONS PORTAL (600 CP, Discount Ashcroft) - A device that allows low bandwidth, but near instantaneous communication between devices. Your versions do not allow alien gods to project hostile thoughts of "TEKELI-LI" through them.

COMPANIONS

CIVILIANS (200 CP, Discount Civilian) - With each purchase you can create or import up to eight Human, Nazzadi, or Amlati companions with the Civilian background and 200 CP each to spend.

INVESTIGATIVE TEAM (100 CP, Discount Law Enforcement) - You can create or import two Human, Nazzadi, or Amlati companions with the Law Enforcement background. Each one gets Investigator and 300 CP to spend.

PARAPSYCHIC AGENT (100 CP, Discount Law Enforcement) - You can create or import a Sidoci companion with the Law Enforcement background. He gets free perks (including Parapsychic), Investigator, and Basic Training for free and 200 CP to spend.

INFANTRY (100 CP, Discount Military) - With each purchase you can create or import up to four Human, Nazzadi, or Amlati companions with the Military background and 200 CP each to spend.

MECHA PILOT (100 CP, Discount Military) - You can create or import a companion with the Military background. He gets a 0 CP race, free perks, Piloting, a Recon Mech, and 400 CP to spend. He can use 100 of those CP to swap his Recon Mech for a Battle or Artillery Mech.

ENGEL PILOT (200 CP, Discount Military) - You can create or import a companion with the Military background. He gets free perks, Piloting, Engel Pilot, a recon Engel that he pilots, and 600 CP to spend. He can use 100 of those CP to swap his recon Engel for a battle or artillery Engel.

TAGER (100 CP, Discount Eldritch Society) - You can create or import a Human, Nazzadi, or Amlati companion with the Eldritch Society background. He gets free perks, Basic Training, Tager, and 300 CP to spend.

RESEARCH TEAM (100 CP, Discount Ashcroft) - You can create or import a companion with 600 CP to spend. This companion may purchase any background or species.

TEAMBUILDING (100 CP) - Your companions each get an extra 100 CP this jump. This may be purchased up to six times.

SCENARIO

You may choose one. If you manage to complete the requirements during your jump, you receive the reward at the end of the jump.

Requirements: Destroy the armies of the Rapine Storm and all the cultists that can summon more.

Reward: The ability to inspire hope and a pet Kaiju (with the stats of an Engel).

Devastator

Requirements: Remove all copies of the unexpurgated version of the Necronomicon from Earth and accessible dimensions. This includes the memories of those who have read it.

Reward: Gain 200 CP worth of purchases from this document and a complete copy of the Necronomicon. It contains a dozen rituals. If you read it, it will erode your sanity even through sanity protecting perks.

Not Dead Which Eternal Lie

Requirements: Dismantle the Crysalis Corporation and remove knowledge of the Rite of Transfiguration from the Children of Chaos.

Reward: The ability to revert creatures that have mutated or transformed from humans back to human form and three new spells: Bestow the Protean Form, Bind the Silent Tongue, and Craft Wasting Orb.

Antitrust Action

Requirement: Drive off or kill all Migou in Earth's Gravity well.

Reward: A space ship detection system that has a detection distance equal to the distance of the nearest Migou from Earth at the end of the jump and an arcology on the moon that follows you to future jumps.

Independence Day

Requirements: End the war with the Esoteric Order of Dagon, either through stable peace or by victory. To achieve this there must be no fighting with the EOD in the last month of the jump.

Reward: The ability to breathe water and a set of NEG aquatic mecha (Broadsword, Falcata, Khopesh, Saber, and Xiphos). If you or your companions have Tager perk, this includes an Echo alt-form, or the Engel Pilot perk this includes a Hamshall or Ish.

The Innsmouth Settlement

DRAWBACKS

You may select up to +800 CP worth of drawbacks

MULTICROSS (+0 CP) - CthulhuTech is already a mashup of Lovecraft stories, Guyver, and Robotech. No reason to stop there. Take this to use this jump as a supplement to another jump that fits the horror/anime style of CthulhuTech. No reason Titans or Vampires or Magical Girls or Soul Reapers can't exist along side aliens, eldritch abominations, and conspiracies. Be sure to refluff the other jump to be powered by unspeakable horrors from dimensions beyond imagination.

ENLISTED (+100 CP) - You have committed to serve in the military. You will be expected to serve in the NEG military. If you do not, you will be considered a deserter.

MYSTICALLY VOID (+100 CP) - You are not capable of using the mystic energies of this world. You cannot cast spells from this world, use para-psychic powers, or transform into a Tager. Further, those powers are especially effective against you.

WATCHED (+0 CP, mandatory with Sorcery or Parapsychic) - The government knows about your powers and is watching you. If you break any laws with your powers they will try to arrest you. If you act against humanity, they will try to kill you.

COMPULSION (+100 CP) - You need to engage in a certain activity, be it gambling, drug use, hand washing, or masturbation or something stranger. Expect to feel the need at least six times a day.

MUTE (+100 CP) - You cannot vocalize.

BLIND (+200 CP) - You cannot see.

DRAWBACKS

You may select up to +800 CP worth of drawbacks

WATERS OF LETHE (+200) - You remember nothing from before your entry into the world of CthulhuTech. You still have your powers, but you don't remember what they are or how to use them. Once you rediscover them be careful about showing them off as they may cause people to think you are no longer human. The authorities might think you are a Migou Blank.

ABSOLUTE CHAOS (+200 CP, double for Eldritch Society) - Good news! Eight months ago, Crysallis Corporation developed a new "perfect contraceptive", and delivered billions of units of it around the world. Although it seems it had the reverse effect. Every woman that used them is now pregnant. It looks like millions of dhoanoids is going to be clawing their way into the world soon. And it turns out the dhoanoids age as fast as dogs, so they'll be adults soon.

PROJECT UPLIFT SUCCESS! (+200 CP, double for Military) - Good news! Project Uplift has resulted in success. This means that the military has trained Engels well enough to have them fight for the NEG without a pilot. Without having to screen and train pilots, they'll be able to increase production of the sentient warmachines. Some time during the jump, the independent Engels will band together (perhaps with another faction) to destroy humanity.

COWARD (+200 CP) - You are afraid. You won't enter into conflicts willingly. And you are vulnerable to the aura of existential dread that some mythosian creatures emanate.

ZONER (+200 CP, requires Parapsychic) - Your psychic powers are especially powerful, however, you have no control over them. They will run rampant, causing mayhem and attracting the attention of many entities that will want to kill you. The power boost goes away after the jump

BROADWAY BLOCKBUSTER (+200 CP, double for Law Enforcement) - Good news! There's a new hit broadway show called The King In Yellow. It's been open for two months now. And you just got a pair of tickets, which is crazy because the show is sold out for the next year.

NEW ICE AGE (+200 CP, double for Civilian) - Good news! The Migou have been nice enough to solve global warming for us. Global temps have dropped, and they'll keep dropping. You'll have to figure out how the Migou did this, stop them, and keep them from starting up again.

DRAWBACKS

You may select up to +800 CP worth of drawbacks

INEPTITUDE (+300 CP) - You have a hard time using machines. You seem to be able to use them wrong. Even when you do get it right, the machines stop working. Anything with more than three moving parts is likely to break or jam, and anything with electronic will be on the fritz or dead. Try to avoid hospitalization - respirators would not work well for you.

OUTSIDER TAINTED (+300 CP, incompatible with Tager and Engel Pilot) - Your bloodline contains something that wasn't human. You retain a minor physical trait from that ancestor, which can identify your heritage. This can also be detected by a genetic scan. This is illegal, so the NEG will try to kill you if they detect you. Furthermore, it is easier to accumulate corruption and lose your humanity to your outsider part.

HOUNDED (+500 CP) - You have attracted the attention of the Hounds of Tindalos. As beings from outside of time and dimensions, they will come after you for the entire decade you are here. They cannot be killed or confined and they can materialize in the corners of your warehouse (or any other corners). If they cannot kill you permanently, they will settle for capturing you and causing you an eternity of pain as they taint your soul until it is no longer human. Avoid corners for the decade.

VIBES (+200 CP, double for Ashcroft Foundation)
- Good news! The Dimensional Vibration Communications Portal has been miniturized. And mass-producing them was easy. Now billions of people will be able to communicate easily (and hear maddening whispers of "TEKELI-LI")

MERE MORTAL (+300 CP) - You and your companions have no access to powers, alternate forms, or items from your previous jumps. Your companions do not resurrect until the end of this jump.

PACIFISM (+300 CP) - You cannot commit acts of violence.

COMMITTED (+500 CP) - You have gone mad. You are more likely to pen a maniacal screed about summoning the undead than to carry on a coherent conversation. Since you need your humanity intact, you will need some serious mental help if you don't want to fail this jump. Also, you start in a cell at Arkham Asylum.

CONCLUSION

Go Home

Take your perks and gear so far and return from whence you came.

Stay Here

You must have gone mad if you want to stay in this doomed world. You'll fit right in. Welcome.

Move On

Keep jumping. There are other universes that need your help.

NOTES

Thank you for reading my jump document. I don't own CthulhuTech, and I don't own the images used in this document. I make no profit off of this. I just want to honor the game I enjoy. Please support the game by buying and playing. I didn't have the space to explain every detail - for example the mecha systems or what all the spells do. Please reference the CthulhuTech books for more information on those topics or more details on the world.

On parapsychic powers, a parapsychic can start with Minor environmental powers (let's say pyrokinesis), and develop to Intermediate electrokinesis and then to Major gravikinesis. With Exceptional, he can also take minor abilities from the other three types. A Sidoci with Exceptional would max out at one Major, one intermediate, and two minor. Taking parapsychic twice would allow him to develop up to Major Environmental and Intermediate Somatic for example. By purchasing both Parapsychic twice as well as Exceptional, the maximum would be two types at Major and the others at Minor. A White with both could get two Majors, an Intermediate, and a Minor.