

OMNIBUS NEW WORLD OF DARKNESS CYOA

(Homework Edition)

JUMPCHAIN COMPLIANT

By TheLostOne, SJ-Chan, & Poor Dick

v.1.4

Welcome to the World of Darkness.

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

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

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

Death Note: Due to the nature of the World of Darkness, death is not the end of your adventure... necessarily. If your Template has a way of continuing past death, you may use it even if your body falls.

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

ORIGIN

The World of Darkness is a dangerous place no matter where you are. You may freely choose any place and time on Earth from the Neolithic onwards in which to start your time here, but nowhere is safe. You may freely set your biological sex and apparent age to any you choose. Additionally, you must purchase one of the following Origins. All of them come with the standard 7 Merit Points and the standard number of dots in skills and stats but you may ignore normal Chargen distribution (1 dot is your base stat coming in). You will need the relevant splatbooks or you may find lists on line. You are free to take up to four Flaws, gaining 50 EXP for each taken. All Flaws are counted as Drawbacks and expire at the end of your time here. Under No Circumstances may a power reach 10 dots during this jump. While nWoD doesn't really give guidelines for powers higher than five dots, it's known they exist, if only in theory. If you do not boost a power past 5 dots using purchased Exp, it cannot be raised higher than 5 through training. If a power is not boosted to 9 dots using purchased EXP, it cannot ever reach 10 dots.

Note: A Threshold Seeking does not count as Training, but must be done locally. As you're using reality warping to redefine and forge your own Road to the Supernal, for the duration of your quest you cannot benefit from perks that protect you from reality warping. This is only for the duration of earning your Archmastery. You may save Purchased Experience or dots from Meritorious Conduct to spend them on Archspheres dots.

The Hunted [+200 CP]: You will be inserted into this world with no past, as if you just spontaneously *poofed* into existence. You will have no life, no memories, no social network or resources in this world. You have no native abilities or backgrounds beyond what you purchase with MP and Experience. You will always radiate a faint trace of wrongness that small children, animals, and those with power will be able to sense, but not know the nature of. This wrongness is a drawback while you're in this world, but you may retain it & toggle it in future worlds.

Innocent [Zero Sum Drawback]: You enter the world as a child between the ages of seven and twelve. As a child, you have most of the same capability as an adult... in potential. Your abilities, natural attributes, and capabilities are scaled downwards with your size and maturity. You can still have legendary strength for a child... but the strongest twelve year old is still easily overpowered by an average adult if he can get his hands on him. You have a fundamental innocence of self that isn't exactly goodness, but more a straightforward and (at times) simple way of looking at the world. And innocent isn't the same thing as weak. Begin your journey in the pages of World of Darkness: Innocence rather than in the core World of Darkness book.

All The Good Boys & Girls [Free for Innocent]: Adults make things too complicated. They get wrapped up in complex view of right and wrong, of sin and virtue that kids simply don't care about. Kids can draw strength from their identities in simpler ways. Instead of picking up a Virtue and a Vice from your identity in this world, instead you develop an Asset and a Fault. In the future, if it would be useful to consider your Asset something virtuous, it can count as such. Likewise, in the future, if it would be advantageous to consider your Fault something sinful, you can do so.

Standing On The Threshold [Free for Innocent]: An innocent soul can confront the darkness and not believe its victory is inevitable. A young soul hasn't had as much time to simmer in its own defeatism, in practicalities, and in learned helplessness that true darkness feeds on. When confronting true darkness, you can find a way to push back even when it seems impossible. This won't work if it really is truly impossible... but few things are. Note that this only works so long as you aren't a true darkness yourself. A vampire is fine. A thousand year old vampire that steal the souls of children to make nightmares that eat their parents isn't. At the beginning of each jump, this reverts to its default state, counting only your actions from the current jump as 'Darkness'

I Wish I Was a Grown Up [Mandatory for Innocent]: But you aren't. You have to grow up honestly. You aren't just physically a child [including all of your alt-forms], but are mentally and spiritually one as well. It may be possible to use magic to assume, steal, or fake an adult form, but you still won't be an adult inside. Only time can fix this.

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

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

- [200]: You are 200+ years old, receive +150 Exp, & will spend 20 years in this world.
- [400]: You are 500+ years old, receive +350 Exp, & will spend 40 years in this world.
- [600]: You are 800+ years old, receive +450 Exp, & will spend 80 years in this world.
- [800]: You are 1000+ years old, receive +600 Exp, & will spend 200 years in this world.

SPECIAL ORIGIN

Inhuman [50, Seven Years Bad Luck Drawback Required]: Literally. You are something other than a pure strand human. You might be Atlantian, or a Wargaz. One of the new optional races presented in Mirrors. It's not really worth that much. You are bound by all the normal restrictions. Inhuman can be applied over any of the other Origins, but it defaults to Cub.

TYPE

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

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

Mortal [0]: You are some flavor of “normal” person. As a way of balancing the books a little, you get three dots to spend on skills or stats as you like. Yay... Alternatively, you may give up those dots and choose one of the mostly mortal templates like Skinthief or Psychic. For an additional 100 CP you can be one of the more impressive mortals like one of the major conspiracy Hunters or a Demon-blooded.

Kindred [200]: You are a blood sucking monster, origins unknown, but optimized for hunting humans. You may be of any clan and covenant. Welcome to Vampire the Requiem.

Uratha [200]: As a Werewolf or Therians, you are one the animal-human shapeshifters found in the World of Darkness. Find yourself in the pages of Werewolf the Forsaken and Changing Breed.

Awakened [800]: You are Awakened. You may choose to be a part of any of The Pentacle or Nameless Orders, or to the Seers of the Throne if you like, or even stand as an independent. This is Mage the Awakening.

Dead [200/400]: For 200 CP, you are one of the Bound, the Sin Eaters. Alternatively, you could be made from the dead rather than of the dead, one of the false-lived Prometheans. For 400 CP, you are one of the mummy-like Arisen. Reclaim what you once were from the pages of Geist the Sinner-Eaters or Mummy the Curse, or forge a new destiny with Promethean the Created.

Changeling [200]: You are one of the victims of the Gentry, kidnapped and tormented for years before you escaped back to the mortal world with little more than a tattered facsimile of your soul. You will find your kind in the pages of Changeling the Lost... and may the Fair Folk never finish claiming your soul.

Fallen [400]: There is a hidden war going on between the agents of ‘Heaven’ and those hoping to descend to ‘Hell,’ a war of lies and shadows. And now you’re part of it, sucker. You are now a fallen angel hiding in its Cover, the false identity you either stole from the god-machine, or wove together from the stolen fragments of other people’s lives. You may find your briefing in the pages of Demon the Descent, if you get to it before it self-destructs.

Monster [200]: You are one of the Begotten, the soul of a primordial child of The Dark Monster, incarnated into a human body. You are a Beast, find your path in the pages of Beast the Primordial.

Genius [600]: What's this? What's this? There's madness in the air! What's this? What's this? Genius the Transgression is violating your children's songs! You have joined the Inspired, become a Mad Scientist, and now seek miracles to Show Them All.

Leviathan [600]: Ark, wrathful piece, night of the brute awash, alien Antarctica, you will not pass me by. You have stepped into the deep waters and stagnant past of Leviathan the Tempest. But if the future betrays you, maybe your past holds the answers in its deep waters, Leviathan.

Hopeful [200]: I believe there's a Light that never goes out! No matter what, as long as we have our Hopes and Dreams. Transform into your heroic self and fight back against despair, young princess. You have taken on the form of a magical girl, and with the tools found inside Princess the Hopeful, together pass through this night of darkness!

Abomination [300+]: For 300 CP plus the cost of all other Types involved, reality is bent for you and you may be an horrific abomination of several different supernatural types. Unlike the titilar abomination of forgotten lore, your hybridization is successful even if the combination wouldn't make sense or should be self destructive. You keep access to all relevant stats for each Template, and retain all pools separately. Zero CP types cost 100 CP to add to abomination.

Terror From Beyond [100, Requires Seven Years Bad Luck Drawback]: You are something a lot less human than any vampire, you're a horror from beyond the Stars, as introduced in Mirrors: Infinite Macabre. This is mainly for more Sci-Fi Mirrors, but shows up elsewhere - sword and sorcery settings have a surprising number of aliens beings. As an alternative to Abomination, if you only want to mix with one other template, you may pay for Terror From Beyond + the second template +100. There are lots of space vampires, and space wizards, but not a lot of space wizard vampires.

Dark Hero [200, 100 with the "Seven Years Bad Luck" Drawback]: A barbarian champion, a sultry rogue, a clever scholar, or a two fisted detective... you are of Man, but you aren't like other (wo)men. You have a personal reserve, an ability to overcome that goes beyond what's mortal. You can't be called anything but a Hero. Blaze your path from the pages of Mirrors.

You may combine this with a second template without being an abomination. Simply pay the cost of the second template in addition to Dark Hero's cost, but combining Dark Hero with another template means you don't get the discounts offered below.

PERKS

Soundtrack of Darkness [Free]: To accompany your time here, you have access to a library of 2000's and 2010's music that was dark and edgy for the time: Death Metal, Speed Metal, Post-Hardcore, Dubstep, Electronica, Trance, etc. You get the idea. If you will it, you may have any song you choose play anywhere at any time - no speakers required. Alternately, you may choose to have a dynamically cut and arranged score automatically generated for you. In either case, you may choose to make this music audible to everyone, just you, or just specific people you so choose.

It Can't Rain All the Time [Free and Mandatory]: But it can rain most of the time. It is almost always overcast and frequently pouring down rain. Save for the red of blood and the bright shine of polished metal, most colors will seem faded and washed out. Black, white, and grey dominate the world's color palette. Conventional electric lighting will be replaced with harsh fluorescent and neon alternatives. Architecture will take on a more Gothic, Brutalist, or Industrial feel. Black leather (and often trench coats or hoodies) will become more common aspects of individual attire; as will other trappings of the Goth, Punk, and Techno cultures. The atmosphere generated by this perk is cold, isolating, and oppressive, and it fosters despair, melancholy, rage, isolation, and violence. The world is dying and nothing seems to make it better. Barring your interference while this perk is active, hope and happiness slowly drain out of the world around you. This perk can be toggled on and off at will once you leave this world. It Can't Rain All the Time does not make the World of Darkness any worse. No, not even that other World of Darkness. Also, it can't make HoL any less HoLsome. If the setting is already describable using the term "Grimdark" this probably isn't going to have too much of an effect, though it will make it rain even in Dark Sun. Don't expect that to make things better.

Strangeness [Free]: While the World of Darkness is a dark reflection of our own world, it can also be a mad one. All manners of strangeness suffuse the world. Some is innocuous if strange, like a ghost selling seafood from a wooden cart or laughter being the birth of pixies. Others are dangerous, such as a shady butchers shop selling tainted meat that infects buyers with The Hunger. Yet more are a mix of both, such as madmen who turn themselves into talking animals on the freeway during rush hour. Thankfully, you've learned to take it all in stride. Even the strangest things will seldom get more than a raised eyebrow from you unless you actively want to be affected. This isn't a defense against things that cause metaphysical fear or terror or madness, but the strange will no longer bother you much at all.

Meritorious Conduct [100, one purchase free for Hopeful]: You gain 3 MP. Unlike standard MP, these can be used to put a dot anywhere, not just for Merits. Anything boosted with these MP is considered to have been raised via Experience if it matters. Alternatively, you may buy this to gain 15 EXP. Either way, this can be purchased multiple times.

Wrong Book, Smart Ass [100]: You may purchase any one signature power from a type that is different from your own. You power it through either your own type's power pool or through pure endurance if you're a vanilla mortal. So yes, a Uratha with Celerity and Space. This can be bought multiple times and only grants the first dot. Since you have no idea how it works, you can't improve it with experience and practice.

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

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

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

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

Bad Juju [200]: You get 4 points worth of sacrifices to buy pacts with, where 1 gets you a minor pact, 2 a medial, and 3 a major. If your pact is in Traits, then you can assume you are in the clear just like anything else backed by CP. If they're in Services, you'll be able to invoke them again after 12 months have passed, though you must define what that service is now, as it will always be the same 'kind' of service. If you bargain for the use of a Demonic Artifact, then you can call upon it once a year. If you called up a demonic spirit to murder an enemy, after a year and a day you can call upon that demonic hitman again without providing any new sacrifice. Your abilities might be the result of a pact, channeled from a spirit riding you, represent spirit heritage, or any number of other things, but each has its inherent issue. However, as they are ultimately backed by the power of the jump, they don't interact with or register with Abyssal/Supernal/Infernal influences (though what they call up might if you're invoking spirits as services), aren't banished by church bells, and so on.

Convicted [200, Free for “Vanilla Mortals”]: You have access to Conviction (as found in Mirrors), a well of determination that lets you resist supernatural powers as if you were a supernatural being yourself, endure horror, and turbocharge the use of your willpower. A Vanilla Mortal is one with no local supernatural perks or types. For the purposes of Convicted, “Strange Radar”, “Light the Candle and Shut the Door”, & “Let the Wrong Ones In” do not disqualify you as vanilla despite touching on the supernatural. For an additional 100 CP, (200 CP for Vanilla Mortals) you may ignore the 'per chapter' limitation on using Conviction.

Tricky [200, or 100 for “Vanilla Mortals”]: You can learn and develop Skill Tricks, displays of skill that exist on the border between the natural and unnatural, and start out with three of them. A skill Trick represents real talent, or incredible work, and developing a new one represents that level of effort. It's easier for Dark Heroes, who are naturally inclined to preternatural displays.

Second Wind [200, Half off with “Rock of Ages” or “Will to Live”]: Like an action movie hero or a video game protagonist, you can shake off damage and discover that it wasn't as bad as it seemed. Effectively, you duck behind cover or otherwise get out of the line of fire, focus on not being hurt, and that's it. While you're catching your second wind (which takes about five to twenty seconds depending on how well you manage to get out of danger and how good you are at calming yourself) you cannot move more than a few meters, attack, or actively defend yourself., so get someplace safe before you try to catch your breath. You can only do this a few times a day (largely depending on how strong your will is or how much stamina you have, but not to exceed ten times a day or five times in a single fight), and you're unlikely to shake off all the damage you take. Damage you fail to shake off once will stick and have to be removed 'normally', but so long as you can spread it out, you can endure a great deal of violence.

Jumper the Nightmare [300]: Instead of coming in as a 'normal' version of whatever race or faction you picked, you arrived as something similar enough to pass, but fundamentally different. Just like the Cihuateteo may pass for a Vampire for a time, but is fundamentally a different creature with different strengths, weaknesses, and potential, so too are you something alien. Define what sets you apart with two perks or powers you have that they don't. If you share some of the serious weaknesses with the type of supernatural creature you resemble, you pick one disadvantage for your breed. If the resemblance is only skin deep and you share no weaknesses, pick two disadvantages. Pick personal drawbacks you were once saddled with (not worldstate drawbacks). Define the method you use to spread. The weakness will always be applicable somehow to your offspring.

In this world and all fantasy settings you visit from now on, you can choose if you're the progenitor, or if your breed of horrors was always around, in the shadows. If they pre-exist, they will be fragmented into roughly five different groups or factions and you may choose to be their progenitor reborn if you like. Otherwise, you can spread your kind through whatever method you chose, regardless of setting genre.

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

Will to Live [400, 200 for Dark Heroes in a more Action or Pulp setting]: While your will to live might help you recover after the fact rather than spiral into decline, it doesn't actually help you survive terrible damage on its own. Or it didn't. Now, you can draw upon your will to refuse to fall, to assert that the damage isn't as bad as it looked. This will remain true so long as you have willpower to draw on.

This is how many fungible fucks you have to give, rather than your foundational will - temporary willpower rather than permanent, if you want to put it in mechanical terms. Effectively, this is allowing you to use your willpower as an additional source of hitpoints, if we want to put this in game terms.

Rock of Ages [500, 300 with for Dark Heroes in a fantasy setting]: It's hard to imagine a powerful Mage dying in a bar fight, or an ancient Vampire going up in smoke when the barn he hid from the sun in caught fire, but power and experience don't actually make you tougher. Or they didn't. Now, the more Experienced you are, the tougher you are, the stronger your lifeforce. This is a pretty linear increase, and will quickly get outpaced by more extreme violence. Only Experience gained after purchasing this perk counts. Think of this as adding an extra hit point every experience point. Every nWoD experience point.

Light the Candle and Shut the Door [600]: It's true, you don't quite fit into this world, this world of horrors unspeakable and crimes uncountable. You are walking salvation, a force that pushes back against the forces of darkness, driving them out of the world and back into the pits they crawled out from. Your presence can even seal up the cracks and portals they came through, healing the world's wounds in a dozen small ways. Places you frequent will become all but blessed, with old ills and new wickedness being smoothed out, eased away. People and spirits alike will find themselves more willing to stand up for themselves and others, to forgive past wrongs, and to join in communion with the land itself to shine a light into the darkness and cleanse it of taint. Curses and grudges fade in your presence, and once gone, do not return unless renewed by active malice, and active malice itself becomes harder to sustain in those areas that you mark with your presence and your sign. What sign? Oh, anything will do, really. Anything that says "I have been here and I shall return if you threaten my children."

Most insidious of all, those dark beings that refuse to flee before the light you represent will find that the more they struggle against you, the more tainted by the light they will become, and this taint is something they will carry with them into the dark places they come from. Enough taint and they might just find themselves embracing the light... but for the most wicked, that might take centuries of fighting against you. Will you stand and say 'Everything is Alright!'?

Light the Candle and Shut the Door is the antithesis of **Let the Wrong Ones In** and causes a profound genre shift in your immediate ambient. It takes at least a fortnight to begin to see real effects, but those effects, once manifested, are incredibly tenacious and long lasting.

Let the Wrong Ones In [600]: You don't quite fit into the world, but between the two of you, the world will give out first. You're a walking doom, aggravating the nascent horrors of the world and opening cracks to a realm beyond, cracks through which strange and nameless things will creep into this world. Places you stay will become uncanny and cursed, every crime begetting monsters and every wrong step letting horrors proliferate. The essence of the land will be subverted and poisoned, and in time true monsters will inhabit every shadow. Those who enter a world through your power, or who are twisted by your stay understand their debts and will pay them back. Your dreams will be filled with insights gleaned from madness, misfortune and disaster will plague your enemies, and things will quite literally break in your favor again and again. You can stop harming the world whenever you wish, but you'll stop accruing debt when you do. This cannot be purchased with **Light the Candle and Shut the Door**.

Sorcery [1000, Requires "Seven Years Bad Luck" and a mirror with a learnable system of magic]: In Sword and Sorcery, the Sorcery part is a necessity. Some Mirrors just neuter existing splats to create their wizards - Vampires are pared down to Blood Mages, Werewolves to Shamans, and so on. Others just use Mages as their Wizards. A few Mirrors however have a very general sorcery system that people can learn. With this, you can incorporate even the most expensive versions of that and gain some starting skill with it. This can be taken by anyone.

COMPANIONS

Basic Import: No Werewolf is an island, and these games were designed with a group in mind. To that end, you may import or create, for free, up to 4 companions. They each gain 600 CP to spend on anything they like, as well as the starting 7 MP. Additional companions cost 25 CP each. For every 50 CP you spend on this, up to 400 CP, all companions gain another 100 CP.

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

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

GEAR

Background Guarantee [50]: Gain 2 MP that can only be spent on material or 'background' style Merits. These elements will be integrated into your future travels as you would expect from items purchased with CP. Properties will remain accessible or be attached to your warehouse. Contacts and fame will adapt and be woven into new realities. Artifacts and devices will be replaced at least once a jump if lost, damaged, or destroyed. If a Merit grants any kind of ability, these points cannot be spent on it. This can be purchased multiple times.

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

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

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

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

DRAWBACKS

Limit 1200, but the 1000 CP drawbacks don't count against this limit.

Dreams of the Second Age [0]: Before there was a World of Darkness... There was something else... Exalted. (check's notes... oh... wrong World of Darkness... eh, close enough). Taking this means that the Age of Sorrows (of Exalted) is the ancient history of the World of Darkness. Will Worker's Avatars are Sidereal shards, Hunters are the modern incarnation Solars, the Shifting Breeds are Lunars, Vampires are Abyssals, etc. You get the idea. The exact details of how this plays out, and how much it impacts this jump, is up to you. You can go with the New World of Darkness as normally seen in the Third Age, with this option just minorly informing the history of the world. Alternatively, you could feel free to play out what the New World of Darkness would look like if, when Hunters arrived, they came as Solars, and every other once-Exalt reawoke to their power upon the Solars arrival. Or maybe Exalts persisted into the modern era whole, yet were still somehow unable to alter the course of the world from its downward spiral into darkness. However, unless you've already got Exalted powers from a prior jump, your shard (and those of your companions) are worse (or at least very different) for wear - even if every other Will Worker gets esoteric mystic martial arts powers, you don't. This Drawback grants you no additional powers, other than possibly memories of a past life.

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

2nd Edition Blues [0]: Optionally, you may use the second edition rules if you have them available. In this case, divide the number of Exp gained from all sources by 5.

Fangame [0]: Many people have felt the World of Darkness didn't have enough monsters. So they fixed that problem. Now, if you haven't already become one, you too can include The Mad, The Hopeful, or just the tempest-wrecked from one of the nWoD fangames in your jump.

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

A Million Stories in the Dark City [0]: The World of Darkness is just like our world, only darker. Any story that is set on Earth could happen in the World of Darkness, and so you can use this jump in Supplement Mode, combining it with anything set on Earth at any time in the past or present. Be warned, combining this with a lighthearted or slice of life jump will make for a very creepy experience, and probably remove much of the safety element of the base jump.

Seven Years Bad Luck [0]: A world of hidden occult horror - that's the form you think of when we speak of 'The World of Darkness.' But there are twisted images, reflections in a shattered Mirror that change all that. Upon taking this Toggle, you twist everything into an alien image. Whether a dark realm of sword and sorcery where the forces of night have raised a great army of Wargaz to pillage the last bastions of civilization, or the men of tomorrow cower from vampiric energy beings in the deserts of Mars, you have stepped onto a different world.

You may use the options presented in the Mirrors books to either select or create a setting to spend your ten years in. Just note that these worlds aren't any safer than the normal World of Darkness, and oftentimes the openness of the world simply means the dangers are out in the open as well. If taken with **A Million Stories in the Dark City**, this will expand the valid targets to cross over with.

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

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

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

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

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

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

Surviving the End [+200, requires “Seven Years Bad Luck”]: You aren't in a nice and shiny Mirror with a space federation and the occasional invading army of aliens with death rays. At best, you're in the World of Darkness's version of Mad Max, and it all goes downhill from there. You find yourself in a nasty shard where humanity isn't just losing, but rather has lost, and a new Age of Darkness has begun. One that is as hostile towards you as it is towards humanity.

Edition Wars [+300]: There are two Worlds of Darkness, of which this is the second. Taking this drawback erases any knowledge of the New World of Darkness rules or setting, while strengthening your knowledge of the Old World of Darkness rules and setting to the level one might expect of someone who played the game on a weekly basis for twenty years. Enjoy the dissonance and misinformation your memories keep hitting you with.

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

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

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

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

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

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

Our Worlds of Darkness at War [+300-1000]: The New replaced the Old, but the Old did not go gentle into that Bad Night. Both Worlds of Darkness are now true, at the same time, in the same place. Both histories are true. But only one can survive, for there can only be one World of Darkness. For 300 CP, this war will play out in your time here, a war in the shadows between the various factions with each largely siding with its own world. You'll be caught in the crossfire, but your personal survival isn't on the line. For 600 CP, all bets are off. The loyalty of factions and individuals to their home world is no longer guaranteed and now personal choice matters very much, for the faction that emerges victorious will be the one True World of Darkness, and all those who belong to the other faction will be retconned from reality completely. For you, this means that if your chosen side doesn't win, you'll be expelled from the World of Darkness and can never return using any jump. If you really need the extra points, you may elevate this to a 1000 CP drawback (meaning it no longer counts against the drawback limit) but this means that if your chosen side does not win the war, you'll be retconned from reality as well. Not chainfail, gone. Byebye. No take backsies. Regardless of which level you take this drawback at, you must pick a side before you enter the world and cannot switch later, though you may, of course, pretend to be on one side or the other. How does one side win in a battle of fundamental realities? That's a very good question. I guess you'll find out. Either way, the battle will resolve before 2072 and you'll be here at least until it is resolved. This sets your starting date at January First, 2001.

J-Day [+1000] (The Hunted Only): As World of Darkness is a dark reflection of your home reality, you may enter this jump with your own identity, or rather a World of Darkness reflection of it. Your jump will start at the approximate place and time you departed on your first jump. You have access to all your original life resources: social network, financial assets, cars, housing, etc. Save minor details, such as the brands of consumer products, and changes you've made to your body; your memories of your original life match-up nearly identically with how things are and have unfolded for your World of Darkness life. If you played and remember playing a lot of Vampire: the Requiem in your home reality, you probably played a lot of Zombie: the Coil in the World of Darkness. Events in the World of Darkness do change based on your new form, but your past is sticky. Events in your World of Darkness history unfold as close as possible to the way events in your home reality history unfolded. When there is divergence from your home reality's history, events in your World of Darkness past will have conspired to occur in such a way as to push your history back in line with your home reality history. You do not have access to your resources or abilities from previous jumps, nor your body mod or similar. Everything you buy will show up in the first few months of the jump. You and your companions remember your time as a jumper as a really awesome RP campaign you played in Jumper the Multiversal. You are protected during your stay from all random forms of death... but must survive on your own against vampires, werewolves, demons, and the like. If you buy the Rule Books, you get them at the end. Edition Wars can be applied to this to raise the combined value of both to a total of +1500 CP.

It's the End of the World [+1000]: While nWoD is more a story of personal horror than oWoD was, there's still plenty of general nastiness going on in this new incarnation of the World of Darkness, from mad violinists inviting in reality breaking songs, to overly ambitious ghosts opening the way for world-eating worms, there's many ways for everything to come crashing down around you. When you take this, you doom the world to one of these fates, and once you do you cannot stop it. The doom must be one that meaningfully threatens you. The end of the world will come within six years of you starting this jump. If you don't want to go straight home, you had better figure out how you're going to survive the end of everything.

If you've also taken **Surviving the End** you arrive literally the day the World ends and things are only going to get worse.

FUTURE

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

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

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

Ascension/Transcendence (Awakened only): If you manage to Ascend (if you're a mage) your chain is over. Tell me what reality looks like from the Supernal Realms if you could? Regardless, you're now beyond what we understand in such a way that mortals can only interact with your finger puppets, and they can only guess at your true motivations. Good luck.

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

NOTES: Anything you buy with MP becomes a Perk or an Item and integrates how you normally integrate perks. The **Jumper the Nightmare** weaknesses must be things that personally applied to you and will be true weaknesses. If you pick “Everyone thinks you’re Weird” from the Generic Nerd Jump* as a JtN weakness, everyone will think your spawn are weird and react accordingly. There isn’t a way to game that part, but you should feel free to figure out how it is a weakness that applies to them. **Let the Wrong Ones In** is just as nasty as you imagine it could be in your worst nightmares. It essentially makes you a Diabolus Ex Machina in a WoD game for that area. Only supernatural beings will be able to resist its effects, and its effects get more powerful as you do.

If you go to a Mirror with Cybernetics, you can take them as Background Guarantee.

A “**Vanilla Mortal**” is a mortal without even a Minor Splat. They aren’t a psychic, or a major conspiracy hunter, or a slasher. They aren’t a psychic or a sorcerer, or anything else along those lines. They haven’t used ‘Wrong Book, Smart Ass’ to gain access to powers mortals aren’t supposed to have. They’re still Vanilla - it’s just that in the World of Darkness, there are some gifts even the most normal person can discover they have.

Changelog 1.1: gave 1 free purchase of Meritorious Conduct to the Hopeful and modified it to allow purchase of EXP or MP.

1.2: Added in Light the Candle, Shut the Door.

1.3: Formatting, Added A Million Stories in the Dark City Toggle

1.4: Added stuff related to Mirrors - the Drawbacks “Seven Years Bad Luck” and “Surviving the End”, the Types “Terror From Beyond” and “Dark Hero”, the Special Origin “Inhuman”, and the Perks “Sorcery”, “Second Wind”, “Will to Live”, “Rock of Ages”, “Tricky”, and “Convicted”.

*No Generic Nerd Jump exists yet, as far as we know.