



You know how this story starts. In the beginning, there wasn't shit! Literally! Nothing but void and darkness! And that's how the Darkness liked it! It wasn't until God decreed "Turn on the lights!", that things got nasty.

It started off small. A planet here. A sun there. Next thing you know, there are humans and cows and stuff running all over the place. Needless to say, the Darkness was pissed!

Since then, the Darkness has wanted nothing more than to eat away at all that has been created. Soon, it found the perfect vessel to do this. God's favored creation. Man.

Every generation, the Darkness takes a host. Preferring to move in bloodlines. Each host, on their 21st birthday, would awaken to the power within. A power seemingly unlimited. And a calling to spread chaos wherever they go!

However, the Darkness isn't the only force out there. For where there is Darkness, there is a Light, seeking to burn it away. There are those who know of the dark and seek to use it to further their own ambitions. And there are those who have been touched by the Darkness, and want more.

This is the world you now enter and live in for the next 10 years. A world where crime families run wild. Where the wrong move, the wrong person offended, could cost you your life. Where magic and the supernatural are too, too real. Where the abyss stares back. And it has teeth.

+1000 cp

Age: 18+1d6. The Darkness starts as 20, the day before their 21st birthday

Gender: previous jump or pay 50 cp to choose. The Darkness can be male for free.

Starting Location: The lovely city of New York. Circa 1990s.

Origins All origins can function as Drop-in

Brotherhood: There are those who shun the light. Who seek the power that the Darkness offers. Who hope to use it to create a utopia where they will rule as kings.

Occult Expert: They call you crazy! Insane! They would be too, if they knew what you knew! How close the world comes everyday to being annihilated by forces beyond their understanding. But you understand them! Yeah.

Mafia: Family is all that matters in this world. You take care of them, and they take care of you. Anyone disrespects the family, you make sure they don't do it a second time.

The Darkness (600 cp, Must take **The Angelus** drawback for 0 cp): You were born a bastard. Your father died conceiving you. Your mother died birthing you. Your life has been a living hell. Then, your 21st birthday rolled around. And things got worse.

Perks

All perks are discounted for their origin, with 100 cp perks becoming free..

Touched by the Dark (300 cp, can only be purchased once per person): You may not be the current host of the Darkness, but you're close. In fact, you have a little bit of the Darkness within you. Enough that, in the dark, you can manifest a power. This power comes in the form of one of the following:

- **Teleportation:** You can use the shadows to move, either yourself or others.
- **Armor:** You can create a necroplasmic armor around yourself. Strong enough to stop bullets, but light enough not to hinder you.
- **Darklings:** You can summon Darklings from the shadows to serve you. Unfortunately, only a few can be summoned at a time, and can't go more than a few miles from you.
- **Regeneration:** Cut off an arm or a leg. As long as you are in the shadows, it'll grow back right as rain in a few minutes. Will hurt like a bitch though. Can even survive being shot through the heart as long as you are in the dark.
- **Enhancement:** You can channel the Darkness through objects, enhancing them. Turn a car door into an effective shield. Give a blade a much sharper edge. Or make it so your gun doesn't run out of bullets.

Brotherhood

Secret Organization (100 cp): It's a sad fact that not everyone recognizes the greatness of your mission. Of how the world will be better with you and your brethren in charge. If they knew of you, of what you seek to do, you would be wiped from the face of the earth. That is why you must remain a secret until your glorious mission is complete. Concealed in the Darkness.

Now, you will find it easier to keep your organization a secret. Most people will turn a blind eye, as long as you make an attempt at being subtle with your dealings. It would take quite a large screwup for your deeds to come to light.

Recruitment (200 cp): The Brotherhood is ancient. Formed when the first conquistadors invaded South America. Since then, they have worked in the shadows to build their numbers, so that they may one day use the Darkness to build their paradise on Earth.

Of course, the current members of the Brotherhood are not the same as they ones that existed back then. Oh no. The Darkness offers much in the way of power. But immortality is not one of them. Over time, the old wither and die. To be replaced with fresh blood. But, that isn't easy when you must remain in the shadows.

Now, those who would be of aid to your group will find you. Those who would share your goals may not know why, but they will be drawn to you. Course, you would still have to actually convince them to join. But finding them won't be an issue.

Scryer (400 cp): With knowledge comes power. Dark power. Power to see things both near and far. By designating an item as a focus, you can use it to project what is happening around a specific person. Both images and sound are broadcasted from the focus. Quite useful for spying on the enemy or potential allies and gathering reconnaissance.

Do note that there are ways to detect scrying, and magics to block it. However, the mundane will be unable to keep their secrets from you. And that can be of great use.

Mind Control (600 cp): The minds of the weak are easy to cloud and control. Especially for one who has delved deep enough into the Dark. You have developed such talents during your time serving the Darkness.

You can now mind control those whose will is weaker than your own. You must be physically close to them. Enough to look into their eyes and speak to them. This is quite useful for dealing with enemies, or even recruiting new followers to the Brotherhood.

Course, if you don't want to bother with that, you could just manipulate their memories. A quick burst of magic and their memories are like putty in your hands. You will have a brief moment to vocalize the changes, after which the new memories will settle in.

Occult Expert

Not-So Dead (100 cp): The thing about ancient manuscripts? They are always written in ancient languages. Languages nobody speaks any more, let alone knows how to read. I mean, they don't exactly hand out Sumerian-to-English dictionaries at the local bookstore.

Thankfully, you've got this handled. You have no problem understanding long lost languages. Sumerian? Simple. Mesopotamian? Easy. Akkadian? I don't know what that is but you understand it. As well, any obscure languages in future jumps become quite easy to decipher and learn.

A Head for Facts (200 cp): Sometimes, these ancient things? They want to be forgotten! Its like they enter your mind and are like 'Nice place! Just passing through! Bye!' Well, not anymore!

Your mind is like a roach motel. Knowledge goes in, and it never comes out! You can remember everything you've discovered and learned. Even mystical forces cannot make you forget. Though, that could be an issue. After all, sometimes you want to forget things. Like that one time you used a public restroom.... ughhhhh.

Research (400 cp): Not everyone's got the head for research. Spending hours, days, or even weeks buried in ancient books and dusty manuscripts. Hunting for some mystic lore or command to activate some mystic artifact.

For you though, almost no time at all seems to pass when you are studying or performing research. You could go through a mountain of research in minutes, having read over every little detail.

What Was Lost Shall Be Found (600 cp): Things that are lost are meant to be found. That's just a commonly known fact. Course, that doesn't mean that them being found is necessarily a good thing! Some things are better off remaining lost! But sooner or later, someone is going to find them! So... why not you?

You now have a knack for finding things that were lost. The more important they are, the more difficult it will be to find. But if you search, there will always be a clue or something to pursue that will eventually lead you to it as long as you continue the search. Lost change? You might as well be a magnet. Car keys? Always in the first place you check. The City of R'lyeh? Ohhhh. Now that's a toughy. However, you do have a clue where to

start. And that may lead to another clue. Which may lead to another. Until eventually you find the city lost beneath the waves.

Mafia

Nickname (100 cp): So here's the thing. Being a part of the mafia, you're pretty much guaranteed to be Italian. And as such, there's bound to be a few Johnny, Joe and John's. Because of this, most are given a nickname. Joey "The Finger" Abbannando. Tony 'Smoker' DeMayo.

This perk lets you choose your nickname. A name by which everyone will know to call you. True, if you don't take the quirk, you're likely to get one anyways. But it'll be one you have no control over. That's how you get to be known as George 'Baby-face' Nelson, or Franki 'Kill the Women And Children Too' Franchetti.

Making Your Bones (200 cp): The first task on your way to becoming a soldier in the Mafia, is a contract kill. As such, you've got blood on your hands, but that's to be expected. The sight of blood doesn't bother you. Nor does killing a person. As long as you have a reason to kill them. And yes, money works as a reason.

This perk can be disabled if you so choose, and re-enabled at a moment's thought.

Respect (400 cp) Respect is important. It's only proper that you pay those above you the respect they deserve. They've earned it through years of hard work in the family. It's also important that those under you pay you the proper respect you deserve.

You'll find that those beneath you are more likely to obey. That they'll carry out their orders without backtalk or trying to sabotage you. Even better, they'll keep an ear out for you. Making sure others aren't looking to disrespect you.

Made Man (600 cp): Congratulations. You made it. You've earned the highly valuable title of Made Man. You have made it past the rank and file and become a soldier in the Mafia. This comes with responsibility, and rewards.

From now on, any other Mafia member who tries to kill you, will find themselves under attack by the other families. In later jumps, you will find yourself quickly rising up in the ranks of any organization you are a part of, as long as you remain in good standing with them. And anyone in the organization who tries to attack you, will find themselves at odds with the rest of the members.

The Darkness

The Abyss Stares Back (Free, limited to The Darkness): Congratulations. You are the latest in a long line of hosts to a power more ancient than existence itself. The Darkness. The chaos of the universe, all bundled up into a sadistic evil that dwells where your soul should be. It's not all bad though. As the host, you have access to its power.

The Darkness gives you the power to play with the building blocks of creation itself. You can create anything, with enough time and understanding. The two things that come easiest and most natural, are the armor and the Darklings. But with enough time and understanding of how to make it work, you could create anything. Even a living, breathing person. Do note, you have to understand how something is built and works in order to

create it. Anything created by the Darkness can be brought with you into other jumps. However, they will be destroyed if they are exposed to light. You'll need to rebuild them if this happens.

The armor differs in appearance from host to host. It's made from necroplasm, a material straight from the bowels of Hell, and responds to the will of the user. Claws, whips, chains, tentacles. All can be formed with a thought and used to attack your enemies. The armor also grants increased strength, durability and speed, making its wearer a powerhouse.

The Darklings? Consider them your personal minions. Spawned from the Darkness itself, their typical form is black little goblins with yellow eyes. Normally about the size of a toddler. However, they can shrink down to the size of a peanut. Or merge a dozen together to get a gorilla sized bruizer. They can shapeshift, developing claws or wings or any other appendages you can properly think of. And are each strong enough to easily take down a full grown man.

Another interesting little use for this power is enhancing objects. Take something like, say, a car. Channel the Darkness through it. You can now give it infinite gas, as you continue to refuel it as it goes. You can push it beyond its limit, as the Darkness repairs any damage done to it. Even enhance its durability or give it armor to protect you from enemies who might be shooting at you.

The Darkness does have a weakness though. Light. Daylight, or an equivalent amount of light will cancel out the powers of the Darkness and destroy anything made from it. But stay out of the light, and in the shadows, and you are a force to be reckoned with. Even Batman fears the Dark.

Do note, you are just the host of the Darkness. It chooses to let you use its power. However, you do not own it. If you reject its calling, or fail to live up to its expectations, it may seek another to wield it. Course, this will require your death...

Always a way back (200 cp): They say there's a line. That once you cross, you can never go back. That you've gone too far. And maybe... maybe they're right. Often there is a point where hate and violence will consume a person. Leaving nothing but an empty shell. But you? You always find a way back. No matter how dark things get, you can always come back to the light. You can let go of the hate and anger inside.

There is no longer a point where you cross that psychological line. Where others, or yourself, believe that you have 'gone too far'. That there is no redeeming yourself. You can always turn back.

Absolute power (400 cp): You know the saying. Power corrupts. That is no less true then with the Darkness. And it knows it. It knows how addictive power is as well. And that's why it whispers in the ears of its hosts. To use its power to take what they want. To destroy those who stand in their way.

For you however, the Darkness doesn't hold the same *rush* that it does for others. You don't feel the addiction building every time you use its power. It is simply a tool. One that you can pick up and put down at any time.

Post jump, this perk protects you from other sources of corruption as well. It can be turned on or off at will.

Hell and Back (600 cp): The thing about the Darkness is, as long as it's a part of you, it won't let you die. It will rebuild you. No matter how bad the damage, it will put you back together again.

Once per jump, if you die, you will be brought back to life by the Darkness. Not right away. No. it takes some time to properly stitch you back together. And during that time? You'll be in a little hell of the Darkness' own creation, while it erases any mental trauma from dying.

The worse off you were, the deeper into this hell you will go. Gunshot wounds might result in a pleasant stay somewhere like, say, a mental hospital. While a supernaturally inflicted wound or being chopped to bits will result in a different stay. In a world where those killed by the hosts of the Darkness constantly battle to the death, being killed and resurrected again. Digging too deep into this world may result in finding out things. About yourself, and the Darkness.

If you have other forms of self-resurrection, you may choose to have them go through the same process.

Items

Brotherhood

Cultist Robes (100 cp): One can't have a proper ceremony without robes, right? These robes are meticulously clean, ironed, and ready to be worn to the ritualistic sacrifice. They are also one-size-fits-all, and come with a neat hood. This purchase gives you enough robes to fit all of your cultists out for the big ceremony.

Ritual Dagger (200 cp): What kind of dark ritual doesn't have ritual sacrifice? None that you want to be a part of, I'll tell you that! And this is the perfect blade for one! Finely crafted, there is no worry of it breaking or chipping. The blade is stainless steel, guaranteed to come clean with some light scrubbing, making it easy to purify for the next sacrifice.

It also has a special enchantment on it. After being held over a living body for a short period of time (Say, the length of a ritualistic chant), it will automatically aim for the heart, bypassing ribs and striking with enough force to pierce through it.

Headquarters (400 cp): Past a long flight of stairs going deep into the earth, guarded by traps and actual guards, is the headquarters of the Brotherhood. A dark cavern lit by torchlight. With stone alcoves for sleeping, a fiery pit for rituals. And plenty of space for dark occultic dealings. This is where the Brotherhood hides, for now, while they work for the day their ambitions bear fruit.

Darkness Virus (600 cp): What you have here is a container of blood. Blood infected by the Darkness itself. Feed this blood to someone, and they will begin to undergo a change. They start to bleed from the eyes and mouth. A few seconds later, they will become fully infected by the virus, and their eyes will turn red

Once infected, the host will wander until it enters a highly populated area. It will stay there, not doing anything, until approached by a non-infected. At which point, it will vomit out a swarm of bugs that will immediately seek out new hosts to infect.

The Infected act and look like zombies. They move in herds and are obedient to The Darkness and its Emissary. In this case, you. Whoever releases this plague can at any time choose to end it, causing all those infected to melt into puddles of biomass. Or, if the person controlling them is killed, the same thing happens.

A new vial appears in your inventory at the beginning of every jump.

Occult Expert

The Deceiver's Grasp (100 cp): This glove here? This is a contraceptive for the soul. Bit of a tricky little device meant to protect the wielder from all those nasty little toys that cost you your soul. All you do is place some other poor sap's blood on the glove. Then, when you mess around with some device that would rip your soul from your body? It instead goes after the soul of the sap whose blood you used instead of your own.

The True Revelation (200 cp): What you have there is the Bible's hit ending. The True Revelation tells of the end of the world. Or that's what most people believe. In truth, it's a code. A code that, once deciphered, could lead one through their life for centuries. Or make them insane and lots of fun at parties.

Every copy of the Revelation is different. And this one, once deciphered, will reveal secrets about your life. What has been, what will be and what is yet to come. That is of course, if it doesn't drive you insane in the process.

Phurba (400 cp): Careful with that knife! Don't just go swinging it around like that! You could cut someone. Or maybe that's your intention.

That blade with the snake handle? It's a Phurba. A powerful occult weapon for defending oneself against demons. One cut from that and the victim would be paralyzed, unable to move unless the person who cut it, in this case you, released it. You can kinda see why you want to be careful with that. If you were to cut yourself, you wouldn't be able to release yourself. So you'd, ya know, be paralyzed forever.

Be warned. While this blade will work on most things that go bump in the night, it will do nothing against something as powerful as the Darkness. However, legend has it that there is one forged from three nails recovered from the Crucifixion that might do the trick...

The Abyssal Maw (600 cp): Oh yeah! This is the good stuff! Dark magic at its sexiest!

The Abyssal Maw was carved from the gates of Hell themselves. Grip it in your right hand, say the magic word and the Maw will unleash a blast of pure hellfire! Do you know what Hellfire does? It destroys everything and sends everything it destroys straight to Hell! You could blast Mother Teresa with this and even she'd end up there. Thing is, everytime you use the Maw, it burns away part of your soul. You'll be lucky to get 3 or 4 shots off before you wake up in Hell.

Mafia

Suits (100 cp): The clothes make the man, am I right? And now, you've got a whole closet full of Armani suits. All tailor-made to fit you. Soft, silky and guaranteed to make you look like the boss! Tear resistant, stain resistant. And best of all, blood resistant. If any does get ruined, you'll get a new one delivered to you.

Knuckle Dusters (200 cp): A pair of brass knuckles passed down in your family. Despite their name, these are actually made out of silver. One of your ancestors was a superstitious man, and had them blessed by a priest, as well as a cross carved on them. They are solid, still wellbuilt despite their age. Thanks to the blessing upon them, they work as well against the supernatural, as they do on the natural. If they end up damaged or destroyed, you will find them repaired and as good as new the next day.

The Racket (400 cp): You know one of the easiest jobs in the Mafia? Handling the protection racket. Don't know what that is? It's simple. You walk into a quaint little Mom and Pop shop, and offer to sell them 'insurance'. What kind of insurance? Why, against trouble. Say some punk (who is definitely not you and your fellow 'businessmen') were to come in and start bashing the place up? That would be a shame. All they have to do to ensure that doesn't happen, is to regularly pay you a nice tidy sum for 'insurance'.

There are now several shops along the same street that are paying you for protection. All you have to do is regularly make your presence known and collect your monthly payments. A portion of which goes into your pocket, while the rest is given to the Family.

These places are also likely to give you free or discounted goods and services. In order to encourage you to come around. A free shoe polish. A nice shave and hot towel. Anything to make sure that idiots who might think to hit these places know they got mob protection. There may be the occasional hiccup, when some punks don't get the message. But you can handle it, right?

Post jump, you will find similar shops waiting for your 'insurance'.

The Club (600 cp): When the work day is done and you need to unwind, there's no better place. Wine, women (or men), food and drugs. Everything you could want to help you relax and forget about the dog eat dog world you belong to. A place for your and your fellow mafiosos to hang out and de-stress. Best part, you get a share of the day to day profits. And it makes a great place to launder any illegal money you might have.

You may choose to import this into another building you own. As well, post-jump, this can be attached to your warehouse or placed somewhere else.

Darkness

Smoke Grenades (100 cp): Sometimes, you need a moment of concealment. A space and time where you can use your powers in the light. That's where these bad boys come in.

These work like your typical grenade. Squeeze the bar, pull the pin, toss a grenade. A few moments later smoke will pour from the grenade, covering a radius of around 25 feet around the grenade. The smoke will pour out from the grenade for a minute, and will take another 2-3 minutes to fully disperse. During this time, anything inside the smoke will be unaffected by the light. Giving a Darkness user a brief window to use their powers. Or anyone else concealment to perform some act or escape.

This purchase gives you 6 smoke grenades. Ready to be used at a moment's notice. When used up, a package will be delivered to you the next day with a fresh supply.

Nightfall (200 cp): What you have here is the first 100% organic, Darkness created drug. Nightfall. Contained in its original shell, which acts like an injector. Simply jam it into a vein and the drug will flow. This drug comes in two versions, depending on how vicious you want to be. The first version is a perfectly clean, non-addictive, no side effect version. The other... is extremely addictive and causes the user's mind to degrade into mush the more they use it.

Either way, Nightfall is a powerful narcotic. Giving an intense pleasure that no other drug can compare to. Now all you need to do is find a way to peddle it to the world and you'll be set. Note: Just like everything else created by the Darkness, Nightfall will swiftly degrade when exposed to light.

Armory (400 cp): Sometimes, you don't need supernatural powers to take care of your problems. Sometimes, you just need a big enough gun.

What you have here is an assortment of weapons both legal and illegal. From pistols and semi-automatic rifles, to sniper rifles and grenades. It also comes well stocked with ammunition, ensuring that you never leave with an empty weapon. Of course, if you have the Darkness, you can always use it to enhance these weapons. Making them deadlier, more durable and seeming to never run out of ammo.

Every morning, you will find any weapon that you had used has been cleaned, maintained and back in its spot. Any that have been lost or damaged, as well as any ammo

that had been used up, will be replaced and restocked. Post jump this can be attached to your warehouse or another property of your choice

Island (600 cp): Welcome to your own little tropical paradise! An island nation just off the shores of Mexico. It even comes with its own dictator. At least it does until you take care of him and take his place. That should be the work of, what, a few minutes? Hell, let's make a night of it and see how many of his men will try to stop you, and how many will cower and beg for their lives.

The people of the island will be quick to accept a regime change, as they think it'll improve their life. Making them easy subjects to rule and use for whatever plans you might have. Post jump, the island connects to your warehouse or can be placed anywhere reasonable. With or without the native inhabitants.

Artifacts

The Darkness is not alone in being an object of power in this world. There are 12 other Artifacts that grant great power to those who wield them. Many with a will of their own. These objects exist to protect reality from threats outside of it.

The Witchblade (1000 cp): Long ago, The Darkness and the Angelus forged a temporary cease fire. They consummated this union and gave birth to the Witchblade. A sentient, powerful weapon made to keep balance. It contains a male spirit, who refuses to be used by anyone who isn't female.

When inactive, the Witchblade appears to be a gauntlet designed for the right hand, encrusted with jewels. If worn by an unworthy person, they will lose their hand. However, when someone who is worthy places it on, the Witchblade will form a symbiotic relationship with them, communicating with and aiding them.

The Witchblade offers its wielder many powers. The most recognizable is an adaptive armor that forms from it. This armor is very sharp and tends to tear through any clothes the wielder is wearing, leaving them in a rather skimpy metal bikini that covers only the sensitive bits. However, this armor can extend to cover the rest of the body if needed. The armor can protect its wearer from most mundane threats, standing up to explosives and heavy arms fire with ease. As well, both the armor and the Witchblade can shapeshift, creating whips, chains, darts, shields, lockpicks and even wings from itself.

The Witchblade also allows its wielder to fire energy projectiles, as well as heal from nearly any and all wounds over time. Including ones that would be fatal. It may also give the wielder the experiences of previous users through dreams.

In times of need, the Witchblade can be divided in half, into the Dark and the Light. Granting two people its powers. However, be warned. When split like this, the two parts of the Witchblade will greatly influence its wielders. Pushing them towards the desires of its parents. The Darkness and the Angelus. While split though, they gain a new ability. Able to call upon the warriors of its respective parent. The Darklings, and the winged warriors of the Angelus.

The Angelus (1000 cp): The Angelus is a being of light. The opposite of the Darkness and its partner in the creation of the universe.

Companions

Companion (100 cp): Bring a friend. Create a friend. This option allows you to give them a free origin (cannot take The Darkness) as well as 500 cp to spend on whatever perks, items or other choices you'd like.

Gang Up (300 cp): Bring or create up to 8 companions. They get a free origin (cannot take The Darkness) as well as 500 cp to spend on whatever perks, items or other choices you'd like.

Bodyguards (100 cp. Can be purchased multiple times) These two are your BFF's. No, not Best Friends Forever. Big Fucking Freaks. They look like they drink steroids for breakfast

and chew iron for lunch. They don't talk much. But they don't really need to. They get their message across quite clearly by looming behind you.

Butcher Joyce (100 cp): One of the best cleaners out there. Butcher Joyce is a short, chubby man with a long beard. When a hit goes messy, there's no one else to call. He'll make sure its cleaned up properly. Whether that involved disposing of a body down the garbage disposal. Or making sure a sniper rifle used to fire a killing shot disappears. He's also a kind man. Up for a night of watching tv and eating chinese food while you talk about your problems.

The Foreigner (200 cp): True name Aram. He is one of the oldest wielders of the Darkness. Born around 8,000 BC, he was a powerful Witch King in Africa even before he became the host. Strong in the mystic arts, he managed to rid himself of the Darkness. And in return, was cursed to wander the earth forever.

When it comes to understanding the Darkness, there are few others who know as much about it as he. He is skilled enough in the martial arts to have defeated a powerful Djinn created to slay Darkness wielders. He has the knowledge needed to teach someone how to be the master of the Darkness, and the power to kill them if the Darkness took over..

The Magdalena (200 cp): Jesus' blood did not die out on the cross. It lived, in the womb of Mary the Magdalene. That line continued, serving the Church as bondage nun crusaders. A young woman, blessed with holy powers, sworn to drive out the devils. And here is the latest. She is a master of martial arts, acrobatics and several forms of armed combat. She has the mystical ability to divine the sins a person has committed. And can call forth the Light of the Magdalena, a power that forces the target to face their sins, and experience the pain and suffering they have inflicted upon others. Those who experience this break down, or commit suicide. Very few have been able to withstand this attack. The last one being a Darkness host at peace with his evil nature... She also wields the Spear of Destiny, one of the Thirteen Artifacts meant to ensure the safety of the universe.

The recent heir to this position has become an independent force, after a disagreement with the church and the Inquisition.

Darklings (100 cp. Limited to **The Darkness** or **Touched by the Dark**: darklings ability. Can be purchased multiple times. First purchase free.): A dozen immortal little goblins, formed from the Darkness itself with an attitude like a horde of frat boys. They can't fuse into a hulking brute, but they can still shapeshift, developing claws for climbing or wings for flight. Or even taking on appearances of movie characters to joke about the situation. While they'll be destroyed by light, they can be brought back in the shadows. These 12 count as a single companion, and can be imported into future jumps.

Note: This does not need to be purchased for those with the power to do so to create darklings to do so. This is just an option if you wish to use them as actual companions.

Drawbacks: Max of 600 cp gained from drawbacks

All Crossed Over (0 cp): Wait... is that Batman? Who's that huge green rage monster? And that could only be Lara Croft over there. What the hell?

Be it DC, Marvel or Image, you will now find characters from other comics slipping into this world.

Cursed Vision (100 cp): You... see things... Creepy things. One minute you're looking at a beautiful woman. The next you see her face all mangled, her skin rotten and decayed. One minute, you're talking to a friend. The next, you see him dead and shriveled up. At random times, your vision will be altered. So that everything you see will be in a state of death and decay.

Insanity (100 cp): There is so much going on. So many dark and terrible things. It's enough to drive a person mad! And it certainly has you! You'll find yourself randomly babbling, hearing voices speaking to you and answering back, as well as having terrible dark visions. Perhaps it's time to book a nice comfy room at Le Chez Asylum.

Fit you for cement shoes (200 cp): Welp, you did it. You made it to the top of the Mafia's hit list. They've got contracts out for your death, big enough that every hitman will want to get in on it. Any safe place will be burnt to the ground. And if they can't find you? They'll start going after those you care about. And eventually, someone is going to find you.

Supernatural Trouble (200/300 cp): The Darkness may be one of the more powerful supernatural beings out there. But it isn't the only one. There are stories of a cursed town that appears and disappears, filled with those that cannot die, which traps those who enter it. Then there is the Yakuza bloodline that can call upon dragons to fight for them. And let's not forget the Cherub Hostile and the Necrobus. And guess what? You're going to be running into these and more. And all of them will hate you.

For 300 cp, something far worse is coming. Your first sign will be when you see someone die, only to stand back up with horrid tentacles bursting out of them, speaking words that threaten your very sanity. The Old Ones have found a crack in the universe, and are working their way through. Good fucking luck.

The Brotherhood (300 cp): An organization created by one of the Darkness wielders long ago. They know its secrets. Its strengths. Its weaknesses. They claim to serve it. But in reality, seek to bend its user to their will in order to rebuild the world in their image. And now they are after you. Believing you to be the key to their desires. You can join them willingly, at which point they will use you and drain you dry.

The Angelus (400 cp): The Angelus. The other half of creation. The Light to the Darkness. A being of pure Law and pure Order. Is after you. She is only a little weaker than the Darkness. However, she is able to store up power to use in the dark. She cannot be reasoned with. Her entire focus is on leaving you a scorch mark. You may destroy her host, but the Angelus will continue to live and will find a new one. Then, she will continue to hunt you.

The End?

You've survived your time in this world. But what will happen next?

Stay Here: Perhaps you've managed to eke out a little happiness in this world. You are welcome to it, if you can keep it. Start a new life in this world.

Go Home: You've had your fill of trouble and terror. You will go back home, ending your chain with all that you've acquired. Try to sleep and forget the nightmares that you have encountered.

Move On: You're going to the next world. But will it be alone? Or might you unknowingly be bringing a certain malevolent force with you?

Scenarios

It's Just Business

Oh, you've done it now. Somehow, you've gotten on the bad side of Franki "The Women And Children Too" Franchetti, head of the Franchetti crime family of the mafia. Perhaps you didn't show him the proper respect. Perhaps you tried to manipulate him somehow. Or perhaps you made the mistake of questioning one of his decisions in front of the others. Either way, he's out for your blood.

His nickname isn't just for show. If he can't get to you, he'll go after anyone connected to you. Friends, family, loved ones. Anything to make you hurt. You'll find those you thought were 'family' turning against you, claiming that it's just business as they try to gun you down. There will be very few left for you to trust.

If you wish to survive, you'll have to be tricky. You'll have to be lucky. But most importantly, you'll have to kill Franki. This isn't going to be easy. He didn't make it to the head of the family by being soft. He plays hardball and is out to win. However, he is still a mortal man. And can be killed.

The other crime families in the area won't be too upset about the death of Franki. He was a bit of a rabid dog, stirring up all kinds of problems with the police. Still, something needs to be done. They can't have someone showing such disrespect to the position. Luckily before they can do anything to you, Franki's cousin Paulie enters the scene.

Paulie is sadistic and cruel. He believes that anyone who opposes him deserves to die, and has no problem burning down an entire orphanage full of children to prove his point. He comes with his own crew, and tries to get the crime family to appoint him the new head. However, they refuse, saying he needs to prove himself. By killing you. At this, not only will Paulie go after you, but he will decide that the old mobsters who didn't team up with him deserve to die.

Besides his men, Paulie will hire a group of sadistic torturers known as the Triplets. He will send them after you to kill you. If he fails in this, he will then try to blackmail you to force you and the others to work for him. He will go after not only those still alive after Franki's attacks, but anyone related to them. Failing that, he will hold up in a building he feels is secure. Upon breaking in there, he will show his true colors and start begging and pleading for his life.

Reward:

The old mobsters who run the families in the area have realized that you can be trusted. And even more so, that you would make a fine leader. Congratulations, you are now the head of your own crime family.

With this comes several benefits. First, the money. Whoever says crime doesn't pay clearly hasn't looked at the books. You'll be making money hand over fist due to your illegal operations. And with that comes all the joys money can buy.

Then comes the things money can't buy. Like respect. Not necessarily for you, but for the position. Course, depending on your actions, you could earn respect as well.

This bonus will follow you into other jumps. Allowing you to bring your family to future jumps to continue your criminal enterprise.

The Sovereign

A few years into your jump, you will be ambushed and captured by a mercenary group. Their weapons and tactics designed to counter you. After they've captured you, you'll wake up in an office, feeling weakened. There, waiting for you, is a stoney man in a suit. He is The Sovereign. A king of old who has gained much power, both mystically and socially, and immortality. He tells you that you have died. That he brought you back, but he has taken your soul. And that if you wish it back, you will have to do some work for him.

After this, you will become his hitman, being sent after supernatural beings. A demon possessed nun (who is using its powers to heal the sick and afflicted). A hillbilly who had a contract with him for immortality (who you are then forced to cancel his end of the contract, by any means necessary). And so on. If you are The Darkness, the tasks will be even more ruthless. If you wish, you could simply continue to be his lackey until the end of your jump, at which point you move on to your next.

If you decide not to, then after a year you will have a chance to break free. If you have someway or someone capable of detecting it, you will discover that your soul has not been taken. And in fact, you had not died at all. The Sovereign has been using you this whole time. From this point on, you will be hunted by mercenaries.

In order to stop the mercenaries, as well as to win the scenario, you must kill the Sovereign. However, this is easier said than done. Some research will reveal that Sovereign's immortality is limited. It is connected to the graven statues made of him. He is able to possess any of these statues at will. And as long as they exist, he is immortal. You must shatter every single statue in order to truly kill him.

This will lead you on a trip around the world. Raiding the collection of art dealers Hitting up black markets. Assaulting Fort Knox! The statues will not all be stone. Some will be carved out of other materials. At first, it will seem easy. At least until you've hit the 60% mark. Afterwhich, the attacks by the mercenaries become fiercer. The Sovereign will attempt to convince any of your allies to turn on you. And failing that, he will begin possessing the statues you are after, assaulting you as you try to destroy them.

If you manage to destroy all the statues, you will find that there is one more. This will lead you to Egypt, to a temple dedicated to the Sovereign. Mercenaries will be outside waiting for you. And inside will be a veritable army of Sovereign statues. Destroying them can be hazardous as any who inhale the dust from them will be knocked unconscious, viewing an illusion of their greatest desire. But after wading through them, you will find the final Sovereign statue...

Only to discover that it was a trap! Destroy the statue and another emerges from within. This one carved from an ancient meteorite that had fallen to earth. It emits ultraviolet light and radiation. Cancelling out any Darkness powers as well as poisoning any that get near. This will be your greatest challenge yet. However, it is the end. Destroying this final statue will mean the death of the Sovereign, as his soul is returned to Hell from whence it had escaped over a millenia ago.

Reward:

With the Sovereign dead, his organization will quickly begin to crumble. If you have the means, there is no reason why you can't manage to steal some of his wealth and riches for yourself while this is happening.

Meanwhile, inside the temple, is a weapon that the Sovereign had kept for emergencies, that he hadn't been able to bring to bear. The Sun Dagger. A blade forged by the Angelus from beams of sunlight. This weapon is extremely sharp and deadly, capable of slicing through a human arm with just the slightest pressure. But its true purpose is to kill The Darkness and its creations. Against these, the Sun Dagger is lethal. As any wounds or injuries caused by the Dagger cannot be healed by the Darkness.

Finally, a week after the Sovereign's defeat, you will be contacted by an untraceable number. It is Aphrodite IV, the leader of the mercenaries who had been hunting you. With her former employer dead, she is looking for new work and offers you a deal. Accept it, and she will become a companion, working for you as a mercenary. Aphrodite IV is a beautiful and cunning android. Designed to 'be' human for the purpose of infiltration and assassination missions. When on a mission, she is solely focused on completing it. She is strong enough to cut through a live pig in one blow. Extremely agile and durable. As well as being highly intelligent, far above any ordinary human. She is capable of plotting attack plans and calculating their success rate with high accuracy.

Realm of Darkness

Requires: The Darkness origin and 'Hell and Back' perk

It has happened. Perhaps at your own hand. Perhaps at the hand of another. But you are dead. And having become so, you awaken in a jungle, surrounded by men and monsters fighting each other. Anything on you or in your physical possession at the time of your death can be called upon while you are here. Including the Darkness.

You will soon discover that you are in a place called the Green Hell. Here, two factions fight for dominance. The Black Guidon and the Green Pennant. You may notice some familiar faces amongst them, though they may not recognise you. As this realm contains all those killed by the wielders of the Darkness. As well as former hosts who have died. After every war between these factions, the bodies of the fallen are devoured, as the ground itself opens into a Maw to consume them. The next day, they appear again. Alive, but with a piece of their mind and personality gone. As the Darkness consumes and recycles them. This is what will happen to you if you die here.

You must force your way deeper into the Realm. The easiest way is through the Maw, avoiding the digestive acids consuming the fallen. Once you have managed this, you will find yourself in a warped and twisted version of New York created by the Darkness. Here, like on the surface, war is fought constantly. This time, by rival gangs seeking control of the city. As well, just like on the surface, the city is inhabited by those killed by the Darkness and its Hosts. However, the ones here are more together. Though some will not realize that they are trapped within the Darkness.

In order to proceed, you must find Kirchner. A scientist killed by Jackie Estacado. No sooner do you find him, however, then he is absorbed by the Darkness and the Exoskeleton he was creating to use its powers. Becoming a Darkness fueled and controlled monstrosity, you must destroy him in order to proceed

The Darkness Exoskeleton is a powerful foe. Capable of lifting and crushing a Darkness user with one hand. With Kirchner's knowledge of biology, it is capable of adapting and creating many of the powers of creatures found in nature. As well, it is capable of copying the techniques you have come up with to use the Darkness, and amplify them.

If you manage to defeat it, the exoskeleton implodes, creating a portal into the deepest realms of the Darkness. There, you will come face to face with the Heart of Darkness. A giant, misshapen creature that appears to be a mutant toddler.

The Heart was originally a host of the Darkness. 10,000 years ago, before even Aram. He rebelled against it and tried to take its powers for himself. However, the pain of holding in all that power was too much. And he let a little bit leak out. That little bit formed around him, creating these realms where he was trapped. Since then, he has gone mad. Becoming incapable of distinguishing between himself and the Darkness. As it speaks, you recognise its voice. This is the voice you have heard inside of your head. The voice of the Darkness.

The Heart is extremely strong and powerful. And may be the hardest fight you have ever had. It can wield the Darkness at will, with greater ease and more power than you or any you have seen.

Reward:

Defeating the Heart causes it to explode, a wave of Dark energy flooding over you. You find yourself reawakening in the realm of the living. The voice in your head gone. Attempting to summon your Darkness powers finds them answering with ease. In fact, all of your Darkness abilities are easier to use and more powerful, with the creation of new ones coming easier to you. The Darklings who previously respected and obeyed you as the host of the Darkness, now view you with absolute loyalty as their one true master. You have mastered the powers of the Darkness and they are now truly yours. They will never leave you, nor can they be stolen from you.

As well, if you die, you will find yourself in control of the Darkness realm. As if it were a lucid dream.

Notes:

- Who the Witchblade views as worthy is a bit ambiguous. It is a weapon meant to keep balance between the Light and the Dark and as such, likely seeks a host who fit to do so.
- The most recent Magdalena is one that judges people based on their actions rather than rumors after being betrayed by the church.