

“Evil...As old as time. Spreads like a plague, corrupting the hearts of men. For millennia, there have been those who have stood against it, a secret organization to protect mankind. They are the frontline in an unholy war. They are...”

The Darkwatch



Welcome to the untamed American West. A lawless land of brigands, blood, and contraband. Vengeance and savagery. Where one is less likely to stumble across a man of scruples than a city of gold... Or something worse than any gunslinger, as the case may be. You see, in this world, evil ain't just a human thing. Bullets'll end a man, but it's always best to keep an eye to the shadows. That's where curses lurk- ghosts, wendigo- and, of course, demons and vampires.

The year is 1876. You will enter this world just in time for Jericho Cross to become a changed man. Your typical Wild-Western sinner, a robber and an outlaw. His last haul from a money train turned out to be the death of him. What was waiting for him on that train wasn't just a vault loaded with cash. By prying open those heavy doors, he released Lazarus Malkoth, one of the most powerful and ancient evils the world has ever known. Lazarus rewarded Jericho with vampirism, but the price was his humanity.

Malkoth's freedom brought the end times upon us, the Curse of the West, an endless tide of phantoms and revenants. That was merely the beginning. Malkoth seeks the Darklight Prism, an artifact which armors him against sunlight. No longer bound by the sun, he would be nearly invulnerable, able to collect sacrifices with impunity. And with his mastery of the occult, he would reforge the Earth in his image...

There are only two things that stand in his way: a rebellious, gunslinging half-breed, and the Darkwatch. Three, if you count the sun. And God almighty, I hope you find it within yourself to be the fourth.

Savior of humanity or not,
You've got 1000 Blood Points to spend.

Origins

Choose one Origin and one Allegiance. Sex does not matter and may be changed for free.

Outlaw - age 18+2d8

Savior of humanity? It ain't likely, what with you having spent the last few years preying on the few honest folk in the West. At the very least, it'll require a bit of pushing. Who knows, maybe you'll do it to save your own skin. Thankfully, you're just a wretch at this point; as bad as you are, there's still a bit of humanity left in you.

Martyr - age 18+2d8

If we're talking about honest folk, you're one of them, or at least you try to be. You've got a strong moral compass and a firm belief in your fellow man, not that it'll do you much good in this life... But as they say, death is only the beginning. Nothing in this world is worth eternity in the pits.

Prisoner - age 30+2d8

Darn it, this ain't good. Or maybe you ain't good. Yeah, that's probably it. One way or another, you were caught up in some infernal mumbo-jumbo. Marked by the devil, or a cultist. Hell, maybe you were possessed. But the Darkwatch found you in a compromising position, and now you're locked up, suspected of being an enemy of mankind. They'll have bigger fish to fry soon, so you might start looking for a way out.

Maverick - age 18+2d8

Something about authority rubs you the wrong way, or a specific authority rubs you the wrong way. Either way, your talents are focused on sidestepping and overturning the established system, damn anyone who has a problem with that.

Allegiance

Darkwatch: Welcome to one of mankind's only defenses against the night. Without people like you, the good people of the world would be nothing but slaves or bones. Not that humanity doesn't have sins of its own, but there wouldn't even be a humanity if not for the Darkwatch. These elite hunters of the occult keep the chilly hands of vampires, demons, and more off our throats. Less said about the turnover rate, the better. (Darkwatch perks, Item discounts)

Lazarus: Okay, you want to be on the winning side. You're a craven bastard, but I can hardly blame you. The main advantage is that you won't be attacked by the hordes of dead. As mindless as they are, they're not dumb enough for friendly fire. Unfortunately. The curse will leave you alone for the most part, meaning you won't turn into a slaving zombie, and proximity gives you a greater affinity for your masters' unnatural powers. (Lazarus perks, Power discount).

Perks

50% discount on perks associated with Origin and Allegiance. 100 BP perks are free.

Outlaw

Born to the Saddle (100): When someone asks you about the Wild West, you probably think of six-shooting rogues, ten-gallon hats, an atrocity or two, dynamite, lassos and horses. You'll fit right in for the last bit at least. You're good at controlling horses, holding on with your thighs, shooting at a gallop, and throwing a lasso. Being able to outrace the dead'll sure come in handy.

Fanning the Hammer (200): And now you've got another part of the equation. Not only are you a good shot, but you've mastered a handful of famous tricks to the point where they're actually useful on the battlefield. Hip-shootin', the quickdraw, pistol-whipping... and, of course, fanning the hammer. Your enemies probably won't account for party tricks. Their mistake.

Dhampyr (400): Vampires in this world suffer from those weaknesses most common to their myth. The sun most of all, but holy icons are also a danger to them. There are ways to get around most of these, but such means are rare, and it's not always possible to sift truth from legend. Something interesting is seen with fledgling vampires, not so afflicted by the sun. They don't die from exposure to sunlight; it hurts, but they coast through it otherwise unharmed. There's a catch, though. All of their vampiric powers, with the exception of feeding, are suppressed for as long as they're in daylight. They'll live to fight another day, though, which is what matters. Taking this perk means two things: First, if you're a vampire from this world, you'll be able to exist as a half-vampire indefinitely, if'n that turns out to be a transitory state of existence. Second, you may choose to be such a 'half-human' for any other race or curse/condition you inherit. So when you're exposed to a special vulnerability of your kind, instead of being killed or harmed, you just won't be able to tap into any connected powers.

Blood Debts (600): Scores out here aren't settled the same way as they are in the city. Muscle and gunpowder are how men administer justice in the West. Or vengeance, more likely. Lucky for you, you've got an edge in that department. Should someone successfully lay a curse on you, that connection allows you to more easily destroy their creations, resist their powers. Such is the strength of these ties that, with concerted effort, you have the ability to pierce constructs and barriers which would otherwise be unassailable. Were Lazarus to pass his curse onto you, it would be possible for you to shake off his telepathic dominance and demolish his Marks of Evil, a feat which would be impossible through mundane means. Despite what they say about revenge, it can get too cold for you. If you're not actively suffering from a curse or disease they've imparted on you, this offers you no bane to use against them. Nor does it work on their flesh-only what they've brought into existence is applicable, as broad as that may be.

Martyr

Ghost Writer (100): Good people want to help others. Problem is, a lot of people can't help themselves; even veterans tend to have a few blindspots in their experience. You wouldn't usually expect a soldier to be an expert artisan or a bandit a good farmer. This is only worsened for occult matters. Your average gunslinger is not gonna be able to pick out an athame or fetish from a selection of mystic paraphernalia. You can gauge your charges' understanding pretty well and know how to offer advice that is applicable to the situation but not too obtrusive. Accurate but easy to remember. Good chance it'll save a life some day, when you're not there to save it.

Thieves Among Honor (200): A fistful of dollars, or a handful of good men. Lot of people would prefer the former to the latter. Hell, be willing to kill the latter for the former. People like you aren't valued out here, but there you are all the same. Your moral compass is cast from the sternest iron, and it never points astray. Your gut tells you what's right, and when you know you're on the good path, a little bit of grit goes a long way. Technically, this is based on your own principles. It'll change if you truly change. But there's no hypocrisy. You know in an instant what's good by your standards. Moreover, should you ever find yourself in a world where there are objective moral principles (like this one), you'll be able to judge by those rules as well, though your moral fibers don't mix if you don't want them to.

Lighthouse (400): Everyone loves a good tale of redemption. Well, some might not, but most well-adjusted people have their hearts warmed by such things. But it's never as easy as the stories tell it. Even good men sometimes fall off the wagon, and a man once evil must be careful not to fall back on old habits. We're only human, after all... Yet as humans, we are vulnerable, not just to the dark. Your own virtue helps you connect with people, share a bit of that light with others. Getting to know someone, you can see how they might fall, and what obstacles lie ahead of them. And you know how to push them forward. Don't mean it'll be a cakewalk.

Spiritual Advisor (600): Saving souls is all in a day's work, but who'll save your soul? That's a great question. Once per jump, when you die, you can stick around as a ghost in the mind of a sinner. Your goal is to redeem them, and in doing so, open the pearly gates for yourself. If you succeed, if they choose to live a virtuous life, then that's done. You ascend to Heaven, and the death that got you here will not end your chain. You will move to the next world, and your memories of Heaven will be wiped unless you choose to restore them when your chain truly comes to a close. Now, if you don't succeed, there may be hope for you yet... This route requires a stock of 'Good Karma', which you can expend to revive as an angelic spirit. You have an hour to 'live' as an 'angel', at the end of which you move to the afterlife (but this way counts as death). With all your powers in life and holy magic specific to this form, you must defeat your former host- or redeem them, but they failed you once. Is it wise to trust them again? If you succeed, you will need to refill your 'Good Karma' to again take on this form.

Prisoner

Dark and Stormy (100): Is it cliché for ancient evils to be overly grandiose and theatrical? Perhaps. But it's fun- and, most importantly, it leaves an impression. You are a natural performer, able to make dramatic pronouncements at the drop of a hat. You also know when to hold back, so as to not wear out the gimmick. And there is a more practical benefit. In being so well read, you know half-a-dozen mundane languages of this world and have a knack for learning more.

Bad Omen (200): As often as they become subservient, someone who receives your gifts might throw it back in your face. Vampirism, magic, and even immortality. It is not uncommon that they are considered curses. Ingrates. You possess a limited form of clairvoyance, one which will allow you to foresee the most likely paths of those you empower. You will know beforehand whether they would turn on you or use their powers worthily. You need not waste your gifts on those who cannot appreciate them.

The Cross Burns You... (400): Because you are weak! Vampires in this world owe their existence to a demonic progenitor. It is only natural that blessed things repel them. Stronger vampires are unaffected by such items, however. Within you is the potential to diminish weakness to powers of 'holy' or 'purifying' nature, simply by having vast stores of will and mystic might. Magic which is harmful will still take its pound of flesh from you, but not more than it would from any living creature. Your power counteracts 'special' weakness to such forces.

Ghost (Ri)Door (600): Lazarus Malkoth was locked in a cell for god knows how long. Ironic, considering he possessed not only power, but the ultimate freedom. Must have been a very special prison. Through either occult wisdom or inherent vampiric powers, he can conjure a 'Ghost Door', a mystical portal to a set location. Now you have the same ability, able to summon portals to locations you are intensely familiar with. Calling these portals requires extreme focus, and it taxes you magically, spiritually, and physically. You are unlikely to be able to do this more than once per day, unless you have acquired deep spiritual resilience from elsewhere.

Maverick

Tall, Dark, and Sexy (100): People are more willing to overlook the transgressions of the attractive. Who knows if it's anything more than a primal drive of the loins, but it happens more than it should. You are definitely a looker, easily enough to get into the pages of Playboy magazine (around 70 years from now) if your age was somehow frozen. You'll certainly turn some heads.

It's a Mystery (200): Looks can get you places, but only so far. There are, however, skills that can be used to amplify the effects of physical appeal, and being sufficiently skilled in those will get you almost anywhere if you have a decent base to work with. You are accomplished enough in seduction to mold most men like putty, assuming you have beauty to spare. Granted, this is maximally effective dealing with idiots, but idiots are almost never in short supply.

Spirit Talker (400): It would be wise not to speak of this power to anyone you do not trust. Not even then, really. Secrets and men, you know. You possess the same shamanistic powers as Tala, the ability to perceive and speak with spirits, human or otherwise. Knowledge of its existence was enough to destroy her family and condemn her to a life of suffering. You bear an affinity for shamanistic arts, whether they involve talking to spirits or not, but particularly if they do. If you pursue those magics, any aspects of your training which involve negotiating and beseeching them of aid will come more naturally to you.

Where There's a Will (600): It's not hard to see why someone whose life has involved constant torment at the hands of bullies would seek to be free of such things. When the same might be said of one's entire people, it's more reasonable still. It doesn't erase the evils one commits, but someone might shed a tear when you die. Or one might break free from the cycle of suffering, but that is the stuff of heroes. And while you might become a hero, your talents do not exactly guide you down that road. See, you are a master opportunist, able to take almost whatever you can imagine... If you just wait for a moment of weakness. Status, vampirism, objects of power, even (demonic) godhood. If it exists, you can almost always formulate a plan to take it, no matter how many people you gotta throw to the wolves to get there.

Darkwatch

Rookie (100): As with most secret societies, the Darkwatch has its quirks and customs. One of those is slaying monsters. The 'watch does not have lives to spare, so combat training is of the utmost importance. As a greenhorn, you were put through the ringer, trained brutally but to a much higher standard than a conscript. Wider, too. The kind of stuff you'd learn as a freshman in the best military academies around the world. Unarmed combat, first aid, tactics, and basic skill in all manner of ranged and melee weapons. Nothing close to a master, but the Darkwatch needs the best mankind has to offer, resources permitting.

Battle Sense (200): Some skills are difficult to master, some are hard to learn. Some are closer to innate characteristics that you either have the aptitude for or don't. And some things come with experience. One of the most important aspects of combat is a bit of all of these: Adaptability. Some people just have a knack for thinking on their feet, and scores of veterans never develop the trait. Really, it doesn't matter why you have it, just that you do. Instinct and a cool head allows you to react to changes on the battlefield without wasting more seconds than absolutely necessary. This won't help if you've never learned a relevant skill or concept. It just helps you apply what you know, even when it normally wouldn't occur to you.

General (400): Stronger together. That is one of the few strengths humanity has against the dead. They outnumber us, some even use tools, but they don't work together like we do. You are both an inspiring leader and a good planner. People work well under you, and your strategies use this to maximum effect. Your troops use limited manpower and supplies to nearly the best possible result, using all the advantages at their disposal to hit the night where it hurts.

Early Spark (600): Teamwork, cliché as it is, is one of our trump cards. Innovation is the other. Sure, the dead *use* tools, but they don't improve on them. And the Darkwatch blazes a trail to the future, easily several decades ahead of the curve. The year is 1876, and already the Darkwatch have implemented electric lighting and generators, turreted nimble automobiles, portal technology, and probably hundreds of other things that won't be seen for 50 years at the least. You're a decent scientist, but most importantly, you are able to infect those around you with the spirit of innovation, driving your peers and underlings to the future at breakneck pace. In 100 years, creatures like Lazarus will be a joke.

Lazarus

Menace (100): Lazarus isn't that scary. He's a bit affable, really. But the whole world seems to fear him. It helps that he brought the apocalypse, but no one cracks a joke at him, either. Not that that's normal behavior, but it feels like this world takes itself too seriously at times. You have learned to be intimidating while still running your mouth. Some villains rely on silence and mystery, but you're terrifying without that. It will help if you have the power to back it up.

Blood of My Veins (200): A vampire retains a link to every vampire he has sired. With some focus, he may speak telepathically and sense the world as they do, though he is robbed of his own perceptions while doing so. You will retain a similar connection to anyone you have empowered or 'sired', your literal and metaphorical children. This does not have a range limit, but note that no supernatural influence is gained from this.

Curse of the West (400): By all appearances, Malkoth has raised undead throughout the West, with practically no effort beyond existing. The Curse of the West. It propagates through his Marks of Evil, which give life to all human corpses in a league's radius. You may imbue magic you know into your own Marks of Evil, spreading their effect to an area proportionate to their invested power, growing more Marks within their field. The cost in energy, blood, and other components to cast a spell are much higher than the base effect usually requires. It should be magic you can perform quite casually, or you will likely be unable to create the Mark.

Transcendence (600): Power can be gained by those who seek it. Malkoth was not born the lord of vampires, nor was he made into such as a result of his age. He was a human, the founder of the Darkwatch, who called upon a demon to bolster him against his enemies. A vampire, by its very nature, may augment its abilities by absorbing helpless souls. Malkoth has learned to tune his inherent essence-draining to other forms of energy. While you may lack vampirism, you share in his ability to absorb the powers of mystic artifacts into your being. They become powers innate to you, at the cost of destroying the object in question. This is not a perfect process, and absorbing items too far in excess of your own power is likely to result in unpleasant- or even fatal- side effects.

General

Head Held High (50): Between rough riding and high-flying action, it can be hard to keep your hat in place. Well, not anymore. Regardless of what acrobatics you perform, your clothing and accessories won't malfunction or get dislodged as the result of wind or your own movements. Your enemies would have to target it, the monsters.

Ecstasy of Gold (50): There is a certain style of music that seems inextricably linked with the cowboy aesthetic. Purchasing this gives you the ability to call on sourceless 'BGM' in the style of Western cinema, as well as authentic music of the period. You may choose whether people find this strange or unremarkable, but it won't distract them either way.

Vampire (500): Many would see this as a curse. You? It's probably what you're here for. You are a vampire of Lazarus Malkoth's line, with the same potential for growth as Jericho Cross. You are stronger and physically tougher than normal humans, just barely into the superhuman range, and boast four initial powers beyond that: Feeding, Blood Shield, Vampire Jump, and Blood Vision.

Feeding is the ability- and the requirement- to feast on blood and/or lifeforce, and the capacity to feed on souls. Feeding will heal any wound less than the loss of a limb or organ and which does not immediately kill you. Excess energy is diverted to a small reservoir with which you may fuel certain powers. If you do not feed at least once per day, your body will begin to weaken. After a month without feeding, you will be completely immobile, helpless if you lack other powers.

You passively generate a mystical 'Blood Shield', ablative and regenerative, which absorbs damage and replenishes when left alone. It will interact with most direct sources of harm, whether physical or occult in nature, but its strength is dependent on your own lifeforce. The Vampire Jump is a simple 'double jump' that allows you to momentarily treat the air as a platform. The same power allows you to cancel your momentum to fall straight to the ground. Blood Vision highlights in your vision creatures and objects of import. The three prior-mentioned powers have no resource requirement. By absorbing souls or sending them to the afterlife, you may develop stronger 'active' powers which drain the excess life energy acquired through Feeding.

While Lazarus' powers are vast, it seems not all are shared by his sired vampires, though some 'lesser' undead display such abilities. The following powers may be gained for yourself, but each set is mutually exclusive.

Banshee (600, Requires Vampire, Discounted Lazarus): True to legend, these are screaming dead brides. They have the ability to (slowly) levitate, teleport (with a few seconds of concentration) to anywhere in their unaided line-of-sight, and scream to produce slow-moving bolts of magic.

Viper (600, Requires Vampire, Discounted Lazarus): Like Banshees, Vipers have the ability to teleport, albeit much more rapidly than the former. This teleportation activates near-instantaneously, with less than a second of thought required. It is, however, limited to a range of 15m. The unthinking creatures it is associated with use it reflexively to dodge attacks. Some Vipers bear a minor cloaking ability, which you also benefit from, comparable in transparency to ground glass.

Items

Only Darkwatch members receive discounts for this section, one for each price tier. Discounted 100s are free. Items, unless otherwise stated, are replaced after a year of being lost, broken, or consumed. Similar items may be imported at no cost.

Darkwatch Uniform (Free): A snazzy uniform of black leather. It's not good for armor, but it'll keep you from being scratched. You may choose any of the variants worn by Jericho/Clay Cartwright, Cassidy/Tala, or the standard Darkwatch uniform. Respectively, this is either stylized cowboy duster w/ hat, skintight bodysuit, or period-appropriate military uniform (but black).

Wooden Box (100): You'll be surrounded by lots of ghouls, and you'll probably want to shoot them. This is a Civil War-era artillery crate *not* filled with artillery shells, but with boxes of contemporary ammunition for small arms. Each week, it will refill with mundane ammunition of your choice, anything that could be found 1850 to 1920. As a special consideration, it can also include ammo for any handheld Darkwatch weapons you purchase here.

Blood Canteen (100): A large canteen filled with the very stuff of life. About as much blood in a body, so 1.5 gallons. It refills every night and is considered 'fresh' for sustenance, not for magic.

Horse (100): A normal horse. It is about as good as a horse can get, though, easy to rein in and impressive endurance. You will receive another normal horse about a month after this one has died its final death, and another if that horse dies, though any replacement horses after the first in a given jump are only replaced after a year.

Six-Shooter (100): Not state-of-the-art Darkwatch technology, but it's a good gun. Most importantly, it's reliable. It never jams and doesn't get worn down with normal use.

Darkwatch Arsenal (200): Need a little more firepower? Purchasing this will net you one copy of every non-magical handheld weapon used by the Darkwatch circa 1878. They are surprisingly effective in spite of their (literally) edgy design.

Coyote (200): Not quite a tank and not quite a truck. This is a four-wheeled, driven contraption with a dual-gatling gun turret and only a few scraps of armor. The vehicle only seats one but is fully operable by a one-man-crew.

Dynamite (200): Hordes of undead, you'll probably want some explosives. Dynamite and splitter grenades, a crate each. The dynamite here is specially designed with an easily-lit fuse. You can strike it on almost any surface to get the clock ticking. The crate is refilled approximately once per week.

Sacred Burial Ground (200): All (dead) rise, but fallen Darkwatch don't seem to. Whether it's a quirk of the curse or some sort of baptism, your dead will stay dead. Any dead interned in this cemetery will rest in peace until and unless their bones are dug from their graves. This is a significant plot of land, and while it does not carry between worlds, you will receive new sanctified grounds at the start of each jump.

Armory (400): This is enough period-appropriate (to this world) weaponry to outfit a battalion. It also comes with (non-replenishing) ammunition stores. It's not going to turn the tides of war on its own, but with a good commander, it can certainly make a difference. A new shipment will be provided at the start of every jump. If taken with Darkwatch Arsenal, you can choose it to be filled in Darkwatch armaments, though it's not recommended if you care for subtlety.

Demon Steed (400): The Curse of the West is an epidemic, and it runs cross-species. A vampire horse- optionally turned by you if you're a vampire- which can outrun and outmuscle any horse in this world but its 'Sibling', Shadow. It is, in all areas, slightly above 'Peak Horse' with the exception of its stamina, which is nearly limitless. Your demon steed burns in sunlight, but it does not need to feed. Should it merit a 'replacement', it will instead be the original horse, resurrected. Yee-haw.

Darkrail (400): Lazarus Malkoth, for all his power, was bound and imprisoned by the Darkwatch. And he would have probably stayed that way, but for the interference of Jericho Cross. If those vault doors weren't blown open, would Malkoth have escaped? Eventually, sure, but the Darkwatch might have been ready then. You own a similar jailor train. While by no means impregnable, it is warded thickly enough to contain this world's strongest supernatural entities long enough for transport.

Asylum (400): As a secret society, the Darkwatch largely keep to the shadows, but they do have allies and supporters. It's sort of inevitable for the kind of work they do. Some of the closest of these sustainers reside all but literally on the Citadel doorstep, offering their goods and services where they can, and even joining the war effort when it becomes absolutely necessary. This humble village will follow you between worlds, retaining modifications to its infrastructure. Currently, its size and construction are reminiscent of New Mexico's Taos Pueblo.

Supply Chain (400): All these tall tales of heroes and monsters, and very few of them ever talk about logistics, especially anything outside of weapons. Yeah, it's not the fun part, but it's for sure one of the most important. These supplies will go a long way toward making it something you never have to consider. It's a solid stock of basically everything an independent settlement could need: Lumber, grain, water, wine, linen, seeds, salt, etc. Basically everything except wargear and luxuries, abundant enough to last a good-sized town for a year. Perishables are unusually resistant to decay. More stock will be delivered every Spring.

Darklight Prism (600): Arguably the most potent artifact in the world, but one only useful to a handful of people at most. A shadowy orb about the size of a man's skull. For as long as contact is maintained, the holder is availed of undesirable qualities of curses and illness, and their supernatural abilities cannot be suppressed. A vampire's holy grail, rendering its bearer proof against the ravages of the sun, while allowing unimpeded access to their dark power. Needless to say, some intimidating fellas are looking for it. This copy cannot be absorbed for power, sadly.

Darkwatch Citadel (600): Usually it's the vampires who reside in an imposing castle. The Darkwatch designers refuse to let mere branding dissuade them, if you didn't already glean that from their night-black uniforms and spiky skull decorations. Their base of operations is no different, a titanic fortress nestled in the heart of a mountain. Hard to find and hard to siege, it can quarter thousands of soldiers without much issue. Modifications you make to its infrastructure persist between worlds. If purchased with Asylum, a more significant township exists on its periphery.

Watchful Shadows (600): Not a lot of people sign up willingly to fight the night. Somehow, the Darkwatch finds them all the same. When you enter a new world, you may choose for the Darkwatch to exist in some form, a group of brave souls willing to bear arms against the worst the world has to offer, shockingly and surpassingly equipped to do so. If you have purchased Darkwatch Citadel or Asylum, a good portion of them will be ready to carry out your orders.

Unhallowed Inmates (600): Now, it's been kept under wraps, but it's the kind of thing that can't stay secret for long. The Darkwatch has captured a veritable zoo's worth of monsters, and are currently in the process of... experimentation. Their goal is to breed the abominations, most likely as an ace up their sleeve. It's just, some things are better left undone. Whether those aims are even possible is up in the air, but they've amassed a hefty heap of meat to throw into the grinder. Taking this, you'll get something similar. You've got cages upon cages of hungry undead, everything from banshees, to oozer, to vipers. What's more, you'll receive a legion more at the start of every jump.

Temple of the Profane (600): Magic worth doing is never free, and the deepest magics usually require more than a drop of blood. Heavy sorcery demands lives at the door. Those up to their noses in it won't balk at a massacre. You've come into possession of a strange temple. It consists of little more than an empty circular chamber, with a ceiling that towers overhead. That is where the familiar ends. At the circumference of this central chamber is a ring of gnashing stone pillars, carved in demonic likeness. These columns may be configured to fall at set intervals, with sufficient force to crush grown horses into pulp. This is not mere frivolity. It is architecture designed from its very foundations to bolster sacrificial magic, to exist at the most felicitous confluences of occult power. Prepared in these chambers, your rituals will reach further and with greater strength; curses to shape cities might shape entire lands if you prepare well enough.

Companions

Import (50): You may import any number of companions at 50 points each. Each companion gains an Origin of their choice and 600 points to spend. Their Allegiance is the same as yours.

Canon (100): You may recruit any canon character who agrees to follow you on your chain, so long as you have paid for them here.

Drawbacks

Take as many as you can handle.

Black and White (+100): Evil... As old as time. Just as old are questions of what wickedness truly is. Misguided, really, in a world where Hell and devils are as sure as sunlight. Still, there's room for greyness. You'll find a lot of circumstances are more, well, black and white. Kick puppies for power, or don't. With good choices, you'll tend to miss out on something that could really help you at the moment. Ain't like defeat is gonna leap out of the jaws of victory to strangle you, but it would have helped to have a few bullets instead of having to look for a new weapon. Or a new technique instead of warm feelings.

Bloodlust (+100): You have a condition. You may or may not be a bloodsucker, but you'll definitely want to suck blood. Whenever you get a lull after some strenuous activity, you'll feel like you've gone days without food or water, and the only way to soothe it is by supping on the stuff of life. You won't die if you choose not to indulge, the longer you go on without drinking, the worse the sensation gets.

Renegade (+100): Your reputation precedes you. You can't go ten towns over without meeting a few people who've heard tell of your escapades, and generally not the kind of stuff you'd prefer them to hear. This will mostly be annoying and/or embarrassing, but a side effect is that your enemies will always recognize you at a glance. Don't count on subterfuge to save the day.

Silent Protagonist (+100): You don't talk much. Like, at all. If you want, you can have your tongue cut out so you can at least 'explain' why you're a (wo)man of few words. Either way, you won't be able to make any vocalizations beyond a grunt. It'll be harder to convince people to give you a second chance, to say the least.

The Unquiet Dead (+100): The dead have returned to the world of the living, but they don't seem too happy about it. Probably has something to do with being forced into servitude. You have the power, not to see spirits, but to hear them. And what this means is that you'll endlessly hear the complaints and agonies of those whose rests were unjustly disturbed. Occasionally, you'll receive a sensation of their last moments, though not during combat. All told, it's quite distracting, and even your downtime won't be the most restful.

Attachment Issues (+200): For an outlaw, you're a bit 'innocent'. Grandly and intoxicatingly so. You develop an undue trust in anyone that comes onto you, rarely considering the implications of their requests unless directly suicidal. This is guaranteed to hurt you at least once during your time here, and has good odds of making your life more challenging to boot.

Lazarus Spawn (+200, Requires Vampire): In this timeline, Jericho Cross was not inflicted with the vampire curse. Malkoth turned you, and he is just as bent on enslaving you as he was Jericho. He is able to speak to you telepathically, and his forces will prioritize attacking you. Though the most significant aspect of this drawback is that the disasters Cross would have prevented are assured to transpire if you do not avert them yourself.

Boneyard (+200): Is there no end to the dead? Not for you. Your existence seems to augment local effects of the Curse, allowing more of the dead to cross into this world. Wherever you are, the deads' numbers are greater, with it seeming at times as if they manifest from thin air. Expect your battles to last tenfold what they would have. The only rest for you is in allied territory, unless it's under siege, where the effects are as normal.

Outcast (+200): This is problematic. All allies you make in this world are, at best, allies of convenience. There is just something in either your nature or theirs that prevents a true bond of trust from ever forming. They are constantly on guard around you, and some may look for excuses to 'get rid' of you, permanently. Needless to say, you should also keep your guard around them, or fighting the dead will be the least of your worries.

Ghost Town (+300): No two ways about it. You're dead, not just undead. A ghost, immaterial and bodiless... Mostly. You're riding around with someone else at the moment, someone who could use a bit of advice, morally speaking. There's not much you can do other than watch the world through their eyes and talk to them. Which would really be a good idea, since if their time with you doesn't end on a virtuous note, you're going home as if you died. Drawbacks you take apply to them, and they have mirrors for every option taken from this jump (bar companions).

Naked Ambition (+300): Funny thing about riches, power. It's never enough. When you get it, you just have another way to see how small you are. It's not enough, because there are always those with more, and the only thing stopping them from abusing you is mercy or ignorance. You aim for the top. As a result of trauma, you live in repressed fear and thirst for strength to escape. But you don't know when to stop. Enough is never enough. If you see a path to power, there is nothing you will not do to pursue it, whether discarding your humanity or betraying everyone you know.

Ending

You've spent 10 years here. What does your future hold?

Off into the Sunset: Ride to another world.

Homesteading: Lay down your roots here. Stay.

Old Skies: You're homesick. Return to your world of origin.

Notes

Vampirism may be treated as either a perk or an alt-form. In the former case, both powers and weaknesses are applied to all forms. In the latter, they are segregated to that form.

Some options are somewhat redundant, yes. Thus, if you have purchased all of the following, they combine in the following way:

Darklight Prism+Dhampyr+The Cross Burns...+Transcendence+Vampire

You may merge with the Darklight Prism, losing it as an item. Doing so completely removes and prevents you from acquiring any passive, special vulnerability or requirement for sustenance, whether the result of a 'curse', race, disease, power, etc. Substances and energies will harm you only on their own merits. Sunlight does not cut through your defense, and you need not feed on blood to live. In addition, your supernatural powers- vampiric and otherwise- cannot be directly suppressed or weakened against your will, though they must still be fueled as normal, and this does nothing to prevent them from being stolen or removed.