

One World by Night

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2019

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They told me it wasn't going to be easy. They said the Hierarchy would hunt me down if I did it. Did I listen? Of course not! I still got people to fuck up for what happened to me. It didn't take long to learn the Arcanoi the guild said I needed to be able to do this, but then there was that creepy motherfucker that said he had to put my shadow in a box.

Fuck if that didn't sound like a great idea **hee hee, I just bet it did Bob** shut the fuck up you bodiless shitstain! As I was saying, that sounded like a great idea. I didn't know that we were still going to be connected and that now I had to actually protect it along with myself **you didn't think we'd make it easy to cross back over, did you Bob?** You know, I was hoping. There's rumors that it can be done if you join the Ferry **MAN, I thought you were smarter than that. I know I am, and I'm you Bob.**

It doesn't matter. They haven't found me yet, and it doesn't seem like they're looking. If I stay low, maybe mix myself in with the vampires I can resolve some shit. It's not like it's easy for them to get me here. They gotta follow their own rules after all. **Really Bob, since when does *the man* follow his own rules? It's do as I say, not as I do time. Yea**

whatever you say man. You're just fucking with my head again. It's a good thing I spent time watching the licks at their elysiums though. At least I know what to expect and how to act. I just gotta figure out how to make them think I'm one of them.

Wait, the Puppeteers told me that I'd be strong and fast like the bloodsuckers and that I'd be able to do other stuff that they do. Something about pretending to be a Brujah or a Malkavian. Fuck if I remember what those are though. Fuck I've always been **bad at school? It's because you're a loser Bob. No sense in that head of yours. No wonder your mum left and started shagging all those guys. Something to forget about you for a while. Screw you! She made her own choices and I'm not responsible for th . . . you can't lie to yourself Bob. Let me help you out.**

Brujah and Malkavians are vampire clans. One of them is crazy as a froot loop and the other has anger issue. Which is which you'd better find out fast, I can't give you all the answers hehehahahaha.

Right Right . . . cause you'd help me at all. I can't believe a damn thing you say. What I do know for certain is that they meet on Saturday night at that Museum

downtown. I have that long to put my shit together if I'm going to pretend to be one of them. At least I don't have to worry about drinking blood.

I got this . . . *you got this Bob . . . FUCK!*

What This Packet is Not Intended to Do

This packet is not intended to be used as an end-run around the One World by Night Rarity, rules or Resurrection rules. If you have a PC that dies, that character is dead. In order for them to become a Risen PC, they would first have to become a Wraith PC. The OWbN character bylaws (10.n.ii.1) are clear that any Supernatural PC that dies requires a simple majority vote of council to become a Wraith. While Risen characters are Coordinator approval, a character cannot Rise if it were not first a Wraith, meaning that you must still win your conversion proposal.

What Are Risen?

Risen are wraiths that have climbed back into (usually) their bodies so that they can more easily accomplish some task. It's different than simple puppeteering, although that skill is needed. A Puppeteer can, and often does, take over any living body they choose. They do it for any number of reasons not the least of which it's fun to *feel alive* again. Rising is different.

It takes a special kind of asshole to say to himself (and his shadow) that he's going to climb back into his body (or steal some other corpse if his own body is too fucked to rebuild) so that he can "resolve his issues." It takes a hell of a lot of willpower, specialized training, and the ability to negotiate with your darker self because if your shadow isn't on board, you'll never make it.

How do you do it?

There are two ways to create a Risen PC. One is to simply create the PC as a Risen character. You use character generation as found in *Oblivion*. The other is to first build a wraith and to become risen through story. Which method you use is a matter for you, your Storyteller and the Wraith Coordinator to work out.

To rise, your character must have two levels in Puppetry and two levels in either Embodiment or Inhabit. These powers represent the knowledge necessary to transcend the shroud. If one meets the metaphysical requirements, they still have to convince their Shadow to go along with it. While the Shadow may be willing, they aren't likely to tell their Psyche that and will negotiate for the best (worst?) possible scenario. Once the Shadow agrees, it's simply a matter of finding where your body is buried and returning to it. Of course, then you may have to dig yourself out of a coffin. This is where most risen fail, they just cannot break through and climb out.

The Puppeteer's Guild does offer training in the Arcanoi needed, and sometimes in the other knowledge one might need to both succeed in rising and in masquerading as something else. After all, even though the Hierarchy might be looking for you, they are less likely to look in that group of Vampires. The Puppeteers do one more thing. For those who can pay well, they arrange for the shadow to inhabit an animal rather than some small object like it normally would. This ensures that it is more likely to survive if you are attacked, and that's one less thing for you to worry about.

Too Good to be true

There are absolute wins to becoming risen. You have wraith Arcanoi, vampire disciplines, (potentially) additional health levels and now you can interact on the skinlands side of the shroud. What's the drawback? The drawbacks are pretty bad, if you aren't careful to mitigate them. The biggest is that the Hierarchy will come for you if they find out. Depending on the resources of the local necropolis, they may not be able to attack you in the skinlands but rest assured that they will be waiting for the inevitable day when you lose a fight and reappear in the shadowlands.

Corpus levels substitute for health levels. If your character has a full ten levels of corpus as a wraith, then they have ten health levels as a Risen. If you lose all your corpus levels in a fight, but retain at least one Pathos trait, you are considered to be unconscious. Corpus damage can be healed with Pathos and works the same way that it does for Vampires.

If a risen character uses all her Pathos, but retains at least one Corpus trait, she undergoes Catharsis. There is no test, the Shadow simply takes over at this point. The shadow may opt to flee, or to continue the fight. Either way, they now have their reserve of Angst to draw upon to fuel their powers.

If a risen character is exhausted of both Corpus and Pathos her tenure as a risen finishes and her body returns to whatever state it was in before. While a character may rise again (without additional approvals), doing so may be more difficult than the first time. They may first have to escape the Hierarchy, renegotiate a new deal with their Shadow, find a way to extricate their body from whatever new place it calls home and any number of other obstacles.

Additionally, there are several Arcanoi that Risen lose access to. Why these powers work for wraiths skin-riding and not for Risen is unknown. The complete list of Arcanoi Risen cannot use is Argos, Embody, Phantasm, Moliate, Outrage, and Puppetry. Some of these make sense. Puppetry and Embody for example cannot be used because you are already riding your own meat, and your "spirit" is already on this side of the shroud. Obviously, you cannot use Moliate on a wraith if you are not on the same side, or if your corpus is covered with flesh. Phantasm, Argos and Outrage make much less sense and if ancient puppeteers know why they don't work, they aren't sharing the secret.

The Shadow and the Conduit

The conduit is the item, or animal that the Shadow inhabits while a wraith is risen. It is usually rather small, a book or small article of clothing for example, as the risen needs to keep it near themselves. The conduit has 10 health levels and is exceedingly difficult to destroy.

If the conduit and the Risen are separated the character will lose one level of pathos each game session until it is recovered. The character will not be able to gain any pathos until the conduit is recovered and she will obsess over getting it back to the exclusion of all else. This may, at narrator discretion, cause her to enter a state akin to frenzy if she finds herself in a scene with a person who has control of her conduit and she is aware of that fact.

Slumber

For a Risen to enter slumber, the character must be in physical contact with one of their fetters for the entirety of their slumbering period. While this is normally eight hours, certain merits may shorten that time and certain flaws may increase it. Those merits and flaws are not native to the Wraith genre and can be found in other source material.

Arcanoi

Other than those listed above, Arcanoi tend to work the same with, if perhaps with some cosmetic changes. Users of inhabit do not fade into the machine they are shell-riding, rather they control it from outside of its physical form. Other wraiths with appropriate powers may still detect a risen who is shell-riding a machine.

There are two Arcanoi that are unique to Risen. They are learned at the increased experience cost (4/4/7/7/10). As with other Arcanoi, once you learn the first basic level, you also acquire the innate abilities at no additional cost.

Fascinate

Fascinate can be found in *Oblivion*, the MET sourcebook for wraith.

Serendipity

Innate Abilities

Right Place, Right Time

Throw a static social test difficulty 9 plus whatever modifiers the narrator thinks are appropriate and if you succeed you will find yourself going to the place you most need to be at the time you most need to be there.

Key Player

This power is considered always active. If a person who is important to the Risen in some capacity enters the scene, the risen will know. They will not know who the important person is from this power, simply that they are present. Ex: You are in a scene with several kindred seeking your Hospitality as you pretend to be a vampire and the Prince is in the room. Until it is somehow made known to you who and what this character is, you will only know that *someone important to you* is in the room.

Basic

Fortuitous Wandering

Make a static mental challenge at a difficulty of 10, retesting with awareness. On a win you will find yourself moving toward one of your passions. You do not know which passion it is and going toward this one, may take away from one that is equally important, or even closer.

Flashback

The Risen may view a scene that occurred where one of his fetters was located. He must be in contact with the fetter to use this power. Simply throw a Mental challenge at a difficulty of 9 traits + 1 trait for every day that has passed since the scene occurred. You may retest this challenge with Awareness. If you are successful, the narrator will describe to you the scene that took place.

While the tabletop source material leaves this open, for MET conversion, you may name a day/time that you want to look at. This power only allows you to view a given scene once per fetter that was present.

Intermediate

The Face in the Crowd

Throw a social challenge with your target. If you are successful you will know if they are associated with one of your passions or fetters. If you risk an additional trait in the challenge you will know which passion or fetter they are tied to (if they are tied to one at all).

Fortuitous Meeting

This power works mechanically like the Presence power Summon. The target and the risen will encounter each other by happenstance. The target will be unaware of the supernatural nature of this meeting.

Advanced

The Coincidental Gathering

This power works exactly like Fortuitous meeting, but the Risen may target as many characters as she is willing to spend willpower traits for past the first. Each character requires their own social challenge. For trait comparison, the Risen will count their current temporary traits at the time this challenge is requested for each person. When the challenge is over, the narrator will let the Risen's player know how many traits they have lost.

Attribute and Ability Caps

The Physical, Social and Mental attributes may be raised to 15 traits each. Abilities normally cap at 5 traits, but some games allow higher level abilities. Risen should follow the same ability caps as the rest of your game.

Merits and Flaws

The following merits and flaws are intended to help flesh out Risen PCs and are not appropriate for other creature types. For the purposes of buying merits or taking flaws, conversion from PC Wraith to PC Risen should be handled in the same manner that your game handles PC Ghoul to PC Vampire. Also, if a PC Risen ever loses their body and is returned to

being a Wraith, they lose access to these merits and the flaws do not apply; they are associated with the body a PC rises in.

Innate Vampiric Ability 3 Trait Merit

All Risen may learn Celerity, Fortitude, Obfuscate and Potence without a teacher, and even train Vampires in the use of these powers; all of them cost one additional experience trait per level to learn (4/4/7/7/10). This merit lowers the cost by one trait per level (3/3/6/6/9). This merit may only be taken once and only applies to one of the four listed disciplines.

Learn Additional Vampire Powers 7 Trait Merit

One World by Night is a shared universe. Characters are expected to travel. This merit increases the ability of a character doing just that. Many games do not allow cross genre, due to concerns about balance. This merit allows Risen characters to purchase more Vampire Disciplines than the four the original material allows for. If a game bars cross genre, they may be more likely to allow such a character who more easily matches the powers used in their game, even if they do also restrict the use of Arcanoi.

With this merit, the character may purchase any Discipline (From Masquerade, not Kindred of the East). Any Discipline learned as a result of this merit will cost as if it were out of clan (4/4/7/7/10). You still require a teacher for any Discipline that is not Celerity, Fortitude, Obfuscate or Potence. Normal Rare and Unusual rules do still apply however, and some Disciplines may cause more harm to the character than to those they use them against.

NOTE: This is different from the 3 trait Ghoul merit from Liber des Ghouls or any similar printed merit in White Wolf cannon. This version only works on Risen and those versions will not work for Risen.

Hidden Shadow 2 Trait Merit

A character with this merit does not have the tell-tale signs of their shadow in their Aura. They will appear as a Vampire under powers that show the aura.

Different Body 1 or 2 Trait Merit

Your body was completely destroyed, and you were lucky enough to find a new body. For 1 trait, this body is comfortable and feels no different than your own. For two traits, you feel

as if this is the body you should always have had. You gain an additional trait toward resolution of ties in one attribute of your choice. This must be chosen when you pick this merit and must be represented on your character sheet.

Autopsied 1 Trait Flaw

When you died, you underwent an autopsy, like the vast majority of people in the west. While the scars healed when you took back your body, they did not do so supernaturally, and appears like an old scar on your skin. Whenever your autopsy scar is visible and to people who are aware of it, you are considered to have the negative trait Repugnant to represent the scarring.

Decapitated 7 Trait Flaw

Your head is not attached to your body. While this makes for a very convincing “Headless Horseman” costume, the benefits stop there. You suffer a 2 trait penalty on any challenge involving dexterous related traits. There is also a chance that you could lose your body if it moves too far away from your head.

Different Body 1 Trait Flaw

This flaw is identical to the Keui Jin flaw of the same name, with the addition that you are down one trait in all challenges for an attribute (Physical, Social, Mental) of your choosing. The attribute must be chosen when you take this flaw and must be represented on your character sheet.

Gender Bender 3 Trait Flaw

Similar to the flaw of the same name from the Puppeteers Guildbook, you are uncomfortable in your new body. It is the wrong physical sex. You suffer a 2 trait penalty for any one attribute (Physical, Social, Mental) of your choosing. The attribute must be chosen when you take this flaw and must be represented on your character sheet. Additionally, you are considered to have one less social trait in circumstances where the physical sex of your body matters. You must take the flaw Different Body to take this flaw, but you do not get any points for it.

Racism 3 Trait Flaw

Similar to the Flaw of the same name from the Puppeteers Guildbook, you are something of a bigot. Unfortunately, the only body you were able to rise in is a member of a race that you are prejudiced against. You are considered 3 traits down in social situations when dealing with members of that racial group. You do not understand the intricacies of interacting with this race and come across wrong to those who do. You must take the flaw Different Body to take this flaw, but you do not get any points for it.

Rotting 3 Trait Flaw

Your skin is literally rotting off your bones. While it never seems to finish the process, it causes you some difficulty interacting with others. You have the negative social traits repugnant x2 which you cannot gain points for. Additionally, the bits of you that drop off can be used as sympathetic links for those who practice magic that makes use of such things.

No Arcanoi 4 Trait Flaw

You have access to none of your Arcanoi while you are Risen. This may be due to a deal you made with your shadow, possessing the wrong body, or some other reason. When or if you return to the shadowlands (without your body) you may once more use your Arcanoi.

No Disciplines 3 Trait Flaw

You are unable to learn any disciplines, including those which come naturally to Risen.

Other Merits and Flaws

The merits and flaws listed in this packet are particularly suited to Risen PCs. There are merits and flaws from other source material (Wraith, Vampire, etc.) which may also be appropriate. As always, your storyteller is the final arbiter of what you may or may not add to your sheet.

New Background

Potency

This background works for Wraiths and Risen exactly how the Generation background does for vampires. It provides the same benefits and follows a similar progression. They may purchase it at the rate of one trait per year on the anniversary of their rising (after the initial purchase of course) until they reach five traits. For balance purposes, in OWbN, Risen will be limited in the amount of Potency they may purchase equal to the level of Generation a vampire may purchase.

Level	Max Traits	Max Abilities	Pathos/Turn	Willpower
0	10	5	10/1	2/6
1	11	5	11/1	2/8
2	12	5	12/1	4/8
3	13	5	13/1	4/10
4	14	5	14/2	6/10
5	15	5	15/3	6/12

In the event of a supernatural character becoming a wraith (this takes a simple majority vote from the OWbN council per Character bylaw 10.n.ii.1) or Risen they start at a Potency rating equal to their Generation, Rank, Balance, Dharma, Arete or equivalent trait if not listed here at no cost. They may then purchase additional traits as described above (1/year until level 5).

Health Levels

Risen have an advantage over vampires and other denizens of the World of Darkness. Their starting health level is equal to their Permanent Corpus levels as a wraith at the moment of their Rising. Wraiths begin the game with 10 Corpus levels and there are merits that can increase that starting level. When a Wraith (or Risen) fails a harrowing, they lose one permanent Corpus level *that cannot be repurchased*.

It is possible to regain permanent Corpus through extreme measures at storyteller discretion, but these measures will always involve the most heinous of acts and will always give the character a permanent trait of Angst.

Healing Damage

Healing damage works mechanically identical to the method used by vampires. The Risen spends one trait of Pathos and heals either two bashing or one lethal damage. The Risen may also spend three traits of Pathos and get a full night's rest to heal one level of aggravated damage. There are also Arcanoi and Disciplines that can assist with healing of course but learning those specialized powers may be cause for a story focused around the attempt.

Credits

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With Special thanks to the Players, Narrators, Storytellers, Bookkeepers, Player Representatives, Subcoordinators and Coordinators of One World by Night.