

Marvel Magic

Quite the strange world, this one. You're probably familiar with it -- maybe you've even been here before. But there's more to it than what you've seen in the past. Underneath the spandex and the heroics on the surface rests an even stranger world, one of magic and mysticism, gods and demons. The myths and legends of the past are largely true, from the court of king Arthur to the gods of Mount Olympus, strange and powerful beings have walked this world and the myriad of others connected to it.

Even in the modern day, when much of the magic in the world has been supplanted by science and the heroes and monsters of old have been replaced by newer breeds, the myths of the past have far from vanished. Many have blended together: Thor, the Nordic god of Thunder, and Stephen Strange, the Sorcerer Supreme of Earth's dimension, have both served on the Avengers, earth's mightiest heroes. Even science and magic are not completely incompatible and some brilliant few have managed to mate them into something greater than the sum of its parts.

Mostly this is a world of stories, many and varied. You are of course no stranger to forging stories and whatever tale you weave in this world is sure to be an interesting one. Here's **1000 CP** to decide the beginning of your story below. Choose wisely, because you'll be spending the next decade here.

Location

Where will your story start? You can choose to begin anywhere on earth that you could reasonably be. So you could choose to be in the middle of a crowded city or in a rural village, but you couldn't start in the Oval Office or Area 51.

Gods and Demons can instead choose to start in their home dimension, if they choose.

Origin

You may choose eschew the histories and memories from any of the below, instead simply appearing in the world with nothing but what you bought here or brought with you. Your age and gender are up to you so long as it is possible, though gods have most likely lived at least a few centuries.

Genius: You've always been brilliant. Even at an early age your intelligence was impressive and you showed an interest in learning and in taking charge. As you grew, so too did your ambition and your lust for more knowledge. You mastered mundane sciences and perhaps even turned your analytical mind to the occult. Whatever the case, your intelligence is the greatest weapon you possess.

Warrior: You're a fighter and you always have been. If you knew they existed, spells and sorcery never held your attention in the way a good fight did. As a child you were always eager to throw the first punch and then throw the rest of your body into the fight that ensued. As you got older the fights got more dangerous and more serious, but still you kept on.

Sorcerer: A real mage, that's what you are. Through study and effort, you've learned to call upon phenomenal cosmic power, commanding other beings and even bending the very fabric of reality to your whims. Your power and skill are modest so far, but those willing to pay the price demanded of those who practice the mystic arts will find there are few things they cannot accomplish.

Trickster: Spell or fist was never your preferred method of doing things. Your natural charm, your stunning good looks, or your sharpened silver tongue was always your go-to. Oh sure, you have a few tricks outside of that, but how often do you really need it when you're as persuasive as you?

Race

Human (0 CP): Good old homo sapiens. Much the same as they are on pretty much everywhere. Individually they are rather insignificant physically and are generally nothing too impressive mentally or magically either, but earth and humanity play many pivotal roles on both the universal and multiversal scale, often ending up center stage – or right in the eye of the storm. And just because most of them are nothing impressive doesn't mean that none of them are, as some humans are incredibly formidable even amongst the powerful beings of this world.

Demon (200 CP): Demon isn't a term meant to describe one uniform group of beings. Rather, it encompasses an incredibly diverse range of magical beings. Your appearance is largely up to you, allowing you to appear as anything from living flame to a classical demon with horns and bat wings to basically human or even something more bizarre such as a multi-headed snake. The only restriction is your base size must be between that of a squirrel and an average car. Your nature means that you're likely to be at least several times stronger than a human as well as having natural talent with magic and more personal power to call on than humans. If you wish, you may instead choose to be the offspring of a demon and a human, with your natural form appearing to be a human but possessing the ability to take on more demoniac features when calling on your power or feeling anger.

God (300 CP): The decadent gods of Olympus, the fierce warrior deities of Asgard, or one of the numerous other pantheons of earth. Whatever the case, you are now counted amongst these beings. Though only a common god, weaker than the truly divine entities at the top of the food chain, you never the less stand head and shoulders above most mere mortals. You possess a fittingly divine vigor, rendering you all but immune to mortal diseases and toxins as well as granting you a lifespan measured in millennia if not complete agelessness and you also do not need to breathe and require much less sustenance in general than mortals. Your physical capabilities are far beyond most mortals, allowing you to throw cars, ignore small and medium arms fire, heal rapidly from any injuries that aren't immediately fatal (though you can't regrow missing limbs or organs without magical assistance), and fight for days or weeks on end. Your magical abilities are similarly enhanced, allowing you to not only channel far more power than normal mortals but to also power you magic with your own divine life force – though your power will wane somewhat outside of your pantheon's home realm.

Perks

Discounts are half off, 100 CP choices are free when discounted.

General

Superior Science (300 CP, Free for Genius): Magic is undeniably useful and powerful... but people have made great strides without relying on it as well. Humanity has used technology to conquer the earth while other races have forged great, universe-spanning empires without ever relying upon the mystic arts. You now gain a talent with the science of this world. Far from the smartest person on the planet, you are still capable of creating technological wonders far in advance of what your old world was capable of. From laser guns to armies of robots, if you have the materials then you can create technology that can stand up to mysticism.

To Do Battle (300 CP, Free for Warrior): To be a warrior, one must be able to make war, no?, You have either been trained in combat to an advanced degree or have simply been in enough fights to become more than a little proficient in holding your own. You might have been trained in martial arts by a master, have expert marksmanship from time spent in the military, or even training with a melee weapon from the heroes of old. Whatever the case, you're a force to be reckoned with and most would do well to be wary picking a fight with you.

Sorcerous Schooling (300 CP, Free for Sorcerer and Trickster): You've had some basic tutoring in magic, granting you enough skill to throw around some spells. Magic is capable of an incredibly wide range of effects, accomplished through an equally diverse number of methods that can range from simply willing something to happen to sacrificing a virgin while chanting a poem as the planets align in a once-in-a-millenia event. However, the principles of most human magic falls under the the Three Fold Path, devised by Agomotto, the first Sorcerer Supreme. The Three Fold Path involves drawing power from three primary sources for different effects.

The first of these sources is a sorcerer's personal reserves of magic, called Ego-Centric Magic or Arcanum Ego. One's own life and soul. The amount of power a mortal sorcerer can siphon from themselves without causing harm is relatively limited, but the advantage is that such power can be easily directed by will alone. As a result, the primary use of tapping into one's personal is utilizing various psychic powers. Peering into the minds of others or hypnotizing them with a glance is possible as is exerting one's will on physical objects or prying your spirit from your body to project into the Astral Plane. As a relative beginner in the Art, your strength in these powers will be fairly weak, but can be greatly improved with the right training. And do not think that just

because these abilities are weak that they are not useful.

The second source of magic is called Eco-Centric Magic or Arcanum Eco. This magic involves invoking the ambient mystical power of the dimension the sorcerer is currently in, usually through ritual, gesture, or incantation. This encompasses everything from simply drawing magic from the air to tapping into the leylines that cross the worlds. The effects that can be created by utilizing this type of magic is varied – perhaps infinitely so. Everything from conjuring and controlling the elements of nature to eldritch blasts and shields to transforming a man into a frog is possible so long as one knows the proper spells to do so. However, as these spells draw upon the energies inherent to a certain dimension and as such will often be less effective or not function correctly when a sorcerer finds themselves in a different world. In addition, though these magicks are varied and powerful, there is a limit to the amount of power a sorcerer can gather and channel without the aid of artifacts or other powers.

Which brings us to the third source of power available to those who walk the Three Fold Path, that of Exo-Centric Magic or Arcanum Exo. This method draws upon mystical beings or forces that dwell in other dimensions, known as the Principalities and Powers. A dangerous and advanced form of magic to those who have not mastered sorcery, but also a potent one. To invoke such a source of power, one must know precise and complicated gestures and incantations which will open a line of contact with the being or force in question after which one may channel to magical power gained into a desired effect. This could be an effect of its own or it could be used to simply enhance another spell, though for either the effect is often flexible, allowing the sorcerer to manipulate it to their will. Such power, however, does not come without due cost. By calling upon these otherworldly sources of powers, one accrues a mystical debt to the being in question, which they may one day come to collect...

Gods and Demons may also use any of these sources, but themselves have greater personal reserves than a mortal sorcerer, which they can invoke to more potent magic comparable to that of Eco or Exo Centric magic, depending on their own power.

Soulsword (300 CP): At some point in your past, you utilized a dangerous ritual to manifest your life force, your very soul, before you. Plunging your hand into the manifestation of your being, you withdrew a weapon. What shape this weapon took is up to you, but regardless of its appearance its abilities will remain the same. First among its traits is that it cannot harm mundane matter, simply passing through it as if it wasn't there and leaving no trace of its passage. However, mystical energies and beings will fall before it. Be it a sorcerer or a god, a curse or an enchantment, the

weapon will rend it easily. A magical shield would be dispelled with a single swipe, a normally indestructible golem could be easily shattered. This even applies to things that aren't quite "magic" as well; dispelling a psychic's control over someone would be as simple as cutting it out of them. And when you have no need of the weapon, it can be banished back into your soul with a simple effort of will – and recalled to your hand just as easily.

You may import another weapon into this to gain these qualities.

The Brave and The Bodolf (400 CP): For those who seek power beyond their kin, there are methods of achieving their goals. Some strive long and hard, pushing their forms to and beyond their limit. Some turn to study, mastering science or sorcery to bend the world to their wills. And others yet still find other methods, making pacts with dark beings or taking extreme risks to gain power *now*. You now know of one such method, though whether you choose to utilize it is your own choice to make. This method takes the form of a ritual in which the one seeking power speaks ancient words of power and drinks the still-burning blood of a dragon.

At first, they will notice no change. But then, when adrenaline flows, they undergo a transformation. Gaining several hundred pounds of muscle mass and several feet of height, their skin turns as black as night and their eyes glow red like burning coals. In this form, their strength and durability are massively increased, making them one of the strongest and toughest beings in this world. But they also lose themselves to rage, consumed as a berserker until eventually the rage subsides or they are knocked unconscious, returning them to their original form. they may be able to learn control over these transformations, but it will take time and great effort. If you wish, you may choose to have already undergone this ritual and gained this power.

Human

Bill, Born of Bills (200 CP): There's just something about you. Something that seems to grab the attention of supernatural beings. Maybe it's your honesty, boundless curiosity, or even simply your kindness. Whatever it is, those things that stand outside of normal humanity seem to quickly become strangely fond of you, if they were already neutral. A monster might quickly become a close friend if you show them kindness and perhaps a goddess may even fall in love with you, were you but a normal man. This doesn't happen immediately, of course. You can't simply expect the prince of the gods to heed your words as soon as you meet him, but maybe he would be so inclined were you to spend an evening dining with him.

Who Deserves To Rule? (400 CP): Humans are rarely blessed with naturally great strength and even amongst those who are born with power, greatness is not born, but *made*. The will to improve, to never surrender, is a powerful thing. And now your will is unconquerable, as rigid as adamantium. Pain is hardly even noticed, weariness and doubt are easily swept aside. Attempts to corrupt or control your mind will find themselves slamming into a mental fortress. You will do as you will, Jumper.

Spirit of Vengeance (600 CP): Ghost Riders were spiritual entities created long ago by heaven to scour the earth clean of impurities. For many years, they served their divine purpose, protecting humans and punishing evil. But events conspired and many Spirits were bound while others yet were corrupted. These spirits were bound to human hosts who acted as limiters for their power and mediators of the justice doled out.

You find yourself as a host to an unbound Spirit of Vengeance subservient to your will. At your will, you may transform into the form of a skeleton coated in hellfire, which grants you access to a number of supernatural powers. First among them is the hellfire that surrounds your form, which you can summon and command as you will. This magical fire also has a number of other abilities such allowing you to channel it through weapons to enhance them, making supernaturally sharp burning blades, chains that move at your command, and even guns that fire ammunition composed of hellfire. It can also be channeled into vehicles or even living mounts, granting them a demonic, flaming appearance and enhanced abilities. You also possess greatly enhanced physical abilities and can quickly regenerate from severe damage. There are any number of other magical abilities you may be able to discover in time, from teleporting through fire to summoning biblical plagues. But the most powerful ability in your arsenal is the Penance Stare -- by making eye contact with another being, you can force them to feel the weight of all the sins they have committed in their life, inflicting grievous damage upon the mind and soul of most. It matters not the power or defenses of the being in question; the only way to avoid the Penance Stare is to either be completely innocent of

sin or to avoid staring into the Rider's eyes.

I Found It Beneath Me (1000 CP): Humans are fragile, fleeting things. Here one day and gone the next. But in their mortality, there is a certain strength, a thirst to learn and grow. And in you, this burns more brightly than most any other. You are a paragon of man, a prodigy among geniuses. You will find that any task set before you is mastered far faster than otherwise. Be it sorcery, science, arts, or something else entirely. So long as it is something you can learn, you will be able to do so in a fraction of the time it would take others. Perhaps you would learn a language in a days or master a martial art in a week. Though, this is not absolute mastery. There are, perhaps, those who will be able to surpass you in individual fields, though these will be the greatest minds alive and what does it matter if you'll never be the best at something when you're the second best at everything?

Demon

Soulfire (200 CP): Demons are often seen as beings of fire. Hell is thought of as a pit of eternally burning flames by many. Well, while not all demons are of fire, many are and you count yourself among them. You have command of an unearthly flame known as soulfire, a kin to hellfire. You can summon and manipulate this potent infernal flame and while it can function as normal fire, burning matter with heat, its true purpose -- as the name implies -- is to scorch spirits. Magical and spiritual entities will be burned by this fire, not only being affected even if normal fire could not touch them, but actually being particularly harmed by it.

Your Immortal Soul (400 CP): Souls, souls, souls. The mortals always think your kind are after their souls for some purpose or another. Not all demons want to devour their precious souls, you know? Not all demons even *can*. But you can, though whether or not you choose to do so is up to you.

By consuming a soul or spirit, you will gain a permanent increase in magical might, though it is likely to not be a terribly significant amount from a normal human soul. And it's just power, you won't gain any knowledge or special abilities possessed by the soul. Also, word of warning: don't try to consume the souls of the overly righteous or pure. It's not particularly enjoyable and may result in an acute case of explosions.

One More Deal (600 CP): Speaking of souls, it is somewhat amusing how eager many mortals are to simply trade theirs away in return for trifling rewards. You may make infernal contracts with mortals, a binding exchange of goods and services. It doesn't even *have* to be souls you trade for, you could trade in powers, love, memories, and so on. The contract is magically binding for them, but keep in mind that it is also binding for *you* as well as the fact that it is bound to the letter of the agreement, not the intent. This contract will bind any being who openly agrees to it, no matter their power unless they are truly all-powerful. As a final boon to make this easier, you may focus any magic you possess through these deals, foregoing any rituals or incantations to accomplish things with a simple snap of your fingers just so long as it actually is possible to do so with the magic.

Hell Lord (1000 CP): You are no bottom-feeding devil or mouth-breathing spirit. You are a Lord of Hell, a king among the infernal. Your magic and strength are enhanced in power and scope and you have a slice of hell over which you rule. In your own dimension, you are immortal and near all-powerful. If someone were to somehow destroy you inside of it, you would simply reform.

By default it has a rather bleak appearance, fitting for a hell. However, you may reshape the inside of your dimension at-will. It will begin with size comparable to a large city, but

buy feeding souls to it, you may increase its size. In addition, you may import any sort of pocket dimension that you already possess into this role and in the future you may even be able to have it devour other pocket dimensions that you gain, merging them together and increasing the size.

God

Even a God (200 CP): A god may be immortal, may walk with their feet treading upon eternity. But even a god's mind is not infallible and may yet be worn through the millennia. At a thousand years old you may have forgotten your earliest childhood. At three thousand, perhaps you've forgotten your first lover's face. And this weighs heavy upon some gods. But for you, this is no longer an issue. Your memories are truly infallible to the rigors of eternity and the fog of ages. Never again will you find a name evades you just on the tip of your tongue and the image of a face will be as clear in your mind's eye a million years later as it was a minute after the fact.

Domain (400 CP): All of your kind are gods, but not all of them are gods *of* something. Well, now you are. As Thor is the god of storms and strength, Loki the god lies (or perhaps Stories, depending on the Loki in question), and Ares the god of war, you now have a domain which you have power over. You'll be able to sense things related to it and command it to some degree. A god of storms could feel a front in their bones and call a bolt of lightning with a shout where a god of magic could weave magic as easily as a mortal breathes, foregoing most spells entirely. As you grow in age and power, so too will your connection with and command over your domain increase. Some are also immune or resistant to their domain; a god of fire is hard to burn, for example, but a god of war would only be somewhat more resistant than normal to strikes from a sword. This also applies to power over domains, being less the more broad it is; a god of magic would not be impossibly far beyond their kin, for instance, though they would find magic easy to learn and manipulate.

You may purchase multiple domains.

Elder God Hybrid (600 CP): The elder gods are the progenitors of all the divinity upon earth. Some of the first beings to appear at the dawn of this world, they were immensely powerful even in their infancy. These days, few of these old gods remain, having been corrupted into more demonic forms or consumed by their fellows or Atum the God Eater. But some still remain: Gaia, the spirit of Earth and the mother of most its pantheons, still watches over the world. Oshtur left the world to study the paths of magic, but acts as protector in her role as one of the benefactors of Earth's Sorcerer Supreme. Chthon and Set took to evil and were banished to other dimensions, though they long to return.

Your mother or father lay with one of these beings, seeking an heir that surpassed their own kind. And in birthing you, they have succeeded. All aspects of your godly heritage are enhanced. Your life force burns brighter and will not be weaker in dimensions outside of your home. Your physical abilities are enhanced many times over, being to

others of your kind as they are to mortals. And any domains you have are similarly enhanced, making the powers you wield over the world comparable to that of The Mighty Thor.

Skyfather (1000 CP): Like mortals, gods as well have kings. Foremost among their kind and often the progenitors of their pantheon as it exists today are the Skyfathers, gods of immense power, both personally and in terms of that they wield over their pantheon. Odin Allfather and Zeus Panhellenios are two of the most well known. Kings incomparable, gods to the gods. At their word, mortals become gods and gods become mortals. When they do battle, galaxies quake beneath their blows.

You are an infantile Skyfather in your own right, much weaker than these titans of power, but still beyond most others of your kind. In time, you shall father a new pantheon, a race of gods which you will hold divine authority over. Any children you have will themselves be gods and likely powerful ones at that. But your divine power is not limited to simply your own bloodline. Though at the current time it will be greatly exhausting for you to accomplish, you may once a day --or perhaps more if you are willing to face a greater toll -- infuse a mortal with a spark of your divine power, uplifting them to divinity. The life force and power of any gods of your new pantheon are yours to command, allowing you to strip it from them, rendering them mortal unless you return it, or to direct their souls as you choose upon their death.

In addition, your own divine life force is enhanced even further beyond what it was before. In addition to increased magical potency, it is much more easy for you to call upon, allowing you to perform great magical feats under your own power even without sorcerous training. Practically any magical feat you can imagine can be accomplished as long as you have the power for it, though it is harder to apply this in minor efforts than it is in grand ways -- you have great power, but lesser precision. Of course, this power is insignificant before the might of those who wield the Odinance... for now. But gods live long lives and your power is sure to grow as you do; who knows where you shall stand millennia from now?

Genius

A Word Is A Bond (100 CP): To break one's word is despicable, even to those called villains. When you sincerely offer a word of promise to others with no intention of breaking it, then they will be able to instinctively tell that you speak truthfully and will be more likely to accept your proposal. Of course, this applies to the letter, not the spirit of the deal...

JUMPER SPEAKS (100 CP): You are a being of importance. Your words carry weight and authority, and when you speak them, others *WILL LISTEN!* BE THEY KINGS OR PEASANTS, FRIENDS OR FOES, YOUR WORDS WILL NOT GO UNHEEDED! If only because you're yelling in a bombastic voice. This perk also increases your ability to speak in any situation, whether it be threatening someone or stringing together an inspiring speech on the spot. You'll never need to worry about tripping over your own tongue or embarrassing yourself with your words in front of a large crowd.

Terrific Tyrant (200 CP): One's reputation can make it harder to succeed in their goals. If the world looks on you as some terrible despot or evil villain, who will trust you enough to see your noble intentions? Maybe this slander will even turn your allies and underlings against you. Well, not you. Your people see you as you truly are, see the good in your actions. So long as you treat those beneath you fairly, acting in their best interest and doing them no undue harm, they will tend to look upon you in the best light. Maybe you are trying to conquer the world and maybe your citizens do have some freedom stripped away. But your people see the truth here – that you're trying to unite the world under your just rule and that the freedoms stripped from them was simply to protect them. Oh, sure, some individuals will disagree with you and maybe even betray you, but treat those who serve you well and most will remain fiercely loyal.

They Will Prosper (200 CP): Being able to make fantastical tech that can compete even with magic is all well and good, but is it really being put to optimal use if you're the only one directly benefitting from using it? You will find you have a knack for scaling personal technology to a larger size. Turn a personal shield into something that can protect an entire city or make your particle gun into a weapon of mass destruction. Of course, just because you can figure out the logistics behind increasing the scale of your technology doesn't mean you actually have the resources to make these plans into a reality -- and you can bet increasing the scale by a large degree will see a comparative increase in the cost of resources.

Recreation (400 CP): Knowledge is power. You know this simple truth. And for you, this is more true than for most. After all, magic, science, it all boils down to knowledge, does it not? All of it requires knowledge and all works are built upon knowledge. You

can now gain this knowledge by studying creations, be they magical or mundane. Given time to study an enchantment, magical working, or even technology so advanced as to appear as magic, you can glean knowledge of the principles behind it. This allows you to not only directly recreate the work in question, but also to expand on the knowledge gained from it, potentially unfolding it into an entire field of science or a magical system. Of course, the more advanced or eldritch the knowledge, the more difficult it will be, but given enough time, you can succeed.

Ovoid Mind Transfer (400 CP): A mental art of the advanced and peaceful alien race known as the Ovoids. The technique grants the abilities to transfer one's mind into another body through eye contact. The Ovoids themselves used the ability to become effectively immortal by transferring their minds to mindless clone bodies when they approached their death, but it is also possible to use it in a more sinister manner. By making eye contact with another living being, it is possible to transfer your mind into their body, possessing them. This requires you to mentally overpower them and it can be undone if your concentration lapses, but it is a powerful and dangerous ability.

THE POWER IS JUMPER'S! (600 CP): Power. So many beings are born with great power and take it for granted, don't truly appreciate what they have. But not you. Whether you were already powerful or not, you take none of it for granted. Any power you have is yours by right of birth and any power you claim is yours by right of conquest. Those who attempt to drain or steal your powers will find no purchase in their schemes. And more importantly, any powers you claim, by thievery or by being granted them or by making pacts with other beings will be yours. These will integrate into you, becoming as though they were always yours. If you drained the power from another, it would then be *your* power. If you were granted boons by your god, then betrayed their creed, your boons would not betray *you*. If you sold your soul to a demon then snubbed it, any dark powers granted would be *yours* to keep.

This doesn't affect inherent limitations on abilities such as a natural time limit on how long you can utilize a power, but rather external attempts to interfere with your powers. This also doesn't remove the necessity of an actual source of power for such abilities.

Science and Sorcery (600 CP): Ordinarily magic and science are anathema to one another. Magic is not so simple or subservient that it can be mapped out with laws and hypotheses and will often take offense to attempts to do so, spitefully refusing to cooperate just as you think you're beginning to understand. For you, however, this is an entirely different story. Not only do you find it easy to mimic the effects of technology with magic or vice-versa, but you are talented at melding the two together into something more than the sum of its parts.

Warrior

Jumper, the Ever-Glorious (100 CP): The Mighty Thor, the Incredible Hercules, Fandral the Dashing, Hogun the Grim, Skurge the Executioner. These great warriors and many more of their peers have their iconic titles, each well-earned through deeds and as well-known as their actual names. You as well may declare such a descriptive title that will become an iconic part of your name, bound to yourself so that when someone speaks of your title, those with knowledge of you will know to whom they refer. In addition, tales of any exploits performed under this name will travel far and wide very quickly, resulting in your well-earned fame being properly learned of by the masses.

Battle Banter (100 CP): Some people enter battle with a grim face, trading blows with their enemy but never words. But battle need not be a somber affair and just because you're trying to kill someone doesn't mean you can't share a quick laugh with them. You're particularly skilled at bantering with someone or otherwise holding a normal conversation with someone during a fight or other stressful or dangerous situation.

Prince(ss) of Power (200 CP): A warrior's body is a weapon in and of itself and a warrior knows to maintain their weapons in prime condition. Yours in particular seems to have been crafted by a master and well-kept, having not only been trained to the very pinnacle of what your physical form could achieve, but also naturally having a larger and more attractive form than most of your kind. Half a foot taller than you would otherwise be and with rippling muscles that make it look like you took enough steroids to kill a small elephant, you nevertheless find that your increased size and bulk will not hinder your movements – least of all in combat. And that's not all; you'll find that displays of your well-tuned physical form will catch the eyes of others much more easily, even those who would otherwise not be so easily wowed simply by large muscles and physical fitness.

Have At Thee! (200 CP): Some were simply not born for war. They see not the glory of honorable combat, crave not to face a worthy opponent in a test of might. The pain and the fear and the dying men that lie on the ground are all they see. But not you. The strain of combat placed no stress on your mind. Enemies will find no fear on your face, instead simply a grin and battle cry upon your lips.

Fist of Iron (400 CP): Great power rests within the body of all living beings, if only they know how to draw on it, to focus it. Those who do are few and far between, but you count yourself upon their number. Be it through an encounter with some great being or force or simply through years of arduous training and meditation, you can focus the chi energy in your body for incredible feats. Being able to manipulate this life energy can

allow for a large number of feats. The most basic of these abilities is simply heightening your physical and mental abilities, making you capable of feats of strength, speed, and durability beyond your natural peak. You can also focus your chi to heal yourself or others and to heighten your senses to supernatural levels or even to meld your consciousness with that of another being you are in contact with, peering into their mind. Your most formidable ability, however, is your ability to focus all of your chi into your fist, allowing for incredibly powerful strikes. Properly focused, one punch can shatter buildings or destroy speeding trains while leaving you unharmed. However, this is heavily draining -- at first it may leave you completely exhausted to simply do so once, though this will improve with time and training.

And That Is Enough (400 CP): A warrior who fights with honor is deserving of respect and admiration, though they do not always receive it. Skulking rogues and cowardly tricksters care not for heroics and would spit on the memory of great men and women and the common people are sometimes ungrateful and uncaring for those who stand to protect them. Well no more shall you suffer these fates. You will find that when you fight with honor and courage, you will gain adoration from the masses, recognition from your peers and superiors, and -- most likely begrudging -- respect from your foes. People will be much more willing to look past your failures and shortcomings when they are made in pursuit of a noble goal. You won't be charged for property damage while saving a city from a rampaging monster or sued for breaking a man's neck in the process of saving him. And should you fall in a heroic final stand then your legend will be held in song ages to come and even the enemies you foiled in doing so will bow their heads in a moment of silence.

Forgemaster (600 CP): You are skilled in the art of the forge. You craft weapons and shape armor in the way a master artist plies their trade. Perhaps you trained with a god of the forge or studied under the dwarves of Nidavellir or maybe you've simply honed your skills over a lifetime's. Whatever the case, your skill with the forge goes beyond what normal mortals would be able to accomplish. You have the skill to work with metals -- though perhaps not the natural hardiness required to survive the conditions needed to forge them. And even were you to only have sub-par mundane materials, you could still craft weapons and armor fit for any king who has ever lived. Further, if you know how to utilize the mystic arts, you will find yourself talented at enchanting your creations with your spells and perhaps you will even be able to forge great and powerful artifacts. But the modern world has largely moved beyond the crude weapons of old and if you wish, you may do so as well. With some effort you would be able to transfer your skills to more advanced components, creating powerful firearms or masterful mechanical vehicles.

Unstoppable Force (600 CP): Do they know who you are? You're the jumper, bitch! You are a channel for the power of some extradimensional entity or force, granting you vast physical powers. Your strength is enough to shatter mountains and trade blows with gods of strength. You are also covered in a mystical force-field that renders you virtually immune to damage, though which can be temporarily dispelled with enough damage -- of course, even then your durability is still tremendous, leaving you unharmed by all but the most powerful of weapons, though much less resistance to magic. If something does manage to harm you, you possess a healing factor that allows you to recover from even fatal wounds extremely quickly. You also possess no need for sustenance whatsoever and you will never tire from physical activity.

However, there are a couple of catches. First, your immunity to physical damage does not extend to mental or spiritual attacks, leaving you vulnerable to abilities that target your mind or soul. Secondly, your abilities only function at the peak of their capacity when you are truly following your own desires. If you are doing something reluctantly or your heart simply isn't in it, then your power will be reduced to a fraction of its potential -- still formidable, but no so world shaking as it could be.

Sorcerer

Sorcerous Sight (100 CP): There's so much more to the world than most people know. Magic and life can be found pretty much anywhere, if only one knows how to look for them. You may open and close a third eye on your forehead with an effort of will. This eye is not physical and is only visible to someone or something else similarly spiritually aware. While this eye is open you are able to peer into all the magical and spiritual layers of the world, revealing things hidden from mundane sight. Simply looking around a busy street you're likely to see as many strange and colorful magical beings as there are people. Most of these are harmless, simply magical algae feeding on ambient magic or the emotions in the wind, but some of them are parasitic or malevolent in nature. If you wish to do something about these harmful spirits, well you can at least try, because opening your third eye allows you to physically interact with such intangible beings.

By The Boldly Blinding Bolts of Balthakk (100 CP): One quirk about of the magic of this world is that a lot of its spells are long strings of alliterative words -- and anyone who's ever tried to say Peter Piper Picked a Peck of Pickled Peppers five times fast can tell you that alliteration is more trouble than it tends to be worth. Well now you'll never have to worry about that becoming a problem again. Your tongue is now limber enough that tripping over words is a thing of the past for you and hey, maybe you could even tie a cherry stem in a knot with your tongue.

Astral Master (200 CP): Magic is primarily drawn from three sources: the ambient mystical energy of the dimension you are currently in, the power of artifacts or beings of an extradimensional or interdimensional nature, and the personal reserves of a mage's own soul. Skill with these three are not entirely intertwined and must often be advanced separately and each has their own area of specialty. The personal power of a mage, drawn from their own mind and spirit, is thus by far most adept at manipulating those things. Powers of hypnotism, telepathy, and astral projection are the primary trade of such magic, of which you are a skilled wielder. Long hours of meditation have cultivated a mastery of these techniques, allowing you to easily call on them with but an effort of will, allowing you to search or speak into the minds of dozens of people, hypnotize a man with mere eye contact, and project your spirit onto the astral plane for up to 24 hours before you are locked out of your body and it begins to decay,

Emancipation Invocation (200 CP): Truly advanced or powerful magic often requires invoking the power of great mystical beings to channel into your spells. The problem with doing so is that universal truth: there's no such thing as a free lunch. Magic always has a price, see, and many beings will feel that price is owed to them. In many cases it is best to simply pay your debts, avoiding the wrath of a godlike being and leaving open the possibility of calling on them once again in the future. However, there are times

when you cannot or will not do as they ask. In those times, you may invoke the Emancipation Invocation, cleansing you of mystical debts of your choosing but also of power from and bonds to the one you owe the debts to. Be wary however, as most beings will likely be gravely offended by this and are unlikely to be willing to treat with you in the future.

By the Hoary Fucking Hosts (400 CP): Arcanum Exo, to draw upon the magic of powerful beings to fuel your spells. Yet this is a difficult and sometimes dangerous type of sorcery as you risk drawing the attention of great and powerful beings who may keep track of the mystical debt you accrue. Though even with the risks entailed, many sorcerers consider it worth it as this often allows for greater magic than they could cast under their own power. You are particularly talented at this type of magic, finding natural ease in gaining the favor of a magical being and establishing a channel for their power. Furthermore you will also find it simple to call upon the powers of similar beings in future jumps as well and even to continue calling upon them after you leave their native jump, so long as you left in good standing. Most beings will be amenable to you invoking them for power, though their curiosity will often be roused and they may feel you owe them a debt and if they have some reason to dislike or oppose you, they can easily refuse your pleas for power.

Doctors Without Dimensions (400 CP): See, here's the thing about being a sorcerer: You deal in a lot of strange things in a lot of strange places. You even sometimes find yourself on other worlds. While this is neat and all, if you've been paying attention you'll remember how I mentioned that some spells don't function correctly outside of the dimension you learned them in without extra training. Well now you no longer have to worry about that.

For you, it seems magic really is just magic, despite all the subtle and not-so-subtle differences in the energies. When you cast a spell, so long as there actually is enough magical energy to fuel it, it'll function correctly. For the most part. You'll never have to worry about incompatibility of the ambient energy of different dimensions or whether the magical energy used by one system of magic will function with another, but if you try to push this too far, there could be... unpredictable results. Who knows what would happen if you tried to use magic of pure order to power a spell of chaos or tried to channel holy energy into raising a legion of the damned?

Artifact Savant (600 CP): Agomotto, the first Sorcerer Supreme of earth, created many wondrous things still in use all of these millennia later. Perhaps his most notable creation was that of the Three-Fold Path, a system of magic still in widespread use today. But also extremely important were the potent magical artifacts he created, many

of which serve invaluable roles as badges of office for the Sorcerer Supreme and tools for the defense of all existence. You understand just how powerful and important such tools can be, for you yourself are a skilled and talented enchanter. You find that imbuing items with powers is a simple matter for you, overlaying nearly any spell or magical ability you know onto some item to more easily invoke it yourself or even to allow others to do so. Though you are not yet as skilled in the creation of such wonders as Agomotto, this may yet change in time. Perhaps you will even find a way to permanently imbue living beings with your magic to grant them great powers of their own.

Sorcerer Semi-Supreme (600 CP): Not quite a Sorcerer Supreme – at least not of Earth, perhaps you are one of a smaller dimension. Or perhaps you were simply apprenticed to one such being. Regardless, you are a cut above most mages of your kind. Your aptitude for the mystic arts is far beyond most, allowing you to quickly advance in the use of magic in a fraction of the time it takes others. You learn spells and rituals in hours or days what would take others weeks or months to work out.

In addition, you will find that most magical beings and other mages instinctively pay you some amount of respect and understand the importance of your task as a defender of all reality. Your words carry a weight such that most mystically inclined beings will hear you out, at least heeding your warnings.

Finally, in future jumps you may declare one dimension to be Sorcerer Supreme of, in which you will find your magic to be twice again as powerful as it would otherwise be. Spells meant to defend against or banish otherworldly threats will be particularly bolstered in world.

Trickster

Enthralling (100 CP): Not all tricksters and rogues use words and guile. Some are simply so stunning that words are often unnecessary. And now, you count yourself among these. Your appearance is far beyond the norms of your race, forever freeing you from worries of minor blemishes or bad hair days. A smile from you can make the average person weak in the knees or beside themselves with jealousy. The only question lies in how you will use your great beauty?

Fool Me Once (100 CP): It was just a prank! It's in your very nature to scheme and connive, to trick and play. And others seem to understand this, granting you more leeway, allowing you to somewhat more easily find forgiveness, find that second chance in others. Of course, there is a limit to this. If you betray someone one too many times or simply a particularly heinous act, you'll find that people quickly wise up to you and stop giving you more chances to burn them.

A Very Different Thing (200 CP): There are those who would turn your very being against you, replicating your powers or even using your genetic code to create clones of you for their own purposes. Well you in particular don't have to worry about it quite so much as others would. There's something chaotic about your being, twisting and changing, warped and eldritch to those who would turn it against you. Now any attempts to replicate your powers or utilize your DNA without your permission are distorted, making it nearly impossible. It could still happen, but it would take an extraordinary sorcerer or a madman; no normal scientist could do it, no matter how advanced or intelligent.

Self Shapeshifting (200 CP): You are you, no matter the form you take or the shape you wear. However, some forms are particularly suited for you, being near as natural to slip into as any other. You have the innate ability to shapeshift into forms that are *you* in some manner. You could shapeshift into an opposite-gendered version of yourself or take the form of a fox or even a humanoid fox of an opposite-gendered humanoid fox. However, such forms will always be you, whether it you as a woman or you as an animal or you as an elf, it will still be you as you would be in that form. It is impossible to use this to take the form of another individual.

Enchanting (400 CP): Your charm, such that it is, is a powerful tool. But it alone is not always enough. When such occasions arise, you are able to bolster it through supernatural means. Through one particular means of physical contact with others, whether it is a kiss, a handshake, or something else similar, you may enthrall others. Once enchanted in such a way by you, they will retain all of their former intelligence and skills, but will be entirely loyal and obedient to you. Such a spell will last roughly one well before it fades, though you may reapply it at any time to extend the duration.

Particularly powerful beings may be resistant or even immune and those with extraordinarily strong wills may resist your powers, but most will become loyal slaves with only a touch.

Beyond Death (400 CP): Your wiles and your schemes have gotten you in and out of any number of situations in your life. But perhaps the most impressive accomplishment you have managed so far, is to erase your name from the Book of the Dead. This will allow you to return from death instead of meeting your fatal end. Of course, Death is savvy and will notice this aberration, so this will only work once per jump. Still, it is a note of pride that you have managed to outwit even Death itself.

The Greatest Trick (600 CP): A trickster is not a being defined by the whims and laws of others – even if those laws are those of the universe. If you wish to remain as you are, nothing can change that. Neither can you be corrupted or redeemed against your will, no matter the efforts of others. But the reverse is also true, if you wish to change them you will do so – you must simply decide to be a different person. But this is also possible on a much more metaphysical level, changing fundamental aspects of your nature. Though this will be more difficult than simply deciding to be a different person, you could perhaps go from being a demon to an angel or a god of lies might decide to instead become a god of stories instead. This will likely require a long journey and great personal reflection, but it is always possible to change if you so desire. You are who you choose to be.

Quicksilver Tongue (600): That's it, isn't it? That tongue of yours is what really makes you a trickster. The reason you're to be feared. Your guile is as dangerous as any sword or spell. To speak to you is to take a gamble, as few men or gods are truly beyond persuasion or corruption. Given time and open ears, there is little you could not accomplish. Becoming an advisor to a king who doesn't trust you or starting a rebellion among a contented people is a simple matter for you, requiring only a measure of time and patience and brokering a deal with you is the sure mark of a fool. But be warned, some people really are too pure or simply too focused to corrupt and there are yet others out there who might match even your great wit.

Items:

Genius

Cloak (100 CP): You undoubtedly possess the skills and abilities required to triumph, but is it really enough to simply succeed and see your enemies driven before you? Of course not. It needs to be done in style, which is where this comes in. This is a cloak of choice of your color. It is large and of extraordinary quality, but despite the size and the fact that it flaps dramatically even if there is no wind, it will never hinder your movement. It provides little in the way of defense, but is warm, comfortable, and always seems to avoid being scathed unless it is directly targeted for damage.

Time-Shift Bomb (100 CP): This small crystal ball, roughly the size of a baseball, contains crystallized magical disruptions in the flow of time. When broken, it will shift everything in the immediate area two seconds back in time. While this may not seem like a lot, it can make the difference if you know how to make use of those two seconds. You get five and receive a replacement for any you use 24 hours later.

Castle Jumper (200 CP): What is the point of living if you don't do it in style? Certainly, you know the importance of aesthetics even in the face of practicality... but that does not mean that something can't be both stylish and practical. You are the proud owner of a large European castle. It's practically straight out of a storybook, having stone walls, great towers -- hell, the thing even has a moat. However, despite its ancient appearance, it is fully updated to the modern times. Possessing everything from standard amenities such as running water and electricity to a state-of-the-art security system and laboratories. The way you live should make a statement, a fact that you seem to understand very well.

Holy Splinters (200 CP): There are many dark and unholy creatures that seek to prey on the weak and the unprepared -- you are neither. You have come into possession of a number of pieces of the True Cross, upon which Christ was crucified. The holy powers that suffuse these simple splinters are such that even being near them will repel and bring great pain to creatures of darkness or things infernal -- though you yourself are immune -- and actually touching them will bring indescribably pain and boil the skin from their bones.

Magitech Armor (400 CP): What kind of fool would walk into danger without proper protection? Certainly not you. This is a suit of armor that bears a resemblance to that worn by a certain Latvian dictator, having a rather crude appearance. It is nonetheless a highly advanced union of magic and technology. Powered by a miniature fusion reactor in addition to being able to draw on magical energy for power, this armor is equipped

with a number of tools and weapons including standard energy blasts, flight, personal shields, and a teleportation system. The armor also serves to increase the strength and durability of the wearer, allowing them to throw cars and shrug off even large-sized explosives. But perhaps the most interesting feature is in its ability to record spells cast near the wearer, allowing them to replicate the features and incantations to cast the spells immediately – though likely with less effectiveness than someone trained in their use.

If you wish then you may import a suit of armor you possess, be it traditional or power armor, to gain these qualities.

Time Circuitry (400 CP): There are those with the power to turn even the currents of time itself against you. But you have methods of defending yourself. These schematics show you what is required to integrate time circuitry into other technology, perhaps as cybernetics or for your armor. While worn or otherwise integrated with your body, you will be protected from temporal manipulations, be it attempts to freeze you in time, cast you adrift in its flows, or even to kill your past self. You need never again fear such attacks so long as you wear this armor. If you bought the Magitech Armor above then you may choose to already have this integrated.

Jumperbots (600 CP): No man is an island, but that doesn't mean that you are forced to rely on others for support. Why bother when you could instead head an army of yourself. This option grants you an army of robots made in your image. There are three models available to you. You gain 1000 of the first model; these are basic models, very clearly robots and possessing only rudimentary intelligence, they are nonetheless adequate for most tasks. These are equipped with flight, integrated energy weapons, and strength and durability in excess of normal humans. Primarily useful as grun, basic soldiers, or enforcers. The second model, which you gain 100 of, possess all of the attributes of the first, but with a more human appearance and greater intelligence. This model is useful as a decoy or to attend to more menial tasks which you would prefer to avoid. Finally, you gain only 10 of the third model. This model is much closer in appearance and ability to you as possessing all of your skills and knowledge. Effectively indistinguishable from you without invasive testing, this model can even believe it *is* you if you choose for it to.

If one of the first model are destroyed, you will gain a replacement for it in one week. If one of the second is destroyed, you will gain a replacement in one month. And if one of the third is destroyed, it will be replaced in either ten years or when your next jump starts, whichever comes first.

Jumpveria (800 CP): What? You've never heard of it before? What do you– ...huh. Come to think of it, I haven't either. There's proper documentation for it and there are brief mentions of it in recent history, but it doesn't seem like anyone has ever actually heard of it. The place simply seems to have... shown up one day, filled with people and its own history – much like yourself. How curious.

In any case, – due to either some unexplained series of events or an incredibly unlikely inheritance – you are now the ruler of a small, and somewhat rural but quickly developing, country. Located in a place of your choosing, so long as it is out of the way. Perhaps it's a small slice of Europe or South America. Whatever the case, there is a population in this country, numbering in the hundreds of thousands and all of them admire you greatly and hold great loyalty and patriotism. You wield absolute power and have final say in all matters and so long as you do not blatantly abuse your people, they will continue to hold love for you. The majority culture and belief held by your people is largely up to you, though there will be as much variance as you'd expect. Most of your country is rural, but large population centers are likely fairly developed and luxurious, comparable to most first world cities.

This also comes with a bevy of benefits and advantages you'd expect from being the monarch of a country. In addition to the natural resources and manpower you'll have access to, there is no small amount of money you will be able to spend as you wish – though be mindful that spending it too recklessly may be harmful to your country and people. You will also wield diplomatic immunity in most other countries so, though this can only be pushed so far.

This will follow you in future jumps, appearing as an established country or kingdom, though one without much impact on the history or politics of the world up until that point and likely largely unknown to most.

Warrior

Arms and Armor (100 CP): Some warriors fight simply with your fists, but most carry some type of weapon. This is a well made but mundane weapon of your choosing. It can be anything so long as it is mundane, from a simple sword or axe to a cutting edge military rifle. As well, you have an equivalent set of mundane armor of a type of your choosing.

Helm of Hades (100 CP): As the name suggests, this gleaming golden helm was created Hades, the Olympian god of the underworld. Despite its gaudy and eye-catching appearance, it is a tool of stealth. Any who wear this helm will be rendered invisible, along with any objects on their person, for so long as it stays upon their head.

Enchanted Guns (200 CP): Mortals have proven they are mighty in their own way, standing amongst gods with tools of their own creation. How mighty, then, are the union between the two? These modern assault rifles serve as symbols of human might and are infused with divine magic. With the combined power of mortal and divine, they are vastly bolstered in their ability. The ammunition fired from these dozen rifles can bring great harm to even magical or divine foes that would normally laugh in the face of mortal weapons.

Shield of Perseus (200 CP): The cursed Medusa could turn men to stone with but a single glance upon her. This golden shield of ancient Greek make was reverse-engineered from the Gorgon's head, bestowing its effects upon it -- though in a reduced form. Any who look upon the stylized gorgon head emblazoned on the center of the shield will find themselves temporarily turned to stone, but will eventually "thaw out" and be freed. More powerful beings may be resistant or even immune to this effect.

Dragonfang (400 CP): Legends say that this straight sword was forged by an ancient oriental wizard named Kahji-da when he carved it from the tusk of a powerful extra-dimensional dragon. Whether or not this is true is irrelevant, as the power of the blade is clear for all to see. The weapon is indestructible and supernaturally sharp, capable of cleaving most mundane matter in twain with ease. But the sword's true strength lies not in its ability to cut the mundane, but in the damage it can inflict upon the supernatural. The blade's edge can easily cut through all but the most powerful of enchantments and disrupt most spells with a glancing blow. This is a powerful and valuable weapon; make good use of it, won't you? You may also import any swords you possess to gain these qualities.

Divine Metals (400 CP): You have somehow managed to procure a supply of one of two divine ores. Either you have somehow gained access to 100 gallons of either Uru or

Adamantine in a liquid state.

Uru is a magical metal, unique to the world of Nidavellir of the Nine Realms. Incredibly resilient to the point of near-invincibility and with a luster best compared to badly wrought iron. Uru is favored by the gods of Asgard and the dwarven smiths who ally with them for not only its rugged durability, but also for the fact that it is a supremely effective magical conductor. Though extremely hard to correctly enchant, the magic laid upon it will be powerful and as nigh-unbreakable as the metal itself if you can manage it.

Adamantine is something of a study in contrasts with Uru. Though every bit as durable as its Nordic cousin, the magical metal favored by the gods of Olympus has little else in common with it. Where Uru is dull and rugged, Adamantine is a gleaming gold. And where Uru is a supreme magical conductor, Adamantine is instead effectively immune to mystical effects below those of the greatest gods.

There is one other quality that the two brother metals share, however: the incredible difficulty of forging them, usually requiring either incredibly potent magic or heat comparable to that found in the heart of a star. Combined with the metals requiring incredible skill for even rudimentary working, it is usually nearly impossible for any mortals to utilize these rare metals in their forges.

You receive only one, but receive the other at a discount if you did not already have a discount on the first purchase. You receive an additional 100 gallons of whichever types you have purchased every six months.

Decimator Armor (600 CP): The Destroyer Armor of Asgard is worthy of its name, created to serve as armor fit for the king of the warrior gods, the Allfather himself. It was made in preparation for the return of the Celestials, who had bested the gods of earth in the past. This armor is not quite the Destroyer Armor, but was made in its image. Forged primarily of Uru, this armor stands nearly ten feet tall and is virtually indestructible, though not quite as much so as the original. Capable of serving as traditional armor or of being inhabited by a spirit, even a mortal man clad in this weapon would stand above most gods. It not only grants strength and durability on par with some of the strongest beings alive, but can fire tremendously powerful blasts of energy from the faceplate as well. Go forth and decimate your foes.

You can also optionally import a suit of armor or power armor that you already possess to gain these qualities.

Star Forge (600 CP): Great Mjolnir, the hammer of Thor, was forged using the heart of a dying star, cut from the place it hanged in space by Allfather Odin himself and placed within an enchanted forge. This forge and the mold for Mjolnir was stolen and used by Loki to make a legion of brother hammers to Mjolnir during the final Ragnarok. This mould and the lesser hammers were -- or perhaps will be -- destroyed by Thor and channeled into an attack. But now you have come into possession of something similar. This forge, which takes the form of a special room connected to your warehouse, contains within it the heart of a dying star. This is, of course, a powerful tool, but most beings would be unable to use it directly without suffering near instant death. You are not most beings and I have the utmost confidence that you will think of something.

Worthy Weapon (800 CP): Forged with the heat of a dying star from a mystical metal such as adamantine or Uru by a divine blacksmith and imbued with the power of a skyfather, this artifact (a melee weapon of your choice) is a potent weapon indeed. Enchanted and bound to your will such that it is impossible for it to be so much and lifted by someone without your permission and will always return to your hands with but a mental command. Nothing shall stop this weapon from returning to its master's hand; it will shatter dimensional barriers and plow through the core of planets to heed your call. As a weapon it can impact with sufficient force to shatter mountains and will cut through anything short of similarly strong materials or enchantments and is all but unbreakable – it can be broken, but the weapon is imbued with the will of a skyfather, a being whose words shake galaxies, and it will take similar strength to damage it.

It also has a number of additional abilities. First, it is not only a potent channel for all types of energies, but can also be used to forcibly absorb, store, and redirect nearly any type of energy in truly astounding quantities. Secondly, anyone who wields this weapon gains the benefits of Elder God Hybrid and one Domain that you may choose now and may additionally purchase more domains to be possessed by the weapon at a discount. Finally, the weapon may be used to open portals by rapidly moving it in a circular pattern. These portals may act as bridges to any place either in your nearby dimension or in adjacent dimensions connected to it.

Sorcerer

Spellbooks (100 CP): These musty old tomes contain enough occult knowledge and basic spells to start one down the path of the Mystic Arts. Just the basics, mind you. But you will do well to never forget your basics, no matter how wise or powerful you may

become. And perhaps an apprentice of your own may have use for these, some day?

Flames of Regency (100 CP): Say what you will about the Dread Dormammu -- he's an evil demon who wants nothing more than for you to suffer in slavery before him for all eternity and what have you -- but the guy does have a sense of style. The Flames of Regency are a crown of flames that rest upon or engulf the head of whoever is the current ruler of the Dark Dimension, serving both as a symbol of their rule and as an actual source of mystic power for them. You have come upon or created a replica of these flames; your version lacks the benefits of the original, but it still looks pretty damn cool. At will you may summon the flames to your head and just as easily banish them. The fire does no damage to you or others and you may choose if the flame rests atop or behind your head or engulfs it completely.

Cloak of Levitation (200 CP): It, of course, possible to levitate and even outright fly through the use of spells. But such is often draining and requires active conversation, so many sorcerers opt to instead utilize enchanted artifacts to assist them in doing so. You have come into possession of one such artifact -- a replica of Doctor Strange's Cloak of Levitation. This crimson cape is enchanted to not only allow you to levitate and fly with no drain on your personal reserves and little conscious focus required, but also to move to your mental commands, allowing you to summon it or even utilize it as a clumsy extra limb.

Ring of the Ancient One (200 CP): Astral projection, for all that it is a simple ability for most any magician or psychic, is also an immensely useful tool even for a master of the mystic arts. But it also greatly limits the type and amount of the Art they can call upon, preventing them from interacting with the physical plane except in the most limited of manners. Unless, that is, this ring is worn upon the sorcerer's finger. Utilizing this artifact allows the magician to call upon any magic they found in physical form while in their astral form. Of course, you'll still have a limited amount of time you can spend separated from your physical form, but the time you do will be much more valuable.

Hitler's Handgun (400 CP): Hitler was notorious for his obsession with the occult and apparently not all of what he managed to find was false magic. This Walther P-38 was one item that Hitler attempted to imbue with mystic properties -- and is also the weapon which he used to take his own life. It seems that some combination of the occult rituals and its role in a suicide has imbued the gun with actual magical properties. Bullets fired from this gun are totally mundane except for the fact that they bypass most magical defenses, ignoring wards and magical shields as though they weren't there at all.

If you wish, you instead may import another handgun that you possess to gain these qualities.

Sanctum Sanctorum (400 CP): Well now, isn't this interesting? You've come into ownership of a quaint little townhouse. People whisper when they walk by it due to the legends surrounding it -- legends that are mostly true, mind you. No one's quite sure who built it, or who rebuilt it half a dozen times, but most rumors agree on a number of its inhabitants. From beatniks and street mystics a secret satanic clubhouse to the home of a witch hunter who tortured immigrants in its basement, the house has served as home for any number of oddballs and madmen. Before there was anything built here there was a mass grave for inmates who died while incarcerated and before that shamans used to come here for vision quests. See, the thing that's special about this house is that it's built atop a nexus of leylines, the magical dragon lines of the earth's life that crisscross the planet. This house and the leyline intersection it's built upon are twins to another found in upstate New York -- the home of one Doctor Stephen Strange, M.D.

Though on the outside it appears as an average sized and seemingly ordinary older townhouse, it is far larger on the inside and filled with a number of strange things. Most notably a large number of doors that lead to other dimensions, from a closet that leads to a void to a bathroom that opens into hell -- and don't even get me started on what's in the fridge. Other oddities include living furniture, a small dojo, a library that always seems to be as large as is needed, and plenty of space for storing mystical knick knacks. The house also houses some wards that provide modest defense and alert you to intruders.

Wand of Watoomb (600 CP): This is a valuable and powerful artifact, fashioned and empowered by one of the Principalities, Watoomb himself. Taking the form of a small, demonic appearing ruby sceptre, this wand allows for powerful manipulations of magical energy, From directly manipulating, absorbing, or projecting large amounts of energy to greatly amplifying or focusing any spells cast through it, any sorcerer would consider it a great boon to possess this artifact.

Eye of Aggomotto (600 CP): Now how did you get this? Created by Aggomotto, the first Sorcerer Supreme of earth, this is a powerful magical amulet that takes the form of a pendant that opens to reveal what appears to be a living eye. The Eye serves a potent channel for many mental and illusory magics. In addition to simply greatly empowering any form of mental magic or illusions cast while using the Eye, it also allows you to dispel the illusions or mental bindings of others by casting forth a bright light from the

eye and to see things as they truly are. The powers of the Eye also accompany you while in astral form where most artifacts would fail to do so.

The Eye can also be used for various other mystical effects, though less efficiently. It is capable of projection of mystical shields and blasts of raw magical energy as well as teleportation within and between realms and can even absorb mystical energy into itself.

Book of the Vishanti/Darkhold (800 CP): Now this, this is something else. You have come into possession of an incredibly valuable and powerful tome of eldritch knowledge – or at least a replica of one.

The Book of the Vishanti is *the* book of white magic. One of the oldest and most valuable magical artifacts in existence, the Book of the Vishanti contains within it virtually every spell and counterspell known to white magic as well as general knowledge to advance one's mastery of sorcery and vast amounts of mystical history. The book has an endless number of pages, periodically updating itself with new spells and will continue to do so in future worlds that you visit. However, the book contains no offensive magic within it, only that which can be used defensively or constructively.

On the other hand, we have the Darkhold. The Book of Sins, the Shiatra Book of Darkness. As you can probably tell, this is *not* a book of white magic. The equal and opposite of the Book of the Vishanti, this dark and terrible tome was created at the dawn of the earth when the Elder God Chthon first scribed spells onto its indestructible pages with dark fire. Everything that its brother book is to white magic, the Darkhold is to the dark arts. However, the evil tome has a malevolent will of its own and will attempt to corrupt the user if their will and discipline are not hardy enough to prevail.

You gain only one book, but may purchase the other at a discount.

Trickster

Seven League Boots (100 CP): Legends that speak of these enchanted boots say that they allow the wearer to take seven leagues with each stride, allowing them to cross great distances unfathomably quickly. These boots, though sharing the name and being enchanted, do something a little different. Instead of increasing the length of the wearer's stride, they simply allow them to walk upon anything, be it air, water, or walls.

Crossing Rings (100 CP): Fifty magical rings of Asgardian origin. Any who wears a ring can mentally communicate with any other who wears such a ring. Rings such as these were once used in much greater number in one of vile Loki's schemes against Asgard. If you try, it wouldn't be hard to find a way to make more of these rings on the same wavelength.

Gram (200 CP): Gram is an ancient straight sword, first wielded by the first hero of Asgard, Sigurd (the Ever Glorious), to slay his brother who had become the dragon, Fafnir. These events were unknowingly orchestrated by Loki to lead to the creation of a magical sword with certain abilities. The magic in this sword allows it to cut through nearly anything, but it curiously is incapable of harming living flesh, instead simply harmlessly passing through it. However, any being stabbed with this blade will find themselves unable to lie while it remains within them and furthermore the sword will cut any mental bindings or magical compulsions from the target's mind, freeing them from outside influences.

Crown of Allurement (200 CP): Many beings are vain, particularly those with the power to make themselves as beautiful as they please. One such being was the creator of this circlet, a sorceress who desired beauty more than all else. This simple circlet will amplify the natural beauty of any who wears it many times over, turning even someone homely into a thing of beauty and turning those already beautiful into something out of myth and legend.

Scrying Pool (400 CP): You know all too well the value and power of information. Secrets are what make the worlds go round, after all. And you've never had much trouble finding things you shouldn't know -- least of all now. This item takes the form of small hole in the floor of your warehouse through which mystical smoke bubbles upward. When you focus your mind upon it, you will be able to peer into the smoke to see and hear any person or location as they are currently. Of course, there exists magics that might hide others from your view, but this is nonetheless a powerful tool.

Golden Apple Tree (400 CP): It is a curious that so many of the myths and legends of the world contain within them tales of divine trees that bloom with magical fruits. Perhaps they are an echo of some primordial tree such as Yggdrasil or even of the Elder Goddess Gaia. Whatever the case, you have gained possession of one such tree which grows within a small forest connected to your warehouse. Upon this eternal tree blooms beautiful golden apples. These apples are among the most delicious food in existence and a single apple will fill the belly of any who eats it for a week to come. But the true wonder of these apples is that they serve as a panacea, curing nearly all ills

when eaten, Even old age can be warded against -- so long as a being eats an apple once a century, their aging will slow to a crawl that even the gods would fail to notice the wear of years upon them.

Norn Stone (600 CP): The Norn Stones are a collection of mystical artifacts primarily employed by the Asgardians sorcerers Loki and Karnilla, the Norn Queen. The various stones grant a number of different powers, each potent in some way. The one that you have gained is particularly suited for one such as you. This Stone allows the holder to easily pass unnoticed between different realms and realities, slipping even past barriers that would normally prevent such passage and not triggering any alarms. Any dimension or world known of can be easily accessed, though this will not allow passage between different jumps until your chain is finished.

Pandora's Box (600 CP): Oh, Pandora. She fell victim to the most human of drives: simple curiosity. Tasked with guarding a box she may never open, she found the question of what was inside unbearable and opened the lid to peek inside, With the tiniest crack, the great evils poured forth from the box and were unleashed upon the world. This box may or may not be the same one given to Pandora all of those eons ago, but it is capable of much the same purpose. Any being -- no matter how powerful or vast -- that can be tricked, forced, or sealed inside the box will be completely unable to escape for so long as the box is not opened... I would suggest not handing it off to an overly curious strange, if I may.

All-Black the Necrosword (800 CP): The Slicer of Worlds. The Annihblade. The blade that slew a billion gods and carved the first dawn from the stone of the endless night. A primordial piece of darkness, turned into a weapon by an ancient alien god in a time long forgotten. This god ironically fell victim to his dark weapon as Gorr, the God Butcher took it and thus began his crusade to kill every god to ever live. In a far-off future, the last king of the dead earth will take up this weapon and become All-Black, the Allfather, the God of Butchers.

This is not that weapon -- at least, not *quite*. This is a shard of that weapon, a pale shadow of that ancient darkness... but with great potential. Just as the original, this Necrosword hungers for godblood and draws strength from drinking it in. If you allow the Annihblade to serve its purpose and slay gods as cattle then it shall grow without bound.

As it is now, the Necrosword takes the form of an inky armor of the darkest black that coats your body, granting you enormously increased physical abilities and allowing you

to shape it to your will, growing anything from whips to functional wings, but it is particularly easy to form blades of shadow. The armor also sustains you in the case of wounds received, allowing you to shrug off and regenerate from massive amounts of damage. As you further use it and feed it the divine ichor it so desires, it will grow in power and you will discover new uses for it. In time you may perhaps even be able to sprout life from this instrument of death... or turn a star as black as night. And one last thing: This shard is entirely loyal to you and will never betray or attempt to corrupt you.

You can also import an existing weapon that you possess to gain these traits.

Companions

An Old Friend (100 CP): What's the point of doing something if you're going to do it alone? You may import or create a single companion into this jump, granting them a free origin and 800 CP. They may buy a race of their choice or take the same one as you for free. You may also grant them extra cp at a 1:1 ratio. You may purchase this option as many times as you choose, but they each have a separate pool of CP.

Party of Worlds (300 CP): Or maybe you have a whole bunch of friends you'd like to bring along? Each purchase of this allows you to import or create 8 companions who each have 600 CP to spend but otherwise follow the same rules as outlined in An Old Friend.

A New Friend (200 CP): Or maybe you'd like to make some all new friends and invite them along on your adventures. Well for each purchase of this you gain one invitation, which may be used to bring someone along as a companion when you leave this world so long as they agree. This will fail to work on extremely powerful or important beings such as cosmic principalities or elder gods.

Enlightened Manservant (100 CP): A good friend and a loyal servant, this small asian man of middle age has vowed to protect and serve you for the rest of your days. He is a master of some form of martial arts, having been trained by an ancient order of monks, and possesses a great deal of occult knowledge – though little talent for the mystic arts. He is also an incredibly adept chef, being capable of making delicious food from practically any ingredients and a capable practitioner of alternative medicine such as the use of herbs and acupuncture. Also makes some really mean tea if you're into that and coffee if you're not.

Helhound (200 CP): Through some series of events, which I'm sure is a story in an of itself, you have made a friend: a helhound. The spawn of the Hel Wolf, a powerful Asgardian demon born of – you guessed it – Hel, the nordic realm of the unworthy dead. The size of a small pony, this beast most closely resembles a particularly large pit bull. This hound is not only strong enough to fight against gods and monsters and capable of breathing magical fire, but is as smart as a man and capable of speaking as one. This particular one is completely loyal to you and will follow your orders to the best of its abilities – especially those involving murder. Your hound is quite fond of murder, see and will be happy to speak of this fondness at length.

Victoria Von Doom (300 CP): There are many possible timelines -- infinite, most likely --, alternate realities that diverged from this at some distinct point. Some are minor variations, almost the same but for the name of a person or the birth of a pet or the way a grain of sand fell upon a beach. But some are major, no longer even recognizable. This woman comes from one such world. This is the Doctor Doom of another earth, born with as a woman instead of a man. Much of her life followed the same path as the Von Doom of this world, however, and she is much the same person.

Born poor to a Gypsy Sorceress, her life was ruined when her mother's soul fell into the

clutches of the demonic mephisto. Vowing to recover her mother's soul, she mastered the arts of science and sorcery before eventually managing to save her mother's soul, she came upon a vision and saw that the only way to save the world from utter destruction was to conquer it and lead it into safety. Unfortunately, she failed and not only her Earth, but her entire timelines was wiped from the multiverse. She herself managed to escape to this world and now seeks a new path.

Her supreme intelligence and unbreakable will are matched only by her enormous ego and unyielding arrogance. Possessing mastery of both science and of magic, both far in excess of all but a handful of other humans, she is a force to be reckoned with. However, her face was permanently scarred in her past and she now hides behind a crude mask of iron, her own vanity preventing her from moving onward. Your past has led you to meet her and she has found herself oddly fond of you and will likely be willing to follow you even on to other worlds -- after all, her own is destroyed, so she has nothing to tie her here. Her fondness for you will be such that she strangely finds herself reluctant to betray you, though she will likely never admit that such a soft spot exists.

Magic Goats (400 CP): Twins to the divine goats of Thor Odinson, these two goats stand larger than most horses and are intelligent enough to follow simple commands. The goats are capable of fighting on par with most gods and can devour anything short of Uru if they can fit it in their mouth. They are also capable of flight and can ever travel faster than light while in the vacuum of space, where they can easily survive.

Drawbacks

No drawback limit.

Mutated Stomach (100 CP): One thing not commonly known about magic is that it often takes a physical toll on a sorcerer over time, changing them in subtle or not-so-subtle ways. The specifics of this are dependent on a number of factors such as the individual, their circumstances, and the type of magic they utilize. Sometimes it's a minor change in their appearance or a shift in the way they view the world. Curiously enough, whether or not you are a practitioner yourself, magic has affected a strange

part of you: your stomach. You can no longer properly process normal food, only strange magical substances or delicacies that would normally kill a man.

Nerves Wrecked (100 CP): Some accident in your past -- maybe a car crash or even some type of torture -- caused horrific damage to your hands which was unable to be fully healed by science or magic. Your hands will shake near-constantly and many fine tasks will be completely beyond your ability. Even something as simple as holding a cup may be challenging to you as you are now. Thankfully this hasn't greatly affected your ability to do magic as you still find yourself capable of performing the gestures required for various spells.

Fool Me Twice (100 CP): There's just something about you. The way you talk, walk, and smile. You just look skeezy, like a politician or a used car salesman. People find it hard to trust anything you say, constantly feeling suspicious of your claims and keeping one eye on you whenever you're around. You'll find it to be hard to shake the rumors of being a cheater and a liar wherever you go, meaning you'll need to go the extra mile to gain anyone's trust.

[UNSOLICITED OPINIONS ON ISRAEL??] (200 CP): THOSE DAMN [RACIAL MINORITY] ARE ALWAYS STINKING UP MY JUMP AND TAKING ALL OF OUR PERKS, TAKING THE DRUGS OVER THE WALL AND RAPING OUR WOMEN-

Ahem, sorry about that. Just slips out sometimes -- I'm sure you understand. Or you will, at least. You've got something of a hair trigger temper that will occasionally lead you to burst into offensive rants that are seemingly completely unrelated to the situation at hand. This won't affect your ability to fight or cast spells or anything, but you'll likely alienate a lot of people and fuck up some diplomatic attempts. But hey, on the plus side I'm sure you'll be really popular on a certain board.

Muh Diversity (200 CP): Oh, what have you done, Jumper? Is this the price you are willing to pay for more power? The world has gone mad. Warped, as if someone is trying to push a certain political narrative. Not much will make sense while you're here: villains will willingly surrender to heroes simply because the hero is a woman, great and popular figures will be demonized and have those with no connection to them take their place, ancient enchantments will bow to political correctness, and entire conversations will be barred from your mind, censored by some strange mental effect that refuses to even allow you to hear what is being said. And regardless of your strength, no matter the choices you make, you cannot change these things. Oh no, my friend, things will not improve during your time here -- they will only ever get worse.

Axis (200 CP): Oh dear, it seems something went wrong with your entry into this world. The transition wasn't completely smooth for your companions, affecting them on a fundamental level. All of your companions have been inverted along their moral axis, seeing many of their previous qualities reversed. Good has turned to evil and kindness to cruelty – or vice-versa. This doesn't necessarily mean they'll betray you, even for those changed into the most depraved by this inversion. But I would recommend that you be careful around them.

Kid Jumper (200 CP): Well, well, well. You're looking a bit younger than last I saw you. You're now stuck in the body of a prepubescent member of your race, maybe 12 years old at the most. While normally this probably wouldn't be too big of a deal for you, your immaturity has extended to other aspects of your being as well. Specifically, any abilities you have are now at a fraction of their previous strength and are much more tiring to call on, while those that would allow you to overcome this will now fail completely. The only thing that hasn't been reduced is your mind – you're still as clever as always.

Jumpersleep (200 CP): You wield great power, jumper. Enough to make you a dangerous player on most fields. But there are times when you will be vulnerable -- now all the more so. Once a year you will begin to feel your powers lessen and your vitality leave you until you find yourself practically mortal and barely able to stand. To prevent this and regain your might, you will need to enter a deep sleep that will last ten days. If you are in the warehouse when this happens you will be ejected and any attempts to return you to the warehouse will fail. While in this sleep all of your powers will be dormant and you will completely comatose, leaving you very vulnerable to your enemies. Once you awaken from this sleep, all of your abilities will have returned to their peak and you will feel completely refreshed.

Journey Into Mystery (300 CP): There's a story here – too bad you can't remember it. Due to a series of events in your past that may or may not have been off your own design, you're now a total amnesiac. Oh, you still remember how to speak and dress yourself and all that, but your past, both that from in this jump and from all your previous lives are now just...gone. Fortunately, some echoes of your past remains. Unfortunately, they're not happy with your present. You'll suffer vivid hallucinations that are manifestations of your past lives, they'll never really impair your ability to function, but they will annoy you by disparaging your choices while refusing to reveal anything helpful about your lost past.

To Love In Hell (300 CP): Deep in the pits, hoarded by the malice of a Hell Lord, is the soul of whoever you love most in the world. Some terrible occult accident or misbegotten bargain in their past landed their immortal soul in the clutches of such a foul and powerful demon. You find yourself obsessed with rescuing this person from their unspeakable fate and will do whatever it takes to make it happen. You will cheat and lie, sacrifice yourself and others, and pay any price that need be paid. Your obsession will only grow until you have freed your loved one from hell, through whatever means will make it happen.

Scarlet Fever (300 CP): You have not lived an easy life and the hardships you have faced have taken their toll on you -- specifically on your mind. You suffer from a number of mental disorders, generally being somewhat minor such as mild paranoia or bipolar disorder. But if faced with particularly stressful situations, you may suffer from more severe psychotic breaks which can appear to be complete schizophrenia at times. When this happens, things tend to become dangerous as your powers flare and lash out with in response to your fractured perceptions of reality. Try to live a stress free life if you can -- for your sake and everyone else's.

The Jumping Storm (300 CP): All things eventually grow old and rot away. All things must be replaced by newer, better instances. That is the belief of some, though it is a matter of debate whether it is a fact. However, in your case, it seems that is the narrative being pushed. When you enter this world, you will find others that are not so different. Beings like you and beings like your active companions, not the same, but warped reflections of the people that you are -- and the powers that you wield. These beings will hold powers, different from those that you and your companions possess, but similar in scope and power, many of which that seem alien to this world. These beings will seek the end of you and your companions and will have the power to make their goals into reality should you not fight. Oh and one last thing: the only ones who can even perceive them are you and your companions.

Old King Jumper (600 CP): Something happened. Some tragedy in your time here warped you into a twisted version of yourself, one who embodies all that you despise. You renounced your chain and stayed in this world, wielding your powers to take control and rule the world as you saw fit. You ruled for millennia upon this world, forsaking companions and vows of the past. Or at least... that is one path you might take. A very likely one indeed.

For you see, this version of you has seen that time has not quickened. There is always a choice and you have not yet made yours. So this version of you came back in time

and is seeking to set you upon the path that will ensure your existence. They have all of your abilities... and several thousand extra years of experience with them. They will not immediately interfere directly, but will manipulate events from the sidelines, disrupting all of your efforts. But if time passess without progress they will become more and more directly involved. If you are not broken before, they *will* step in themselves and attempt to force you onto this twisted path.

End

Well, you did it. You survived your allotted time here. Your story was a great one, one which will be remembered for a long time to come. But now it's time to make one last choice here.

Stay: This world isn't so bad after all. It has its own unique charm hiding out among all the insanity. If you want to stick around here then you can, but your chain will end and time will resume in all the worlds that you have previously visited. On the bright side, your drawbacks will go away.

Go Home: It's gone on long enough. You just can't stand to be gone from the world you called home all those years ago. If you want then I can send you back there but much like if you choose to stay here, your chain will end permanently.

Continue On: Or you can keep going. Another world... another story. Your tale isn't finished yet, right?

Notes

Big thanks to a ton of everyone for helping out with this.

Female jumpers start with an extra 99 CP.

Hoary Fucking Hosts is needed to continue calling on beings for power between jumps except for those beings you learn to call on in this jump.

A Domain is tends to be applied either in flashy direct ways such as simply using it in to directly throw lightning at people or in more obtuse magical ways such as a god of Life curing cancer by denying life to the cancer or increasing the victim's vitality and health.

A normal domain's strength varies somewhat depending on the broadness and type of domain chosen, but in general a storm god couple probably easily call down bolts of lightning on a whim and could cover a large city in fairly bad weather given time to work their powers. A storm god with Elder God Hybrid could instead call thunderstorms on a whim and could summon strange and phenomenal weather such as solar storms or a rain of fire. Given something to further boost their powers such as a Worthy Weapon, they could potentially wrap an entire planet in a storm.

Elder God Hybrids also get some ability to affect their Elder God parent's domain. A child of Gaia would gain power over the earth and even greater physical strength. A child of Chthon would gain powerful chaos magic. And so on.

The person suffering in To Love In Hell can be a companion (who won't be able to escape or do much on their own) or a normal person from this world. If it's a normal person you can choose to take them as a companion if you manage to save them and return them to earth.