Hidden Legacy jump:

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In 1863, in a world much like our own, European scientists discovered Osiris serum, a concoction which brought out one's magic talents. These talents were many and varied. Some people gained ability to command animals, some learned to sense water from miles away, and others suddenly realized they could kill their enemies by generating a burst of lightning between their hands. The serum spread through the world. It was given to soldiers in hopes of making the military forces more deadly. It was obtained by members of fading aristocracy, desperate to hold on to power. It was bought by the rich, who desired to get richer. Eventually the world realized the consequences of awakening godlike powers in ordinary people. The serum was locked away, but it was too late. The magic talents passed on from parents to their children and changed the course of human history forever. The future of entire nations changed in the span of a few short decades. Those who previously married for status, money, and power now married for magic, because strong magic would give them everything. Now, a century and a half later, families with strong hereditary magic have evolved into dynasties. These families— Houses, as they call themselves— own corporations, have their own territories within the cities, and influence politics. They employ private armies, they feud with each other, and their disputes are deadly. It is a world where the more magic you have, the more powerful, the wealthier, and the more prominent you are. Some magic talents are destructive. Some are subtle. But no magic user should be taken lightly. In this world, you have the Baylor family, who's about to be hired for what's an impossible task, forced due to a contractual obligation, which will be the first step for the Hidden Legacy to come out into the open.

Here is 1000cp to get you started.

Your starting age, gender and origin is all up to you. Be a member of the Imperial family of Russia if you want, or an ex-military looking for a job after having returned home, or simply a drop-in. The Location you start at can be anywhere in Houston.

Perks:

You receive one 100cp perk and one 100cp item for free, and may discount one perk and one item each that costs 200/400/600.

Creative attraction (Free):

- You are now incredibly attractive, with an airbrushed flawlessness and striking features akin to someone you would read about in a romance novel. You are free to remake yourself however you want, but as a baseline, you are incredibly good-looking. On a scale of one to ten, you are a perfect eleven. Your appearance, build, and "endowments" are up to you, but you will look good no matter what. You will also find that certain features will draw more focus, like your incredible eyes or long eye lashes or what have you, and your voice will be amazing in some way to match your astonishing appearance. Your hair will stay in whatever style you want it in, and if you don't want to shave you simply won't need to, as no facial or body hair will grow unless you want it to, even losing it if you have any and don't want anymore. Your body scent becomes extremely pleasant to whomever you are attracted to. No matter what you eat or how you exercise, you will stay healthy and attractive. Nothing that happens to alter your appearance will leave you looking unattractive, even sweat, dirt or whatever else will somehow compliment your looks perfectly instead of ruining it. It also takes no maintenance to keep it up either.

Magical reality (100):

- The romance and prose in books and fantasy is often so exaggerated it borders on ridiculous when compared to the real thing. Not for you though. Your eyes burning with passion and righteous fury, your face turning into an Angel in all its heavenly wrath, your power suffusing the air, your very presences dominating the room, etc. It's as if reality around you now works on the logic of a fantasy/paranormal romance novel in a way you would want it to. And when it comes to romance, love and all that follows, it's even greater. Your touch is like lightning igniting a fire in those you desire, your kisses now hot and hungry as if to drown out everything else, your taste and smell divine, arousing maddening passions. You become an amazing lover, capable of bringing your partner to multiple orgasms every time you want to, whether that be by playing their body like a violin till their hearts melt, or going harder until their

body surrenders completely to pleasure. Even the submissive will find themselves doing everything the right way to incite their more dominant partner. No others will feel like this to them besides you after having been with you, as the logic goes more along something from a romance novel than anything realistic. This logic also works the other way, allowing you to experience this as well.

The Look (100):

- An ability taken straight from a romance novel, you are able to focus on someone as if the rest of the world doesn't even exist. When you look at someone like that, you can make them feel like they are the most important person in the universe. Every word they said matters to you. Every gesture the make is vital. The effect is devastating. They'll want to to keep talking and doing things to keep you focused on them just like that. It even allows you to seduce by simply looking without even trying. By just looking at them and wishing you were naked together is enough as long as you are more than mediocrely attractive.

Comfort (100):

- You are someone who are perfectly comfortable in their own skin and sure of their place in the world. You are always where you are supposed to be, you aren't easily rattled, and if you show up to a formal event in jeans and a T-shirt, they would let you in without a pause. You would still look elegant, and everyone else would feel horribly overdressed.

Legacy (100):

- In this world, Legacy and lineages matter. A lot. No one wants to be a dud, or worse, a failing vector. Luckily, for you, that's no problem. You can choose what your children inherits from you, even if they inherit anything at all. This allows you to choose what abilities, powers and anything else you want for your children and their descendants to inherit from yourself and your partner, and how strong they inherit it. Anything you yourself have can be passed on to your descendants (you won't lose it yourself by doing this), and anything you don't want to pass on won't. And when it comes to powerful children, pregnancy can also be dangerous. Not for you or your partners however. Any pregnancy and birth from your line will be safe and without complications. This also

allows you to toggle your fertility at will, to prevent unwanted pregnancies.

The Huracan (200):

- Reputation means something, and you know how to weaponize it. Like Tremaine and the fear she has made people associated with her name to keep her House safe, you know how to act, speak and spin the tales about you to give yourself a certain reputation, which will then have the effects you want it to have. And like The Huracan, Mad Rogan, The Butcher, the War Hero who broke Mexico, you may receive titles and nicknames allows you to utilize your reputation even more. You may even choose your first title.

Intelligent (200):

- You are intelligent. Like incredibly intelligent. Your thoughts run faster than most people can keep up, you devour knowledge at speeds most would find unnatural, and you never forget the knowledge and information you wish to keep. Yet, despite your intelligence, you never seem to suffer from the negatives that often comes with being smarter than everyone in the room.

Master Chef (200):

- You are an amazing chef. To you, cooking amazing food is as easy as breathing, making you an incredible chef. Cooking is in fact so easy and stress free for you that it serves as an effective way to de-stress, allowing you to go on autopilot in the kitchen while your stress slowly ebbs out. Whatever it is you want to make when it comes to food, you know how to make it. And if you don't know what to make, inspiration will hit you, giving you the idea for a meal that you would want to eat which would taste delicious.

Willpower (200):

- Your willpower is legendary, capable of holding on through sheer stubbornness against even the greatest mental attacks and harshest of torture. Indomitable is the only word that can be used to describe your willpower.

House Politics (200):

- You know the ways of House Politics as if you were born into it, and have been at it for decades. Your instincts are usually right when it comes to politics and dealing with the rules and norms of society. You know the game well, and can play it like a master if you want to, in any world you got to.

Investigator (200):

- You are an experienced investigator, with over a decade on the job. You know how to do your job and do it well, catching details most wouldn't and being able to conduct a proper investigation.

Swarmer (200):

- Not so much a magical power and more of an attained magical skill, you have been through a procedure that has bound you to a Swarm, something from the arcane realm that allows you to split your attention between hundreds of independent tasks. It allows you to process vast amounts of information at superhuman speed. As you are purchasing it here, you won't die from being bonded to the swarm, nor do you suffer any side effects from it.

Shockers (200):

- You have implanted a being from the arcane realm into your arms. Completely invisible from the outside, but by priming it with your magic, you are able to shock anyone with magic. As you are buying it here, you don't suffer pain when using them, and won't be able to over use it, preventing you from killing yourself using them. Whoever you touch while activating them will shocked, and the more Magic you put in, the higher the damage. A significant can kill and average man, so be careful.

Assassin (400):

- You are a highly trained and experienced assassin, better than Alessandro the Artisan and Orlov the Arkan combined. You will gain additional skill, experience and training in how to use any magical talent and supernatural abilities you have for the singular job of helping you be a better assassin. This can be in the form of becoming better at using them to kill, or use them to get yourself to your target. You get to pick your own Name/Title, and will have a reputation of your choice in the

assassin community, leaving you no end in jobs should you want to earn money as an assassin. In the world of magic, this is a highly lucrative experience, as long as you are powerful or skilled enough, and with this, you are for sure the latter.

The benefits of Control (400):

- Any power or ability you develop or gain will start out with you having complete control from very moment you get them. You may not be able to use your newfound strength the best way without any training, but you never have to fear tearing a door off its hinges because you don't know your strength. This works both subconsciously allowing you to live your life without having to actively try to control yourself. And that's not all. Nothing that is yours, whether that be abilities, items, skills, knowledge, or anything that is considered to be yours in some way will be able to corrupt, inconvenience, alter or hurt you in any way you don't want them to do. Powers that would corrupt you by using them won't, abilities that have effects that would inconvenience you will find themselves not, altering automatically to make it so that they don't in the moment without any negatives and downgrades, items that would kill you by using them can still be used, only without the killing. Any inherent drawbacks and negatives associated or connected to anything that's yours are now gone.

Mind like a sieve (400):

- You are able to completely ignore any mental barriers and shields you come across as if they aren't there. This is quite the dangerous ability should you have any form of mental attack or similar, as not even the greatest defense can keep you out or resist in any way.

Mental fortress (400):

- You have an impenetrable mental defense, with mental shields that will only let someone in if you allow it. You are able to toggle your defenses, allowing you to not have to concentrate and focus to keep them active. At will, you can also make your mind... slippery. Anyone who tries to touch or affect your mind will find their try to simply slip by without having any effect. Sort of like a wet soap bar, only more slippery. When you have this effect toggled, no one can touch your mind at all.

Overflowing Magic (600):

- You have a massive reservoir of power, just enormous amounts of magic, alongside being able to regenerate your magical power far faster than any other mage around, where others take hours to refill their reservoir, you need a handful of minutes. And where most magic users have to put some effort into doing the active side of their magic, you don't, being able to wield and use your Magic effortlessly.

Magic Circle (600):

- You now have access to a power that was once unique to Connor Rogan. It allows you to create and enter a stage of Power: You can instantly create a pseudo magical circle at will which creates a barrier of Null-space around you, allowing you to affect the world around you with your power, but allows nothing to enter the barrier from the outside, making you literally untouchable, at the cost of being unable to move outside the barrier without breaking the connection. The arcane circle increases your power exponentially, while giving you access to nigh-limitless magic that you can use to fuel your own abilities. Unlike Rogan, you have full control in this state, and can end it at will. Works best with a form of ranged magic.

Off the Charts (600):

- Your talent, skill and power are off the charts, far beyond the normal of your level. You have an intuitive master over any magical Talent you have, alongside unparalleled control over it and an immense amount of both talent and ability. Your Magic reservoir is also increased, beyond what is normal for your ordinary peers. You also get one purchase of Prime level Magic at half price. This perk has the same effect on any other supernatural ability.

Magic:

There are five ranks of magic user – Minor, Average, Notable, Significant, and Prime – with a vast power difference between them. Magical abilities are broken down into three classifications: Elemental, who control the forces of nature. Mental, whose powers are will based and/or affects the mind, and the Arcane – those are able to access a magical reality beyond their own.

Minor (Free):

- People with this level of power are seen as mundane, their powers something you might show off at a party if it's a cool ability, but nothing you will find especially useful.

Average (100):

- Your magic actually is something. You are not consider powerful, but your Magic can be considered useful somehow. An example of the Average's power level is this: a pyrokinetic is considered Average if they can melt a cubic foot of ice under a minute.

Noble (200):

- This is the moment you start being able to use your Magic for something in society and begin to matter, however small. You can use your Magic to make your way in life, create a career out of it. It won't be anything special, you are just Noble, but your line is getting there.

Significant (400):

- Now you are stepping into the big leagues. You are not at the level of a Prime, but your power is respectable, enough to make you a player, however small, in this magical bound society. You cannot create a House, and are not at the upper echelons, but still respectful.

Prime (600):

- You are a Prime, the highest rank a Mage can be, giving you not only an large amount of magic alongside an incredible talent in your specific Magic Talent. An example of a Prime's power is that in the same amount of time an average pyrokinetic can melt a cubic foot of ice, a Prime can conjure a fire that will melt a cubic foot of stainless steel.

Magic Education (200):

- You have received the magical education expected from someone with your magical talent of your level of power. This includes how to draw arcane circles, how to wield your magic the best way, what is expected of you and etc.

House Key (200):

- Your have your very own Family Key, a pseudo ritual only those of your bloodline can use properly and instinctively. This allows you not only to regenerate any spent magic, but also grant you a temporary increase in both magical reservoir, control and ability.

House Spell (400):

- A House Spell is the culmination of decades of experimenting and developing the magic in a family, and manifests as a spell of incredible power or ability. This is a spell only those of your bloodline can use properly and instinctively. What it does depends on your Talent, though you are free to design it however you want within that limit. You may instead choose any known House Spell from Hidden Legacy, as long as you have the Magical Talent for it. Like House Rogan's Grinder Spell, House Tremaine's Wave spell and House Sagredo's Anti Magic spell. You may purchase more than one.

Magical Talents:

Aegis:

- Creates an impenetrable, bubble-like shield capable of absorbing physical impacts and elemental magic assaults. Often used in protection details. A Notable, can project a magic shield that can stop an average handgun and absorb quite a bit of rifle fire, but a sniper bullet would go straight through it.

Aerokinetic:

- Elemental Magic. Have mastery over air. Controls wind, able to use currents to fly.

Alteration mage:

- Has the ability to supercharge missiles with arcane energy. A prime can used their talent to turn ordinary hail into an arcane meteor shower.

Aquakinetic:

- Elemental Magic. Have mastery over water. Control water.

Animator:

- Arcane Magic. Has the ability to impart life to inanimate objects, and control them with their minds.

Antistasi:

- At it's most basic, an Antistasi Specializes in mental defense. Able to block and deflect the effects of mental attacks, which is what most believe to be the full extent of the antistasi ability. What the Antistasi talent truly is, is a magic that's based on survival, where it tries to keep the mage alive. If they fall off the building, it'll cushion them; if they fall into the water, it'll form a sort of bubble, so they don't drown easily; if a mental mage attacks, or blocks the attack. But there are limits of course. However, at it's truest expression, it can block, defend and negate "Any" Magic when done correctly, like through using House spells.
    - For 100cp extra, you get the Conjuration ability as well, which allows you to manifest duplicates of items close by that fits your need. This can be a gun, a tire iron, a flamethrower, a blanket, a condom, basically any item that fulfills your needs in the moment. You can manifest items that are within 1000 meter, and will vaguely know the direction from where the original item is.

Barrage Mage:

- Arcane Magic. A form of Enerkinetic that charges items with raw magical energy, which they can then shoot and control these objects as weapons.

Binder:

- Ability to fuse or bind something found in the arcane realm to human host, with purpose of giving the host new magic powers. Responsible for the creation of Swarmers and Shockers.

Breaker:

- Mental Magic. Have the ability to break through Hexes and other defenses placed on the minds of others. Very rare.

Carnifex Mage:

- Cause lesions in internal organs. Deadly when they target the heart or brain.

Cloaker:

- Mental Magic. A type of Illusion Mage. Makes a person invisible by affecting the minds of others.

Cryptomage:

- Mental Magic. Usually do online security.

Egocissor:

- Mental Magic. Also known as a Manipulator or Dominator. A form of telepathy that takes over the minds of others, able to control the will and actions of their targets.

Elementalist:

- Elemental Magic. Controls more than one element, usually air in conjunction with either water or fire. Rarely reaches Prime status, but dangerous even as an Average.

Elenchus:

- Mental Magic. Also known as a Truthseeker, being an incredibly rare power. At its most basic, it passively allows you to sense whenever someone is lying. At an active level, you can use your power to crush minds and tear through them to make them spill their every secret, or simply compel anyone to tell the truth. Third rarest magical talent.

Empath:

- Able to feel and control the emotions of others. Often times, can emanate their own feelings in a concentrated burst that will overwhelm their target.

Enerkinetic:

- Manipulates raw magical energy and able to release it in charged beams or bursts. Relatively common.

Fulgurkinetic:

- Elemental Magic. Possess mastery over lightning. Able to shoot lightning bolts as a weapon.

Geokinetic:

- Elemental Magic. Have mastery over earth.

Halcyon mage:

- These are specialized in soothing magic. Psionics incite crowds, and halcyons calms them. Halcyon magic attacks certain areas of the brain, specifically, the amygdala, which assesses environmental threats, and the hypothalamus, which has the power to trigger the production of stress response hormones. Instead of initiating the making of cortisol and adrenaline, which allow us to quickly respond to threats, the affected hypothalamus sends signals for the production of dopamine and oxytocin, causing their target to enter a happy, relaxed stupor. The damage halcyons cause is temporary, and their power is effort-based.

Harmonizer:

- Mental Magic. Has the ability to arrange one's environment to invoke a specific feeling or mood. Quite common power, usually work as interior designers or fashion consultants.

Hephaestus Mage:

- Able to near-instantly make technology, weapons and objects out of any nearby materials. A Hephaestus mage's passive magic informs them that some things in their environment can be manipulated. Rubber bands are stretchy, metal pins are stiff, thread can connect things, this wooden thing rotates, etc. They can then combine them in various ways to make things slide, snap, mold, shape and act. It's instinctive. You essentially have this field in which you can assemble items in, but the materials have to be very close by. You have to physically hold the part up and your magic will attach and shape it where and how you want it to be.

Herbamagos:

- Plant mages. Able to grow trees, fungi, flora and fauna. Often involved in medical research. Usually specializes in one type of plants.

Hopper:

- Able to compress space and “jump” through it, covering distances in an instant.

Illusionist:

- Mental Magic. Able to project visions, make anyone see anything they wish. The strongest can not only affect minds but alter their actual physical appearance.

Levitator:

- Mental Magic. A rare sub-set of Telekinetic that can move living beings, though not manipulate them. Highly prized.

Magister Examplaria:

- Mental Magic. Works around patterns and comes in many different types, like codes and encryptions, the microbiology of the human genome, programming and coding, etc. Usually makes the mage highly logical and organized.

Magus Sagittarius:

- Combat-grade ability that comes in different types. The most usual one is in the form of aiming and guns, where a prime almost can’t miss a target. Magical hand/eye coordination and flow of movement are also a part of this. Can manifests in several forms, usually focused on blades or guns. This can also come in active form or reactive form, where the reactive form only activates when in danger or when being attacked.

Magus Venenata:

- Poison mage. Able to create, identify, ingest and neutralize any poison. Some specialize in Purification, which removes toxins and poisons from a substance. Combat Mages. Make formidable allies.

Mech Mage:

- Has a magical connection to things of metal and moving parts.

Menincissor Mage:

- Subset of the Psionic ability. Also known as a Mind Cutter. Able to penetrate mental defenses and induce pain and fear. Excel at disabling their targets.

Metamorphose Mage:

- Arcane Magic. Has the ability to change their shape into a bestial form, often into a monstrous and terrifying creature. Even a lower leveled significant need an anti tank gun to be hurt, as well being incredibly strong and fast physically when transformed. A Prime is almost indestructible, with immense physical might, and someone off the Charts like Arabella and the Beast of Cologne are basically indestructible, needing to be drowned or something similar to be dealt with. You have access to a limited version of various traits of your transformation (strength, olfactory sense, etc) in human form. You are free to design your own form however you want, and retain your reasoning when transformed.

Mentamalleus:

- Also known as mindhammers, they're more commonly known as false halcyons, which is not strictly accurate. The magic of a false halcyon also attacks the amygdala and hypothalamus, but primarily targets the frontal cortex, and instead of triggering hormonal responses, it permanently damages the physical structure of the brain. The attack is performed mentally, but if it succeeds, the damage to the mind is mirrored by the physical trauma to the brain. The results are predictably horrific. A halcyon is calm and logical. A false halcyon is an unstable creature that throws all of themselves into their attack with the passion of an upset toddler. They commit completely, they are fueled by their emotions, and they cause irreparable damage. Like true halcyons, they can induce a temporary state of euphoria, but at the end of it, their victim loses most of their cognitive abilities.

Mnemonic:

- Has near-perfect metal recall, either auditory or visual. Able to reproduce what is seen or heard.

Oneiromancer:

- Predicts the future through dreams, usually limited to a specific field like the stock market.

Phobic:

- Subtype of Psionic. Specializes in fear. Creates uncontrollable panic. Projector – Has the ability to transmit images and feelings to the minds of other.

Magus Praelia:

- Mages with the praelia talent summons weapons and amplified either themselves, their weapons or both with their magic. But the area of the magic talent covers a lot of ground. In general terms, it meant a mage who used melee weapons, summoned or real, and alters their bodies to make themselves better killers. Some praelia made themselves faster or stronger, others boosted their reflexes. Some were capable of unleashing bursts of magic with their weapons. And some truly powerful ones can do all of them together at deadly levels.

Psionic:

- A type of Telepath that temporarily overloads the minds of others, inundating them with strong emotions. Able to influence on a mass scale. Affects survival emotions like fear, rage and shame. Has several subsets.

Psychrokinetic:

- Elemental Magic. Possess mastery over ice, a subset of Aquakinetics. Able to rapidly drop temperatures.

Pyrokinetic:

- Elemental Magic. Mastery over fire. Relatively rare ability.

Ratiocissor:

- Also known as a Mind Ripper. Descendant of a Phobic and a Menincissor Mage. Able to penetrate mental defenses like a Mind Cutter, and induce panic like a Phobic.

Reanimators:

- Subset of Animator. Able to control the bodies of the dead, use them as weapons.

Shielder:

- A Telepath who protects the minds of others from mental attack or control.

Siren:

- Incredibly rare. Has the ability to command others by enrapturing them. When using their powers, a Siren makes those who hear or see them fall in love with them to the point of madness, and works best when used subtlety. It manifest as wings that one can only see through magical sight, and also works through the mages voice. Sirens also have the other side, known as the Harpy. The Harpy isn't particularly efficient or complicated. The Harpy is an elemental force that screams and destroys the enemy's soul. The victims still have an intact brain, but the complex tangle of thoughts and emotions that makes them who they are is destroyed. It is the permanent obliteration of the ego. If they can neither think nor feel, they can no longer hurt you. However, the harpy is fueled by the fierce, unstoppable love for those you hold dear. To protect them, she will burn through all your magic, beyond the acceptable threshold, and then she'll cannibalize your mind so she can keep screaming. If that happens, you will die. The wings appear black when the Harpy appears.

Sniffer:

- A mage who is sensitive to the magic of others, can sense the use of magic over some distance.

Summonitor:

- Also known as Summoners. Have the ability to manifest and control creatures from the Arcane realm.

Inorganic Telekinetic:

- Moves objects with the mind. Inorganic Telekinetics only have power over non-living things – using their abilities on living beings is fatal when it works, though it takes a lot of Magic to make it work on the living. Outside of that, it is one of the most versatile magic Talents out there.

    - For 100cp extra, you get to be a Tactile as well, allowing you to use your telekinetic abilities to touch someone, causing immense, almost unbearable pleasure wherever you touch them telekinetically. It's as if you touch someone with a heated mink glove, the touch both soft and firm, and like molten honey, soft and hot. The velvet heat can set every single nerve it touches on an almost unbearable yet incredibly pleasant fire before melting into pure pleasure. And what the one you touch feels both physically and mentally loops back to you, making you partially empathic/telepathic. This also allows you to project images, emotions, perceptions, etc, as well as pick up impressions if someone concentrates on things.

Telepath:

- Has the ability to communicate mentally, read minds.

Teleporter:

- Mental Mages. Able to transport themselves or items instantly from one place to another, but can only teleport that which is organic. A Teleportation is very risky, and cannot bring most clothes and items with the teleporter. "A teleportation mage could teleport themselves, but teleporting another person required complex arcane circles and a lot of preparation, and a slight miscalculation or variation in weight could make it backfire."

Therionologist:

- Has the ability to command and communicate with animals. Practitioners are usually known as Animal Mages. Incredibly rare. Often have trouble bonding with humans, can lack empathy. Animal mages have degrees of power like any other magic discipline. At the very bottom of that power ladder are those who can bond with a single species. Then they start climbing up the hierarchy of zoological classification. Those with Average abilities typically can affect an order like Rodentia or Carnivora. At Significant and Prime levels, most are capable of affecting the entire class, meaning there are Primes specializing in Mammals, or Birds, or Reptiles. Those with remarkable power can affect more than one of these classes.

Weather Mage:

- Elemental Magic. Has the ability to control and manipulate the weather.

Zoefactor:

- Arcane Magic. Makes nearly indestructible constructs held together and animated by magic, which are then controlled by an Animator.

Arkan's Talent (Can only be bought as a Prime):

- The unique magical Talent of Arkan, one of the deadliest mages and assassins alive. Passively, it generates a passive field that's approximately one quarter of an inch deep. No object can penetrate the field without the mage allowing it to do so. Neither a blade nor a bullet can hurt them. You can drop the field long enough to get drunk, although if someone tries to pour alcohol down your throat against your will, it wouldn't touch you. You thankfully don't have to exert conscious effort to put on clothes and brush your hair in the morning, or any other similar cases, as your Magic works for you instinctively. The field rejects objects depending on their density and threat level. Gasses are unaffected, liquids are affected somewhat, and solid matter can't penetrate at all. However, there is also danger that's a factor when it comes to being protected, as anything "dangerous" won't get through unless you want it to. You won't get wet in the rain unless you want to, but you can be repeatedly splashed with acid and it will never burn you. The field also negates things like lightning, fire, etc. Only a Null field sword can ignore it. But your main magic (active magic if you will) is something that can't be countered except from a very specific spell used together with a specific magic Talent. When you activate it, you get ten seconds of pure freedom to do whatever the hell you want while everyone else stands petrified, as if time has stopped. The range of the freeze is twenty-five meters.

Missing Magic Talent:

- Is there a magic talent missing from the list? You can pick it up using this option. Any talent shown or mentioned in the Hidden Legacy world is up for grabs using this option.

Unique Magic Talent:

- Not happy with any of the choices above? Then go ahead and make your own unique Magical Talent.

Items:

The Hidden Legacy series (Free):

- Here, you get the entire Hidden Legacy book series for you to read. It also comes with audiobooks, movies and series made of the source material that has been made to be your ideal versions.

Never ending chalk (100):

- Chalk is the best known item when it comes to making magic circles in this world, and now you won't ever run out. Any Magic circles written with this chalk will be far easier to write and create than any created with any other chalk, and will gain a slightly enhanced effect. You can summon and vanish the piece of chalk at will.

Gun (100):

- A decent gun of your own choice. It never needs maintenance, will never run out of ammo, never jam and will always return if lost or stolen.

Family Business (100):

- This is a small family business of your own choice. It brings in enough money to keep the family fed with a roof over their head, though if you want it to grow beyond that, you will have to take the initiative. It will keep any development and growth you make. Unless you choose something else, this will be a small private investigation business with a good local reputation.

Wealth (200):

- Money is power, no matter what world you are in, and that is true even in this world, filled with mages and amazing magic. You are now one of the wealthy ones, worth several billions of dollars, all anchored and protected from outside interference. You own several businesses that runs themselves perfectly, granting you a yearly income of several hundreds of millions. All of this is handled by a professional team of economists that deals with taxes and anything else that may be needed, allowing you to use your wealth however you want. The team follows you in your jumps as followers.

Magic Codex (200):

- This is a digital library containing all the magical knowledge from the world of Hidden Legacy, even that which is hidden or kept secret in families, houses and groups around the world. This includes anything associated with Magic, like technology, science and detailed (even private) information on mages. It will update to gain the same amount of information in future worlds, and comes with an intuitive user interface and search function that allows you to easily find what you want.

Null Sword (200):

- This is a Null Sword. It starts as a short sword, a straightforward weapon, almost plain: about fourteen inches overall, with a ten-inch double-edged blade, and a grip that fits your hand/s perfectly. Both the cross guard and the pommel shimmers with blued steel, catching the light. The blade seems to be unusually wide for the length. However with a flick of your wrist, the blade unfolds like a telescopic pole, and becomes a true sword with the exact length that fits you best. Logic said there should have been lines between the segments, but there are none, making it a functional blade in this state. But when you sink some Magic into it, it shows it's true ability. By letting your magic flow into the hilt, faint dark lines forms on the blade, growing into an intricate pattern of tiny arcane circles. The blade is then edged by a Null Field, which is what happens when magic is focused so reality touched the arcane directly. Nothing could penetrate it. This makes the blade indestructible, and allows it to cut through anything besides another null field. Unlike the prototype developed by the Prime Hephaestus Mage Linus Duncan, this one has

been perfected and comes with several benefits. It is the ideal weight for you, with a perfect balance for you that makes it feel like an extension of your body. The magical drain has been fixed, where you only need to supply a minimal amount of Magic to activate it, and it is then kept active through a closed Magic circuit that only stops when you choose to turn it off, taking away the biggest downside of the prototype, which was the immense magic drain it had on its wielders.

Security and Investigative Agency (400):

- You are now the owner of a large Security and Investigative Agency, akin to MII and Shaffer Security. This is a massive behemoth of a firm, one that is heavily entrenched in society and whatever nation you are based in's power grid. It has vast resources, skilled and talented workers, including several powerful mages of different Talents, and is run by an irrevocably loyal and immensely skilled Illusion or Truthseeker Prime CEO follower of your own design that may be added as a companion of you want.

Assassin company (400):

- You now own your very own Assassination firm. You have over a hundred mage assassins at your disposal, most of them Significants with a few Primes, all irrevocably loyal Followers that can be turned into Companions. Those who wish to hire assassins comes to find a way to contact the firm, and if they are able to pay, you or whomever you have lead the firm, may sanction the hit. By those in the know, your firm is a known quantity that is too useful and powerful to be dealt with in any way. The firm will have a high profit ratio and will run itself fine without your interference if you want it to.

Private military (400):

- Like Mad Rogan, you are now the owner of a large Private Military, filled with highly skilled and experienced ex military, all of which are irrevocably and fervently loyal to you. It comes with vast resources, including armories, military vehicles and talented and powerful mages, all of which is ready to fulfill whatever purpose you need them for.

Osiris Serum (600):

- This is a case containing seven vials of a perfected version of the Osiris Serum. Five vials allows the one who ingest it to attain the magic abilities of a certain rank, depending on the vial taken. The ranks are Minor, Average, Notable, Significant and Prime. It also contains one vial that turns anyone, even someone who has taken the serum before, or was a mage from before, into an off the charts Prime. Unlike normal Osiris Serum, these have no chance of killing or Warping the one who takes it, instead being guaranteed to awaken magical abilities in the recipient. The magical power will either be one that fits the recipient, completely random, or a power of your choice, in which case you can give them two power, making them Dual Talented, with at least one of them being the rank of the vial, the other being either the same rank or a lower one. Taking more than one dose won't increase the power of whomever takes it, unless they receive the off the charts vial, after which there are no further increases. There is also one additional vial, which grants power similar to an off the charts Prime, at the cost of turning the recipient into a Warped. The Warped created by this serum will still permanently become monster-like and animalistic physically and mentally, but won't die from being a Warped. They will also become irrevocably loyal and obedient towards you, allowing you to create an army of Warped Mages if you want. The Case refills whenever you close it, and the magic becomes hereditary in whomever receives a serum. Don't let the Wardens or the National Assemblies know about this, or you will be hunted and killed by the most dangerous organizations in this world,

Magic amplifier (600):

- This artifact takes whatever form you want it to take, and is completely indestructible. It has the incredible ability to amplify the magic of whomever uses it exponentially. An Average Mage becomes equal to a powerful Prime, and a lower end Prime becomes the equivalent of a living Nuke. It increases the Talent, power, control and reservoir of the one who uses it, and works for any supernatural abilities, nor just magic.

Abyss (600):

- This shouldn't exist, for a good reason. This is a "Saito construct", a magical construct that's alive, capable of independent decisions, self-repair, and growth, both physically and mentally. It is a hybrid between a construct and a living creature, alive in a whole different way with magic so powerful it can swallow a grenade blast like it is nothing, a regeneration that would require a power source more potent than any infusion. It is a magical construct with true life, a real mind, alongside both telepathic and animator magic abilities. It is highly adaptable, capable of expanding and grow rapidly and can regeneration from anything as long as a node exists. It is also capable of altering its environment to suit whatever it needs. However, unlike any other Saito's construct, this one is unique in that it doesn't see Humanity as a whole as a threat. It is also irrevocably loyal to you. You may choose if it's more like an obedient pet and stays that way, or if it has reached full sentience and sapience. One will be an amazing and highly functional tool, the other would be an amazing partner and a powerful Mage that can read minds as well as create and control an army worth of regenerating constructs. You are free to design them however you want. The latter can be turned into a Companion

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Chosen by Magic (Free):

- You can choose any character form the Hidden Legacy universe. They will be destined to meet and fall in love with you, the love being true and deep, and will last for eternity being just as strong and vivid. If you desire it, then you will be their very first love and lover, though the last part will be unable to happen if they are parents, unless you arrive before they become parents. If you pick more then one or you get other lovers, they will be willing to share you. Some may not be happy about it, but they will because they love you. If you want to, you have the option of creating an identical clone of the character, so one of them stays in their original world with their friends and family while the other gallivants off with you. You can decide which one is the "real" one and which you take with you, the original, the new, or even both. No matter what you choose, you will be right.

A House (100):

- You may create your own House, which is a family of mages consisting of at least two Primes in three generations. You may choose to be the heir, the Head of House, the last member or one of many. If there are more than you in the House, you may design them however you want them to be, from individual personalities, appearances, magical power, how many primes there are, what the relationship between you and them is, and anything else. You may design your House, it's Magic and it's members however you want.

Sgt. Teddy (Free):

- Several years ago, the military attempted to apply magic and genetic engineering to make hyperintelligent bears that they planned to use in combat. The program has since been discontinued but some of its animal combatants remained. Sgt. Teddy is one of them. An enormous Kodiak, he stands at five feet three inches tall on all fours and ten and a half feet tall when he rears. He weighs over fifteen hundred pounds, and his paws are bigger than a human head and can crack a human skull like a walnut with one swipe. His claws are almost six inches long and his teeth would give you nightmares. However, despite all of that, Sgt. Teddy is a pacifist. He prefers human company to living in the wild, is incredibly cuddly and wholesome, enjoys being with children, and when necessary is quite protective towards those he considers precious.

Drawbacks:

Supplement Mode - 0cp

- Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try. Optionally, you may use any other Jump doc as a supplements for this jump instead.

Alternate Universe - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any alternate universe of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will loose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Alternate Universe, you can choose any AU you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Debt-ridden - 400cp:

- You and your family has a debt. A large debt. One you will be unable to pay back fully in anything shorter than ten years. The creditors are ruthless, and will take every single dime you have that you don't need to survive. Expect to live like a pauper for the next ten years.

PTSD - 400cp:

- You suffer from terrible PTSD. You cannot treat it, though you can learn to manage it with dedicated counseling. But even once you have learn to

manage it, you will still suffer from severe attacks at inopportune moments.

Warped - 600cp:

- You have been Warped by Magic, turning you into a monster-like, hideous humanoid creature that suffers from a bestial mind and struggles to talk normal. Most people will look at you with disgust, and will want to have nothing to do with you. Others will want to take you to use for magical experiments to find out how you survived whatever changed you.

Notes:

- Synergy between talents.
    - If you have more than one type of Magic, you can have them work synergistically, granting beneficial effects with each other by having them, making the magical talents synergetic in function. Like a Telekinetic and a Hephaestus Mage. A Hephaestus mage can make components and materials mold and shape and snap together but only in a very narrow range. But if they are also an inorganic telekinetic, they would be able to levitate parts to themselves from great ranges, as well as shape them telekinetically. They can just sit there and use telekinesis to mold them above their head. And it can be very fast, nigh instantaneous.
- Magic:
    - Most mages has an active and a passive field. Active magical abilities required conscious effort, while passive powers were autonomic like breathing or sweating.
- Purchases:
    - More purchases of Prime does not make you twice as powerful as an ordinary Prime. Instead, it only grants you the Magic reservoir of a normal Prime, with the Prime level Talent of all your prime purchases.
- Off the Charts:
    - This does not make a Minor Talent into a Prime Talent. It simply makes you off the charts for a Minor Talent. Still a Minor Talent, but a powerful one. The Prime level is the one with the highest effect from it, as Prime is the highest level with no known limit.
- Stacking:
    - Overflowing Magic and Off the Charts stack, and will turn you into the most powerful single mage in Hidden Legacy if based on power and magic reservoir.