

Pact

Pact: A Web Novel By Wildbow

Jump Created By GoneAnon

The world of Pact is both prodigious in nature, and undeniably dangerous to those caught up in its conflicts. Withdrawn from the knowledge of humans, is the existence of magic in our world. Every object in existence is intertwined with spirits. Not those of humans but of existence itself. The rules of magic largely depend on the spirit's observations of humanity, with many of the rules changing to fit the joint beliefs of the population.

Some humans choose to follow an awakening ritual, becoming a practitioner. They are not permitted to tell an untruth, even through exaggeration or jest, with doing so massively diminishing their abilities. However, they become capable of learning and using magic, and viewing the spirits and connections that are ingrained in the world.

Others, supernatural creatures of different degrees of power and capability, live both in hiding and plain sight. To the eyes of an uninitiated human, they have been forced into a masquerade, taking on the form of a more mundane equivalent. A monstrous mermaid may become a bathing woman, and the ghastly face of a bogeyman would merely appear as a disfigurement.

Fortunately, for those who follow a more common-place existence, the world has safeguards in place for them. All magical creatures have karma attached to their being. The good they do in the world will cause further good to them, and the negatives will in some form or another be paid back to them.

Innocence too exists, with those who attack an uninitiated civilian facing heavy karmic penalties, due to their inability to even observe them for what they are.

Warped and moulded by symbolism, is the world you will inhabit for the next decade.

+1000CP

Locations

Your gender, like lightning, will follow the path of least resistance, taking the form you would expect from recent memories. Your age will vary depending on the form you take, and the length you have lived as it. The location you inhabit falls to fate. The roll of a dice with two extra sides.

Unlike most, you have been granted the choice to decide your beginning. By expending some of your worth (50CP), your age and gender will become more malleable and allow you to pick and choose their values.

You can also pick your location for a cost (50CP).

1. Jacob's Bell, Canada

The town of Jacob's Bell is inhabited by many magical factions and families, with each having their own wants and goals. It is also inhabited by many Other's, who have called this place home, some for centuries. The town is currently split almost in two, with the top half owned by Johannes. Due to the small size of it in comparison to cities, there has not been an overly powerful being seeking to become Lord of it. However, there are constant clashes over the future of this town, and with tensions rising, it may soon see a single ruler.

2. Town Church, Jacob's Bell, Canada

This church is handed over one evening a month, for the magical community to hold a talk in. During this there is a peace treaty, with no party allowed to bring harm upon any other. Events are talked about, and if possible problems are resolved. It holds a metaphorical weight to it, being a place of maintained peace. Because of this, even forces with the capabilities to do such would be reluctant to attack it. The spirits would almost certainly see it as an ill-mannered act, and the karma lost in the action could far out way any gain.

3. Hillglades House, Jacob's Bell, Canada

This family house has been passed down from generation to generation, becoming home to every new Thorburn heir. Many of the owners have claimed the land as their demesne, arming the house with many potent protections. The house is shielded from outside attacks, and only those who have been given permission by the owner can enter. One week from now, Blake Thorburn will be named the new heir, after the tragic death of the previous owner.

But ownership of this house comes with a cost. It is situated on the border of the town, using up much needed space and blocking access to the vast swampland, also under its property. If the owner would be so willing as to destroy the property, the town could further grow and advance. The people of the town hold a grudge against the family due to this.

The grudge held against them by practitioners and Other is much more apparent, and involves much more willingness to use lethal force. This family has been historically composed of Diabolists, people who summon and bind demons to do their bidding. With the inherent danger of a loose demon, the people's collective hatred of the family comes as no shock.

4. Johannes' Demesne, Jacob's Bell, Canada

A practitioner may only own a single demesne. The more they attempt to take claim to, the more people will come to challenge their claim. Most choose to keep their land small, so as not to offend others into a duel over its creation. Johannes did the opposite, striking a claim for as far as his voice carried, whilst speakers boomed his words over a town.

The bold claim was challenged by an angel, sending him running. These attempts to claim, and angelic interruptions continued in a cycle for quite some while. Finally, the two struck a deal. The angel became bound to him as his familiar, and took residence in his Demesne.

Half of Jacob's Bell now belongs ultimately to him. He has used his power over it to warp it into a place that Others can gather and hunt the warped vestiges, carved from the humans who chose not to leave. To enter, an Other must sacrifice a portion of their power to Johannes, and promise not to fight.

5. The Witch Hunters House, Jacob's Bell, Canada

You start off in the home of the witch hunters, Eva and Andy. Eva is a sadistic and potentially psychopathic woman, who enjoys the violent aspects of monster hunting. Her brother, Andy, is the much calmer brains of the pair. He does not do the job because he enjoys it, but due to past obligations. If you can talk well, you may be able to get information from them. If not, Eva will likely threaten to murder you.

6. Toronto, Canada

To the uninitiated, Toronto is exactly as one would expect a major city to be. Five million people inhabit it, each going about their daily lives. Behind the scenes of this place is a well-established magical hierarchy. Conquest, a massively powerful living embodiment of his namesake trait, rules as Lord of it. His rules, decisions, and delegations are absolute. Up until now there have been none who have openly challenged him and survived without great loss.

That is not to say people are happy with his rule. Whispers under breaths talk of his tyranny, and how easily a better replacement could be found. But with no one around being powerful enough to challenge him, he may be destined to sit at his throne for a long time coming.

7. Abandoned Factory, Toronto, Canada

This factory sits in a wooded area outside of Toronto, and hosts the powerful abstract demon, Ur. The true name of this demon is unknown, with Ur being the only sound it permits to reach the ears of listeners, after the other sounds that make it up are wiped from existence. Its abilities allow it to sever connections to the world, sending anyone it touches into the Abyss. Almost every trace of them vanishes, wiping away the memories from those who knew them.

The factory itself was abandoned sometime in the past, as can be observed from the withered bricks, and excesses of graffiti. Nowadays, those same would be 'artists', will quickly find themselves to never have been.

8. Freedom

This is freedom only in name. You may pick any location in Canada, or even The Abyss if you are that kind of masochistic fool. Regardless of where you choose, you will find yourself close by to a magical community. As these communities go, there is often conflict and division. The limited space, sought after resources, and desire to rule can cause turmoil. You will soon be dragged into these events.

Backgrounds

Whilst Vestiges and Demons are both types of Other, they are independent, separate backgrounds to the 'Other' background here.

Vestige (Drop In)

Age: 2D8 Days

A Vestige is born an incomplete mockery or shadow of something whole. They are the ghosts left reliving a tragic death, the person left hollow after a creature stole their essence, and the illusion of an identity that gained enough power to form a life of its own. A broken or incomplete form of Other.

Most vestiges don't last for long, either withering away into nothingness, or gaining power and taking on a functional form of their own. Regardless, some more stable vestiges exist, finding a balance within which the world permits them to live. You are one of these such vestiges. All that was taken from you were memories or parts that were never truly yours, with enough of your energy returned for your own stability. In body and mind you are equivalent to a human.

As a vestige, you may not be bound by the same rules that others here are, so long as you did not begin your existence as one who was. A vestige that was carved from a human will maintain their ability to lie, and spirits may look the other way when it comes to karma. They can even become a practitioner, if they have it in them to perform the awakening ritual.

As something that may have only recently 'been', you have no memories to attach you to your life here, and if you did have a previous life in this world it is not one you know of.

Practitioner

Age: 14+3D8 Years

Any human who performs an awakening ritual will become a practitioner.

Practitioners are capable of altering the world by pushing their own, or their otherwise claimed, power into it. This magic can take a range of forms, from chronomancy to the manipulation of elements. Many practitioners will even bind and call upon Others to do their bidding.

However, those who grasp for inhuman abilities should take care not to hold their humanity forfeit. All power has a cost, and by expending that which you do not have, you will chip away at your own existence for fuel. When the spirits move to fill these gaps, there is no telling what you may become.

Bear in mind that not all practitioners are created equal. Some have the backing of large, ancient families, and other may find natural talents in the branches of magic they pursue.

Other

Age 20+D8 Years

'Other' is the collective term given to any creature that is not quite human. Not every Other is monstrous, nor are they all a threat. A few, like fairies form their own societies to live in, and keep mostly to themselves. Some were humans that were incapable of staying as such, and so become the Bogeymen of old tales, seeping into our world to feed on fear. Many are manifestations of human beliefs and actions. The great Lord Conquest is of this kind, the embodiment of humanities desire to claim and overthrow.

Many of the weaker Others will take a pact known as the 'Seal Of Solomon'. This is a promise not to interfere with the lives of ordinary humans, and leaves them open to being bound and used. In return, they are granted a source of power to use.

Demons are a powerful branch of Other that most practitioners daren't interact with. Their entire existence works towards the end of existence, and every action they perform adds a taint to the world that it can't rub off. It is theorised by some that the vast emptiness of space is what was left behind after demons acted upon it.

The range of power a demon has varies, but all of them hold a great amount of it. Even a weaker demon has enough power to gather an army of beasts under their command. Every demon can be associated with one of the seven demonic Choirs, with goals, abilities, and weaknesses related to it.

However, the classification of demons into Choirs is a concept invented by humans to more easily understand, and prepare against them. Each demon is an individual, and treating them as anything but may result in a swift end, when your preconceived plans have no effect on them.

Form

Vestiges and Others can both come in forms unlike anything in the natural world. If you are one of these two things, you may take any set form to live as here, so long as it does not give a huge advantage against humans. Examples of the sort of forms you may choose can be seen below. Taking the form of a known species of Other, will not inherently grant the powers associated with their kind.

Vestiges

Half-made human

The being you were created from was a single whole person. You on the other hand, are only half of that. Whilst physiologically you may appear identical to a human, the skills and traits you hold are to an extent exaggerated. There is somewhere a second opposing version of you.

Take for example, a man who worked as a vicious boxer in his job, but went home to a loving family that he cared deeply for. The split may leave two beings: One a vicious, physically powerful boxer, who could win most mundane fights, but lacks any empathy for others. The seconds, a weak but loyal and caring man, who would do anything to care for his family, but turns to cowardice when faced with threats. Both are better than the original in their own ways, but neither would likely last as long or be as happy as the original would.

Living Shadow

A faerie decided to play a prank on a practitioner, using glamour to enchant their shadow and bring it to life. The shadow fled their body, and caused chaos, destroying the things they loved. Since the shadow was having more effect on the person's life than the original, it was seen by spirits as its equal, and some of the originals worth in the world was given to it. The shadow is now an independent vestige, able to act and operate on its own.

If it carries on discouraging the worth of the original, it may over throw them, claiming their name. The shadow would then own all that the original owned and, the practitioner would become the vestige.

Human Host

You are, were, a regular human. But an attack from a practitioner put a crack in your image. The essence that makes up you has flooded out into the world. As an empty shell, spirits and other's see you as a new home in the way that a hermit crab might. If you were to be entered by a parasitic Other, your current form is held steady only by the pillar they act as, keeping you up. You likely have taken on attributes of them, or even their abilities. If you can assert your worth over it, the parasite may be consumed entirely by you, filling up the whole and leaving you alive as nothing new, but complete.

Many who are left open like this, especially the innocent, will find that the same spirits the exist in all things want to nest in that space. Taking the form of small animals, like mice, these spirits will burrow into you and sit. Since they now make up part of you, their essence can fuel your own abilities. Either passively, a family of mouse spirits making you more agile, or actively, sacrificing a mouse to fuel a form of magic.

Ghost reborn

Not too long ago, a person died a violent and tragic death. Though they themselves passed on to whatever comes next, the impression their death left on the world repeats itself, playing in a loop. Though it is nothing but an imprint, the family of the deceased come each evening to the place of death, mourning in front of the ghost. As practitioners, some members even gave tokens tied to themselves to the ghost as expressions of past love.

Unbeknownst to them, the ghost hoarded these, the magic and emotion fuelling it. The spirits who witnessed this passively agreed on the ghost's worth, with all it had been given named as proof. What was once an echo of an event wielded enough power to claw its way back into life. Now a tangible creature, if only a weak vestige, it left the site of death it was bound to. Don't doubt though that the dead individual remained dead. Only an empowered, separated reflection is walking amongst the living.

Others

Faeries

Faeries have a form similar to human's, and use a style of magic called 'glamour' to alter the world. Glamour is produced naturally by faeries, and can alter something when applied to it. However, it is dependant on their belief in that change. Faeries will go through thematic shifts in their culture, with their way of life being altered alongside these shifts. What one year could be a society of posh nobles, could another be a group of barbarians and huntsmen. They can easily move into these roles, caring more about relieving boredom than anything else.

Faeries that are sent into exile will be disallowed entry by the Lords of cities, due to their mischievous and potentially dangerous nature. To this day there is a lasting hostility between faeries and goblins, due to faeries at one point holding goblins as slaves and playthings.

Goblins

Goblins are violent, crass, and otherwise disgusting creatures. Each uses a name composed of expletives and foul language. They care for nothing besides causing misery to people, and indulge in depraved acts against others. The weaker ones will likely carry crude weaponry, such as screwdrivers or broken bottles. This will be tainted with dirt and grime, to cause further illness to those cut.

Goblins are especially weak against elementally charged metal, and so find difficulty in crossing pipes that carry water. Due to this they tend to stay on the outside of cities. The more powerful goblins can transform themselves into weaponry when defeated, such as a goblin leader becoming a preternaturally powerful sword with a spiked handle. Every time it is used, the spikes will draw blood from the palm of the wielder. This blood would be absorbed by the goblin, using the power in it to grow over time to their original strength.

Elementals

Elementals embody an element, and may be a person who was warped by an event related to the element, or a creature otherwise created in the form of it. Like magic itself, elementals may become altered over centuries by the changing views and actions of humanity, in relation to that element.

A powerful elemental known as The Eye appeared in Toronto after a large-scale fire, in the year 1908. It is capable of wielding the power of great infernos, turning people to ashes and lighting up buildings. Over time, as people relied less on fire and more on electricity, the elemental shifted to be composed equally of storm.

Bogeymen

Bogeymen are creatures that have risen from The Abyss, and broken through to the surface. Despite once being human, their journey through The Abyss cost them dearly, in mind, body, and image. Now they may not even recognise their former self, discarding everything that was them, for the chance to survive.

Thrown into a great lake, swimming against an endless current, gills would open at the throat, legs would seal into a tail, and scales would allow for aquadynamic movement.

A mountainous terrain could force many vital changes onto dwellers of The Abyss. Their body may be forced onto all fours, with sturdy legs and hooved feet to stop the piercing rocks. The cold could require great stores of fat, and a thick covering of hair to survive, leaving the person akin to the abominable-snowman. They may even lose their arms for great feathered wings, to take off from the place that traps them.

These arisen survivors may not even be comparable to humans, with magic fuelled only by the fear they cause in people.

Vestige Discounted

Magic/ Powers/Abilities

Defaulting To Normalcy (100, Free) – The life of a vestige is often short and troublesome. They were created either through energy being taken, or a small amount being given. Either way, it's unlikely that they have a lot to live off, with this amount quickly being used up. You however can easily work your way out of this. Whether it's stabilising the loss of energy to be more sustainable long term, or simply moving onto another form that's more grounded in its existence, you can easily find a way to fix up your degrading body.

Less Of The Lesser (100) – When you lost a part of yourself, it wasn't only the good that left you. Everyone has something that they don't want to keep, whether it be a bad temper, a stutter, a heart defect, or an infection that can never fully be cured. When you became a vestige, some of what was lost were considerably bad traits, meaning that with becoming a lesser person, you rid yourself of some of your worst traits.

Nest And Burrow (200) – The emptiness you feel isn't just an emotion, but an open space within you, whether it be of body or soul. By announcing this out loud, you can call upon nearby spirits, and Others with a less tangible form, to seek you out. You can then offer them a space within you, giving them some amount of shelter and the ability to hide. A weakening vestige may find that the creature within grounds them more in reality, and stops them degrading further.

In exchange for shelter, whilst they remain, some of their power will become accessible to you. The spirits will commonly take the forms of small animals, especially ones that you have a connection with, or have kept in the past. Someone who kept birds may attract birds spirits, or someone who lived in a rundown area may attract rat spirits. A fiery Other taking up residence may grant you the ability to manipulate flame. Be careful however, as letting in a creature far more powerful than yourself may result in them taking claim to your body.

Leaks And Cracks (200) – The injury that led to you becoming this was a crack in your very existence itself. That which made up ‘you’ slowly leaked out, until you were but a shadow of your former self. But the nature of magic meant that after sealing it, this crack became an orifice of sorts. You now have the ability to open and close it at will, with some degree of precision. This can pose a great threat to you, losing too much and killing yourself in the process. But when used carefully, it can lend itself to certain tricks.

If for example, a family of low level Others decided to enter your body, you could open this crack, forcing them out of it. It holds offensive potential, with the ability to open it up and leak your essence everywhere. This is especially dangerous if for example you carry the theme of magma, leaving trails of molten rock as you move. It can even be used sacrificially, releasing part of yourself for another to take claim to, or forcefully losing ‘self’ to hide from an enemy searching for you.

Barely Worth Looking At (300) – At your weakest point there was so little of you that the spirits bothered not even to look your way. The world simply paid less attention to you. Now you are stronger, but that lack of worth affected you so deeply, that it carried on as part of your new form. People now have trouble noticing you, or paying attention to you, unless you are doing something to draw their eyes.

You could easily trail a person, or show up to their gathering, and they wouldn’t notice you there. Facing someone in combat, and having a thirty second lull in it, will likely see them moving on to another target and forgetting they even fought you. When doing a ritual to curse their enemies by name, they simply won’t remember to include you.

Walking On The Air (300) – When your name was taken from you, it felt as if the slightest breeze could carry you away, and the air itself felt thick. If you wanted to you could lean back and rest on it. In these moments, you begged with all you had left for the spirits of the air to take mercy on you. Though you're strong enough these days to move freely, the air itself still looks down on you, though now in a more protective than dismissive way.

When falling from a height, you will fall slower than you should do, cushioning the landing. When chased by a foe, or when their punches are hammering your flesh, the air will thicken, making their movements more difficult. When a volley of arrows is fired at you, a gust of wind will appear, blowing them just off course. Though it's hardly ever enough to be noticed, the air will push lightly towards your victory.

Amongst The Shadows (400) – When the shadow of a person was infused with magic, a portion of it arose as a weak sliver of life. From here it jumped from person to person, living in their shadow and drawing from their essence. This is the ability you wield. By stepping into the shadow a person casts, you will vanish, living within it. From here you can see and hear all that you would be able to, were you lying where the shadow lay. This makes it easy to get into buildings by hitchhiking in this way, or to spy on a person from within their shadow. Physical force has no effect on you as a two-dimensional being, but fire, bright lights, and all things that work against shadows, will force you back to a human form. You can also be bound or cast out by any magic that would normally hold that effect on you.

Whilst here you draw lightly on the power of the person, to recharge you own energies. Even when the shadow is not cast, you still exist where it should be. To jump to a new person, the shadow or host you are within must touch either them or their shadow. Beware though, that any person with supernatural sensory abilities (magic sight, ESP, x-ray vision), will be able to see you in a shadow. If they call upon you with enough self-belief and confidence, they can cast you out of it into your real form.

A Fragment Of Self (400) – A vestige is not always created by a malicious act against a person. It is sometimes created by a practitioner attempting to put power into an object, but giving away far too much until it became more 'them' than they were. Whether or not you were made in this way is irrelevant, as you possess this ability. By focusing on an aspect or ability of your own, you may transfer it into an object you are touching. Your pyrokinesis may transform an ordinary sword into one drenched in flame. Your durability may make a shield that can withstand any attack. Don't be careless with this ability, like the prementioned practitioners, and give too much of yourself away.

Rose Thorburn Junior Jr (500) – Upon your creation you were trapped inside a mirror, but a deal with another freed you. You can now enter and live within the mirror dimension as you please. This works by touching any reflective surface, and entering it. You will now be on the other side, in a small world made up only of the area that can be seen in the reflection. From here you can jump to any other reflective surface within a mile, as you would be if the surface you are in shattered. This allows you to enter almost any unwarded buildings, as most will contain a reflective surface, and effectively spy on them by looking and listening through the surface.

Whilst altering the things reflected into your world will not alter the real-world equivalent, you can use this to your advantage to pick up for example a secretive journal you can see. Even without the inside being reflected, you can read all of it, and pocket it whilst moving between reflections. The false reflective objects however can't be carried back through. You can also shatter the surface with a touch, from the inside, potentially raining glass on those opposite.

Drain Essence (500) – The emptiness will be filled at any cost, and that cost shall be paid by those who antagonise you. By dealing to someone an injury, deep enough to cause serious permanent damage, you can open them up to be drawn from. You can now drain the essence and spirit that makes them who they are. With this you can claim their power for your own, bolstering yourself in ability.

But be warned, this is not to be taken lightly. If for example you absorbed so much of a person that 25% of you is composed of them, you will likely find a quarter of your thoughts, form, and feelings to be as theirs are. With this you can gain great power rapidly, but likely at the cost of self.

Perks

A Lost Puppy (100) – Though it can be demeaning to have people look down on you as something feeble, it is at times the only way to get out of a terrible situation. When you are at your lowest points, and have no one to turn to, you will always be able to find those who are willing to lend you a hand, be it a place to stay, food, or a small amount of essence to stop The Abyss from consuming you.

One Of A Kind (200) – Despite the many forms you may take, and the many names you may go through, those close to you will always know who you are. Even if you are but a speck of what you once were, your name and image stolen by another, those who use magic to find or connect themselves to you will have it lead to you, and not the imposter. Similarly, when standing side by side with an illusion or identical copy, there will be no confusion as to the real one.

Working Through It (300) – A parasitic Other has taken your body as host, through a bullet wound to the thigh. The wound has begun to turn necrotic, with regular bursts of pain radiating from it. The Other has now risen to your arm, with it slowly morphing into a swollen pulsating tentacle. If you were to be in this situation, you could easily overlook it and carry on moving. Body horror doesn't send you into shock, as it would others, and almost any amount of pain can be worked through, so long as you stay focused on the task.

This Is Who I Am Now (400) – As a vestige, you are but a commodity to some. Easy to twist and alter, at the hands of malicious Others, an almost blank template to become the creature that others want from you. If this situation were forced on you, transforming you into a terrible beast, you could easily come out on top. Regardless of the changes to your body, you can fight to maintain the right to autonomy. Your new limbs will move for you as your previous did, and the feral thoughts they have filled your brain with can be forced back down with the reassertion of your own. Even the new powers are your own to command. Regardless of changes, your body is your own.

Bleeding Out (500) – The universe is conspiring to keep you alive, not by changing what hits you, but by making it so that after all of these hits, you simply don't seem to die. Whether it be taking multiple gun shots, having your mind crushed and curdled, or being drained to the last few drops of essence, you don't seem to die.

Whilst you will still perish from anything that would absolutely kill a person, as long as there is at least a one in a hundred chance of a person being able to survive it, you likely will. This perk works best if you have other healing abilities, or allies to take you to the hospital. Whilst this stops you from dying, it really does still leave you on the brink.

Practitioner Discounted

Almost any practitioner can learn any form of magic, so long as they have the correct books and resources to learn from. However, like most branches of education, you will need to spend a long time studying it to be able to put that knowledge to use. Even then, you may find it difficult in practice.

The purchases here will not make you a sudden expert in the branch of magic, but will instead give you every text and book you would need to learn about it. Furthermore, you will pick it up with five times the speed and ease that anyone else would.

In practice, this means that by taking five branches here and studying each equally through a single year, you could use them all as effectively as someone studying a single form of magic for a year could theirs.

General Magic

The Sight (100, Free) – Every practitioner gains The Sight as they awaken. When active, they may observe the spirits that inhabit all things in the world, and the links they form. This could be used to locate a person, by shouting their name, or to find the links between people indicating they are aiding each other.

Blood Barrier (200) – All magic has a cost, much of which being a cost of self. Every person has some magical potential in them, in the worth their name carries to the spirits. In many contexts, it is said that makes a person who they are. In genetics, in family, in every step you take, until a stray arrow on the battlefield relieves you of it. All that carry it consider blood to be a constituent of self.

This can all be seen in a blood barrier. This is a circle drawn in blood, with the original owner of the blood not being of any particular importance. Once this circle is drawn, anything that wishes to harm you will have serious trouble crossing it, especially if they are monstrous in nature. It does well to ward away creatures, but bear in mind that there is nothing stopping them from simply throwing an object, or shooting through.

Implement (300) – An implement is an object that is used by a practitioner to in some form direct or aid their magic. As each practitioner may only take a single implement, it is vital that the one they choose will truly aid them. The way that the implement lends itself to the practitioner, like many things, involves a great deal of symbolism. This symbolism comes from both the mundane use of the object, and the way similar implements are used by other practitioners.

A wand for example is seen as inherently magical, with no real world uses besides by magicians. Because of this it aids in dealing with other practitioners, such as the alteration or nullification of their workings. A sword is more lethal and direct, and is brandished with the intent to harm. The sword will be useful in tearing through magical defences, or deflecting direct attacks.

Though any practitioner can take an implement, they may well find that the one they choose doesn't quite fit the style or expectations they had for it, making it a wasted opportunity to gather power. By choosing this, you are ensured that you will find an implement perfectly suited to your needs, and will find it to be greatly useful to you and the magic you use.

Familiar (300) – A familiar is the Other chosen to become the lifelong companion of a practitioner. By performing the familiar ritual with an Other, they are given a permanent connection to you, and the universe will do all it can to keep the two of you together. They will gain a new form, usually that of a regular animal, and their abilities may alter somewhat.

Most practitioners will take on an Other that thematically matches their magic, such as the Chronomancer Laird, who took on a time spirit as his familiar. The ghost of a boy, who perished after spending weeks running from a Goblin, was taken on by Blake, a bird enthusiast. The ghost took the form of a Sparrow, and gained the ability to cause himself or others to dodge attacks.

Taking this ensures that the familiar you designate will be a fitting match for your personality, and the form and abilities they take on will compliment your own. They will also be unable to use the connection to manipulate you, regardless of their own power.

Demesne (300) – A demesne is an area of land owned by a practitioner, due to them laying claim to it through a ritual. Each practitioner may only own a single demesne, and inside it the world bows down to them. A connection links the two, with their personality and styles of magic warping and altering the area inside the demesne. Within they wield far more power, and call upon the land to change as they see fit. Those who dare move deep into a powerful practitioner's demesne, with the intent to wrong its owner, will often find it a perilous terrain to move through.

Laying claim to a demesne has a challenge tied to the ritual. Your claim will be echoed to every Other and practitioner in the area, and each has the chance to challenge you to a duel. Losing this duel will result in the ritual ending, and if the person is savage enough, your death. The more land you try to claim, the longer they have to challenge you, and the further the call to arms goes.

Taking this aids with a few different things. Firstly, when staking a claim, the Others that show up to challenge you will be less of a challenge. Those who would be split on whether or not to contest will decide not to. Taking a huge amount of land will still call large opponents, but the scale of opponents will be less than expected for that land. Taking too much land will still result in opponents you'll have trouble fighting. Secondly, this demesne will follow you in your jumps, either as part of the warehouse or as a location in other jumps. Lastly, powerful spirits and Others will be attracted to it, taking residence if you allow them to. This can vastly increase its worth, with enough inhabitants.

To Bind And Call (400) – Your skill at summoning and binding Others, is far beyond what most would expect. You own dozens of books stating the bindings that would work best for different Others, as well as names and information about those that can be called. On top of this, you are exceptionally skilled at deal making, when it comes to Others. You can find exactly what they want, and know how to have them work for you with minimal personal sacrifice.

It would be no issue for you to have tens of bogeymen on rotation, summoning them in waves, as your enemies mow them down. Great beasts can be tamed by your abilities and assurances, letting you gather a small army in very little time.

Magical Specialisations (400 Each)

Chronomancy - Chronomancy is any and all magic that relates to time. Much of the tricks and capabilities of a chronomancer do not involve the manipulation of time itself, but instead the manipulation of how people perceive it. An example of this is using your abilities to force a person five hours into the future. Whilst from their point of view they simply leaped from one point to the next, in reality, you simply made the persons brain unable to acknowledge the passage of time, and so they sat around of their own volition, and waited out the five hours without realising.

Of course, true chronomancy is possible, though it takes a great deal of stored power to practice. True chronomancy could be used to make a person younger, age them to dust, rewind grave wounds, or even to turn back time in an area.

Diabolist – Someone who works alongside demons is known as a diabolist. Due to the destructive nature of demons, it is a very risky type of magic to use, and causes a great loss of karma, often into the negatives. Those that summon and utilise demons for their power, are looked down upon by almost everyone else in the world. Though the animus towards diabolists may seem like a prejudice, it is arguably deserved.

However, the few that are successful will find great potential waiting for them in the capabilities of demons. Their powers are varied, but almost always more powerful than those of other Others. Demons can be hard to defeat, and equally hard to bind, so only the brave and un-fearing turn their head in this direction.

Karmic Hoarder – Karma is an intrinsic part of this world, tied to every practitioner and Other. Those who do good shall receive the good will of the world. The same goes for those who do wrong. Some choose to appeal to the spirits in such a way as to gather as much karma as they can, through good natured actions, and well placed theatrics.

Those who are successful at this will amass a great deal of karma, and find that the world now benefits them in many ways it never would have before. Their luck is excellent, and things just seem to go in their favour.

Valkyrie – A Valkyrie is the term used to describe a practitioner that commands the souls of the dead. They call upon ghosts and wraiths, to rally behind them, forming an army as they march on. These ghosts will have an effect on the people they near, related to their manner of death. An old man who passed from a heart attack, may cause weak hearts to stop. A woman claimed by frost, may freeze those she touches.

A Valkyrie will need to take note of significant nearby deaths, so that what is left behind can be called upon. They may also find trouble commanding lots of ghosts at once, and so would gain from having a related implement to guide them with.

Elementalist – Those who become adept in the manipulation of elements is known as an elemental. 'Element' in this sense refers to them in the more classic way: water, fire, air, lightning, etcetera. A variety of methods will be used to manipulate the elements: Raw elemental blasts, runes with themed effects, summoning elemental others.

Some elementals will use a selection of elements for their magic, where as others will fully involve themselves with one particular element. Fire is common for this, with entirely flame based weapons, spells, and a blazing familiar.

Enchantress – The abilities of an enchantress may at first seem unassuming, but in reality can be used to deadly effect. This is magic that involves using the sight to observe the connections between all things, creating and severing them as need be. Due to the grand majority of actions involving some degree of connection, much can be twisted and broken by an enchantress.

An enchantress can draw attention to a person, by drawing connections between the person and Others around them. In a free far all, this can result in them being mobbed. A person that has formed a attachment to an object, such as their enchanted weapon, may have the connection severed so that it no longer sees them as the owner. An area of effect spell being powered by a magic-storing container could have the connection severed, leaving it without fuel. A spirit looking for a home could be linked with one specific jar to store it.

With a little practice, and imagination, the working of fate can be bent in the favour of an enchantress, and amongst the chaos they can thrive.

Sympathetic Magic – Sympathetic magic is the act of forming a connection between two similar objects, to alter one by modifying the other. The closer that two objects are in similarity the easier it is to form these connections, and push influence over. A basic example of this is holding a cup, and forming a link to an identical cup on a table. Then, by lifting the cup in your hand, the one linked to it on the table will rise into the air.

There are many effective uses of this, for those clever enough to do it. Since it works on similarities, rather than absolute exacts, the regular sword of a soldier could be linked to the powerful sword-implement of a practitioner. When the first sword is shattered, it's much more powerful counterpart will shatter too.

Powerful practitioners with decades of practice, can take this magic to an extreme. By creating a small doll that very closely resembles a person, the two can be linked. Actions taken on the doll would be mirrored to the person, such as burning the doll to cause them to combust.

Perks

Tome Worm (100) – Often, the practitioner who comes out on top, is the one who has spent the most time with a book in their hands. Information is power, and with so many Others and forms of magic to combat, there is never enough time to learn it all. This perk allows you to read at three times the speed, without ever getting bored or restless. You will also remember the grand majority of what you read, as if you had studied it many time over.

We Shall Fight In The Demesnes (200) – You have a flair for the dramatic, that the spirits adore. Your speeches are works of art, able to rise those who stand behind you, and crush the resolve of your foes. You can throw out any action in such a way as to impress the forces of nature that watch you. Best of all for a practitioner, you will never accidentally lie out loud, with your words always coming out in a way that is at least truthful.

Thinker/Fighter (300) – You are always able to keep track of what is happening on a battlefield, able to observe and remember what is happening around you, even whilst ducking and weaving. Despite fighting for your life, your fighting capabilities will not be diminished, allowing you to recall information and abilities on the fly, as easily as you could when calm. Powers that need concentration to activate, will now require much less of it to get going.

An Educated Guess (400) – Others do not always fit strict classification. In fact, the majority are independents that do not belong to a specific race. Even those that do, may use abilities that are unusual for their people. Relying too much on what you read, without being able to apply it to a complicated reality, will get you killed.

Luckily for you, you are built for this. Building up a plan from guesses, observations, and broken memories of old knowledge, works surprisingly well. On top of that, the more you believe in the legitimacy of a plan, the more likely it is to work for you.

A Treaty Of Pieces (500) – In front of you is a town inhabited by monsters, various magical lineages, depleting resources, and overstepping claims to land. How would you go about keeping the peace? Apparently fairly easily. You are a skilled diplomat, capable of finding resolutions, and holding off opposing forces from attacking each other. As tensions bubble up over generations, you are the lid on this boiling pot. Though the peace you create may be uneasy, you are very skilled at keeping it peaceful.

Other

Some Others come in set groups and classifications. Faeries, Goblins, Giants, these are creatures of specific races. On the other hand, there are many that do not fit into groups. They come about independently, usually from a human going through a transformation of sorts. These singular Others have their own abilities, that may very well only be seen in them.

Powers And Abilities

Living, Or Dead, Fuel (100CP, Free Other) – You in some form or another gain fuel or useable material from creatures. The majority of bogeymen find that causing people fear invigorates them, recharging their magical energies. Some take from a body, such as melting a person's skin into mouldable wax, to patch up holes in their own body. There would even be some that could sap the fear from a person. The person would die soon after, with nothing to stop them walking in front of a car, and the Other would grow stronger.

Living Is A Problem Because Everything Dies (100) – If you had the same durability as a human, you would die the second someone stuck a knife in your chest. Luckily, you don't. Something about you makes you much harder to put down. Maybe you can slowly regenerate lost flesh, by filling the gaps with clay. Maybe your skin has the strength of rock. You could even have gelatinous body, parting easily for swords, and sealing back up after. This also grants a bonus to physical strength.

Move With Grace (200) – You possess an ability that makes it easier to get around, or provides more options in how to navigate the battlefield. A birdlike Other may have great wings that allow them to glide. A spring-legged creature, could leap buildings and sprint great distances. A ghostly Other may pass through walls with ease.

Elemental Balance (200) – Your form, or abilities, incorporate a classical element. Fiery Others may have flaming hair, and cracked, glowing skin. Their capabilities could include breathing or throwing fire, and they likely would take no harm from standing in it. An aquatic Other may have gills and fins, able to rapidly fill the area they stand in with water. An air based Other may have multiple sets of feathered wings, beating any of them to bring great gusts of wind. This doesn't have to be one of the classical elements, and may instead be one along the lines of metal, electricity, ice, or light.

Witch's Games (300) – You have a single curse or hex that you can apply to someone with ease. Whether it is a vague wide acting curse, or a specific singular effect is up to you. Vague curses include giving bad luck to any that look upon you, or giving long lasting pain and illness in the area you touch a person. More specific curses are a spell to shrink a person, or permanently muting them.

Weird And Wicked (300) – There are Others whose main ability is specific to them, and will turn a few heads when used. There's a bogeyman who can teleport behind someone at a window, to push them out of it. Someone who could peel off and wear your face to claim your identity, once wandered the streets. There was even a book themed Other, a school girl made of paper, who could command pages through the air to slice into flesh. This is an ability that can have great potential for a single well used effect, but alone will likely not win a group battle, or make you a powerhouse.

Running From Death (400) – One of your key abilities only shows itself when at death's door. When you are sufficiently wounded or drained, it will activate itself to aid you. For goblins, this is the ability to form a weapon that lightly bleeds the wielder. They absorb the blood to slowly regain energy. Your ability may be along these lines, or completely different. Maybe you revert to a lesser form when damaged, to conserve the little energy left. Maybe your puddle of blood or cut off limbs take on a life of their own, trying desperately to kill those who put you into that state.

Brood Mother (400) – You do not work alone, instead calling upon minions to fight for you. Whether the creatures are your own offspring, creations, or called upon is up to you. Some may sing a song, that attracts lesser animals to work for them. Another may lay eggs from their own body, that hatch into vipers, or skittering insects. Some may tap the mud, forming from it creatures to serve.

Evolution Of The Damned (500) – Creatures of The Abyss will never truly be free of it. It will forever keep a hold on them, ready to claw them back in times of weakness. If you wish to forgo dignity, you make beg The Abyss to help you. this will alter your form, gaining new abilities to match. Be warned that whilst in the short term this could bring the power needed to survive the situation, the long term consequences can be severe.

The changes will likely serve to make you more monstrous, ridding you of what little human traits remain. Bigger, uglier, more animalistic or alien. The great strength you require will be born of grotesque muscles and extra limbs. Your wish for massively enhanced eye sight will work through an extra eye reaching out from a carved wound in your face.

Disciple Of The Godlike (500) – In this world, Gods rise and fall. What one day may be all powerful, could in a century be dead, with every follower having abandoned it. Others survive for thousands of years, constantly pushing their influence on the world. A God of some great power has taken claim to you. They likely have some theme: justice, fertility, chaos, partying. By doing things that advance their goals and themes, you can gain favour with them.

This accumulated favour can then be spent, calling them to do something you could not. A follower of a thunder God could pray for lightning to strike their enemy. A God of weapons could bless a sword to cut through anything. A more abstract God, like a God of feasts, could still be used negatively, by engorging or poisoning enemies.

General Other Perks

Humanity Held (100, Free Other) – Others can come in many shapes and sizes, from close to human, to ghastly monsters. Yet, to the eyes of humans, you seem perfectly normal. If you are a humanoid Other, you will simply be seen as a regular human. If you are animalistic, or move on all fours, they will likely see you as part of the local fauna. This effect will be broken, if you do something blatantly supernatural.

Hushed Whispers, And Ruined Pages (200) – Word of you gets around. If you wish to be known as part of the world, or for tales of you to be present within a group, they will find their way into it. This may start with your name and description appearing in centuries old textbooks, your information being in a group members vague memory, or even a detailed web page with no known creator. Regardless of where people have heard of you, you will be a known figure.

Shadow And Sunray (300) – Different Others look for different reputations. Some wish to be hardly known, sticking to the shadows and offering up no information. When someone goes asking about them, there will be no information to find. But others want to be feared or celebrated, with their powers and history on display to the world, with everyone having heard of them. You could easily do either of these things, and have the required skill-sets for each.

Home Sweet Home (400) – The Abyss is a sad and unrewarding place to live. No sunshine or flowery fields. Not even a soft ground to lie in. But that doesn't matter to you. No matter how horrific a place is to live, mountain, dessert, or wasteland, you can quite happily ignore the faults, and live there as if it were your dream location.

Keep Out (500) – Humans are so overly curious. Every topic must be researched, and every location searched. Your locations seem to be the exception to this. Any place where you work with the unnatural, odd, or magical, humans will happily ignore and keep out of. Now no one will stumble into your mystic, cave warehouse.

Demon

The Seven Choirs (Demon Only)

Roll a D8 or pay 100CP to choose

1st Choir: Darkness - The choir of darkness opposes creation, as a manifestation of destruction. This is not usually destruction in the kinetic sense, with a huge amount of force tearing something to pieces. Instead it manifests as shadowy essence, that wipes things from the world. The way the shadow is formed depends on the Demon. Some are composed of it, causing any person they touch to cease to exist. Others will open their body, reaching out tendrils that grasp and annihilate.

This can be used in one of two ways. An object or person can be touched, instantly vaporising every atom of them. The other usage breaks every connection tying the person or object to the world, exiling them from it and landing them in The Abyss. Whilst this won't wipe out their actions in the world, it will destroy all memory of them and direct mention of their existence. Even their closest family will forget who they were, living as if they had never been there.

Your powers are weakened by rapid creation, and bright light.

2nd Choir: Madness – The second choir tears at the minds of men, inducing delirium and lunacy on those it targets. The control over this is enough to affect an individual in a crowd, or each of them at once. They will feel the greatest of pains, and wish for nothing but to retreat inside themselves. The world around them will make little sense, and they will witness all manner of things that simply never were. This application could destroy a person's mind in a seconds, leaving them a shell of a person.

This can also be used in smaller ways, or over time. Bringing onto a person an illness like schizophrenia, or slowly worsening their mental state until after years they become a broken, uncoordinated mess. You could sow the seeds of madness in a town, with every generation thereafter falling to it.

Your one weakness is that those who are already mentally unwell, will be less effected by your abilities.

3rd Choir: Ruin – Connections can be maimed or twisted under the power of the third choir, allowing them to deal damage through them. This comes with a variety of uses.

Severing the positive connections between two allies, would leave them with the same feelings towards each other as they would a stranger. Breaking the connection between familiar and practitioner would leave them permanently unbound from one another. Severing the connections between a person and magic itself, would leave them unable to cast a single spell. A person could also have aspects of themselves split, leaving them as two separate, opposing beings.

They are also able to harm through connections. Killing a familiar could carry over to the death of the practitioner. Ruining their active magic could weaken them dramatically.

This choir is weakened by complicated structure, symbols, and geometric shapes.

4th Choir: Chaos – The Choir of chaos works against the world, by removing order. Order here being in the direct sense, of one thing leading to another. By focusing on an upcoming interaction, you can negate or warp the effect it would have on the world, by denying expectations.

With the denial of expectation, the hit of a hammer may leave no mark. Cutting every leg off a table, leaves it floating in the air. A person could walk upon water, and a beaker drunk from may find itself still completely full.

When warping expectation, a hammer against rock may shatter the hammer. Cutting every leg off a table would have it fall upwards. Water may dissolve a person, and a beaker drunk from may fill the person's mouth with sand.

This choir is weakened by direct and undeniable shows of cause and effect. As such direct force, for example cuts from a sword, impacts them more than would be expected.

5th Choir: Feral – The feral choir reverses the natural order of things, rendering them basic, or animalistic. Demons of this choir can induce disease in animals, and aggravate them massively. This is done whilst bring them in under their control, to form a mangy, dangerous army. It can also bring this effect on humans, making them resemble cave-men in how they act.

It is also able to reverse the roles between individuals. A master could now feel the need to follow the words of their servant, or a powerful practitioner could be under the ownership of their familiar. An active spell could be made to feed into its creator, destroying it.

This choir is weakened by large gatherings of humans acting civilised.

6th Choir: Sin – This is the choir of human sins, and infects individuals with negativity. Those effected can have their minds twisted so that their only immediate thought in this moment is of a specific sin.

Sloth would wipe all desire to live, having them lie there and allow the world to move around them. Even with their child beginning to be fed, or a person slowly peeling away their flesh, they would simply find no desire to move. Gluttony would have them consume everything edible insight, turning to consume people, if no food is nearby.

More long term effects can be placed on people, letting them continue their life, but have the sin be at the forefront of it. This will be a change in their personality that becomes more extreme as time goes on, and will corrupt their body as it goes.

Wrath may bring out a love for violence and diminish empathy, with brutal and sadistic behaviours becoming more normal. over time, their body may become more masculine and rippled with muscle. A group with lust imprinted on them would seek casual sex, with no concern for disease or modesty. The people will be rife with disease, and the generations that follow would see the children deformed and disfigured.

The choir of sin may be resisted by those who have extremely strong wills, or have been conditioned to never walk astray, like soldier or monks.

7th Choir: Unrest – The choir of unrest works subtly, pushing and pulling at the world. When a stalemate is met, or the righteous are claiming the throne, the choir of unrest can push it in the other direction. Whilst these abilities never seem to work on the world directly, the influence they have on it by proxy should not be disregarded. As weaker magic, it is overlooked by many, letting this choir achieve more over all.

There are many ways this power can affect the world. A bullet that would have struck the heart, falling inches to the side and instead grazing their ribs. The winds carrying an ember from a campfire to the thatched roof. A coin toss landing on heads. Cancer that the body had recovered from, relapsing.

Whilst all of these things could easily happen given the environment, it ends up being one of hundreds of possibilities. You can nudge this probability, going from unlikely outcome to the choice fate made.

This choir can have trouble bringing about an outcome if, even if there is a chance to can happen, the people around you believe it truly impossible.

-8- – Diabolists have come to agree upon the idea of the seven choirs. Since this eight you have rolled has nothing attached, you may freely pick the choir you belong to.

Demonic Abilities

Knitted Flesh (100, Free Demon) – Your body holds incredible durability, able to take bullets, burns, and gouges with little damage to you. On top of that, whatever damage is landed on you should be healed within a few minutes. This regeneration can carry over to the bodies you are possessing, though when there is more of you left than them, your grasp on their identity and abilities will falter.

Reflect Upon It (200) – You have the ability to appear from any reflective surface that you show on. When close enough to a mirror for it to reflect you, using this ability will simply teleport you against it. This can also be used on smaller objects. A knife tied to the waist, or even the glass face of a watch, will allow you to teleport to them, if they catch your image. At all times, you have instinctive knowledge of what you are currently reflected in.

Motes/Imps (300) – By sacrificing a great deal of energy, you can create a creature known as a 'mote'. A mote is the offspring of a Demon, with similar powers to their progenitor. The mote you create will start off fairly weak, with a few of your abilities, and limited usage of them. However, it will grow over the years through the destruction and chaos it brings upon the world. With enough chaos caused, over hundreds of years it will grow to the same level of power you had when spawning it.

Optionally, you can make it so that if your energy is stolen, for example a creature drains your essence to store in a jar, that stolen energy will form a mote, and attempt to slaughter the thief. Your motes will be loyal to you, unless you bring harm to them.

What's Yours Is Mine (400) – By making contact with a person, you can possess them, taking full control over their bodies. Whilst inside, you can be considered to be 'them', having all of their skills, memories, and abilities. Anything that should respond only to them, such as their demesne, is for the time being yours. Someone with powerful supernatural defences, such as magical wards, or psionic shielding, may be impossible to claim until those are broken. In conjunction with 'Reflect Upon It', you may possess someone simply by having the person look directly at you.

Everlasting Rot (500) – You can choose to release a form of ‘radiation’ or taint into the world around you. Everything you interact with, every person you meet, and every place you go to will be warped or negatively altered in some way related to your abilities. The longer and more aggressively you interact with something, the more pronounced this effect is, and if you wish can be permanent. In that case, the people you taint will always be effected by it in some way, and the area you effect will stay that way forever.

General Demonic Perks

Fearmonger (100, Free Demon) – Those who see you cower in fear. The stories that are told of you spread far and wide, with tales of unstoppable power and brutality. Your reputation precedes you, and the opposition recedes. Only the bravest would ever dare face you.

Don't Poke The Hornet's Demesne (200) – As a being of great power, not many want to go face to face with you. As such, you are generally left to your own devices. If you were to attack a village, you would still quite rightfully have the local fighting force on your heels. But if you were to declare the local playground your new home, and told the citizens to keep out, they would rather go along with it than challenge you.

The Undeniable Truth (300) – When preaching what you believe, people will be willing to give it an open mind. More often than not, so long as it makes sense, they will come to believe it too. This will work whether preaching the gracious love of a God, or the worthlessness of human existence. If you can change enough of their beliefs to your own, they will look up to you as a leader or religious figure.

The Choirs? (400) – Demon's don't always neatly fit what would be expected of their choir, and as such, those opposing them end up with the wrong preparations and are swiftly struck down. That seems to be the case for you quite often. On a person's first attempt at fighting you they will misjudge most of your abilities, expecting far different. This give you a distinct advantage the first time you go up against an opponent or group.

Bringers Of Chaos (500) – You are an expert in creating chaos, distributing destruction, and spoiling societies. In any given situation, you know the best ways to bring havoc, with brute force or subtle manipulation. Your long term planning in this area is above anyone else, and your ideas could bring countries to their knees in years.

Items And Objects

Blood (50) – People without other means of fuelling their magic may resort to desperate measures, such as drawing their own blood to use. Never again will you need to go that far, as you have all of it that you could need here. A tapped, replenishing barrel of your own blood.

Glamour (100) – A regenerating stick of glamour. This substance is created by the bodies of faeries, and can be applied to a person or object to alter it. It runs firmly off of belief, meaning that more power you expect from it the easier it is to use. You could cover a short-sword in this, transforming it into an impressively sharp scimitar. A corpse could be covered in it, allowing it to walk around and act like a person. You could cover your own body, as a form of shapeshifting. Beware though, that glamour's dependency on belief works both ways. If you use it too much and its effects become unimpressive to you, it will weaken to match your feelings towards it.

Mundane Weapon (100) – This is a weapon that any human could wield. A well-crafted blade, a box of grenades, or a machine gun could all fit here. Even more dangerous weapons, like a rocket launcher or flamethrower.

Mystical Ingredients (100) – Not all worlds will have the right creatures to kill, or plants to pick, leaving you unable to perform certain rituals. Anything exclusive to this world will appear in this box, as soon as it is needed for magic.

Goblin Weapon (200) – This is a weapon that was created by binding a very powerful goblin. It has a magical property that makes it superior to others. For example: Wounds made with it never heal, defensive spells don't work against it, it can strike intangible creatures, or it empowers the wielder.

Ghost Bound Object (200) – This is an object with a ghost bound inside of it. The power of the object relates to both the event that caused the ghost, and the object stored in it. The ghost of a person that burned to death, placed in a knife, may burn any it cuts. Someone who was electrocuted, placed into a shield, may shock anyone but the owner who touches it.

Terracotta Soldiers (200) – You are given fifty terracotta soldiers, ten of each. They will attack targets you decide upon. Any that are destroyed will reappear in the warehouse after a week.

Water Rune: The dolls respond to the act of magic.

Metal Rune: The dolls act as a receiver for the rest of the dolls.

Breeze Rune: The dolls move a half-step for every breath and two or three for every word.

Fire Rune: The dolls seek out sources of warmth.

Earth Rune: The dolls move four or five steps for every single footstep taken.

Plot Of Land (300) – Two square miles of land, that have been passed down through your family for generations. It is acknowledged by all to belong to your family, and even the spirits believe that to be true. If you choose to take this land as your demesne, you will find it exceptionally easy to do so.

Spiritual Storage (300) – Some Others are more easily bound to an item. This object will allow for that, taking on the form of whatever object is needed to store an Other, being almost impossible for them to escape from once inside. It acts as a conduit, making it easy to draw the Other back out, or channel their energies for other uses.

Companions

Companion Import (100) – You may bring a companion into this world to join you. They are gifted with 500CP, to spend on a background and perks. You can also use this to bring a brand-new person into the world, following the same idea.

Canon Companion (100) – So long as you can convince them to travel with you, or otherwise bind them, any canon character can be taken as a companion.

Demon Companion (500) – A powerful Demon, at the level of Ur or Barbatorem. This has been bound exceptionally well, to the point where nothing that happens to it shall ever let it free. It is forced to follow every command you give it, with the correct intent.

Head Of Family (600) – You are the rightful heir to the head role of a magical family. Under you are three adult couples, each with two children of their own. The family likely owns property, items, and a store of power. You are now a major player in this world, with this small army family behind you. Don't take this responsibility lightly. Whilst they grant you a great deal of strength, there is also plenty of work needed to keep a family of this size safe from challengers. Any future children will count as companions, but not those married into it.

Drawbacks

You may take up to 800CP worth

Truth teller (+100, Mandatory: Practitioner + Other + Demon) – The spirits of this world are simple creatures, and so dislike it when people lie. As such, telling lies will weaken you. A small lie may only make you moderately weaker, but telling lots or a massive lie, can leave you without any of your powers from this world for a long while. This effect is more pronounced if someone calls you out on a lie.

With Your Own Two Hands (+100) – For the duration of this jump you will be unable to take an implement, familiar, or demesne. This can leave you with a lot less options than other practitioners.

Blake's Childhood (+200) – The beginning of your life was tough. Your family were narcissistic and close to evil, and running away from home only made things worse. Expect some behavioural issues and PTSD to have come from this.

Goblin Queen (+200) – You have angered the local population of goblins. Whilst these normally aren't all that powerful, having to be constantly on the lookout for these abhorrent creatures can really be a pain.

Out Of Practice (+300) – You are terrible at this magical business. Your powers and spells don't always go right, you find it hard to differentiate between Others, and the theory often goes over your head.

Downed And Bound (+300) – In exchange for power, you have opened yourself up to being bound. If you are defeated in battle, a person can take claim to you, having complete control and ownership until the ten years here are over.

The Familiar Ritual (+400) – You underwent the familiar ritual and are now tied to a young teen. Whilst they won't treat you unreasonably, the two of you won't get along. You must follow their orders, even when their morals don't match your own, and keep them safe from harm.

Bad Karma (+400) – Either you or a past family member did some things very wrong. Your karma is far below zero, and the world will punish you massively for it.

Faerie Fun (+500) – A faerie has decided to glamour themselves up like you, and go around offending as many as they can. There will be many occasions where angry groups come after you, to get revenge for a slight committed by your doppelganger. Good luck convincing them that it wasn't really you.

The Nuclear Deterrent (+500) – No matter what magic and methods you use, people see it as immense threat, on par with diabolism. Unless you keep your magic in hiding, or are willing to follow strict rules set out by the town council, you will only make enemies.

Mann, Levin, And Lewis Firm (+600) – At some point you did something to get yourself into the debt of this demonic firm. Under their command are many Demons that they have bound over the years. They will declare war on you at least three times during this jump, usually waiting until you seem weakened to do so. Joining their firm counts as failing this jump.

The Drains (+600) - This'll be hell. You have been placed into The Abyss, a place that loves nothing more than to tear away at a person's humanity. It will throw you against deadly terrain, and force you to undergo physical changes to adapt. You will go head to head with vicious creatures, that you may not have the strength to defeat. You will be forced to relive the worst moments of your life, and follow through with them knowing the hurt it will bring. After all this has worn away at you, it may just let you leave.

What's Left Of You In The End?

Your ten years here are up, and a trio of choices have presented themselves to you. It is up to you how you will go from here on out, with all drawbacks revoked.

To My Own Demesne: You have chosen to leave this Jump, and the rest of the chain too. It is back to your home world, without the monsters and spirits.

Stay: This world is built on connections, and you have made many of your own. For better, or for worse, it is your home now. Here you shall remain.

Move on: Already learnt everything there is to learn here? I doubt it. But your time is up. Onto the next Jump it is.

Notes

- Pact works as much on the idea of a magical world, with karma and the spirits reacting to it, as it does magical creatures and people themselves. Due to this, Pact magic could work differently depending on the world you are trying to practice in. This is your chain, so how Pact magic works in other settings is up to you to decide upon.
- Whether creatures in your demesne follow you to the next jump, and the rules surrounding it, and whether they could leave it in that case, are up to you.