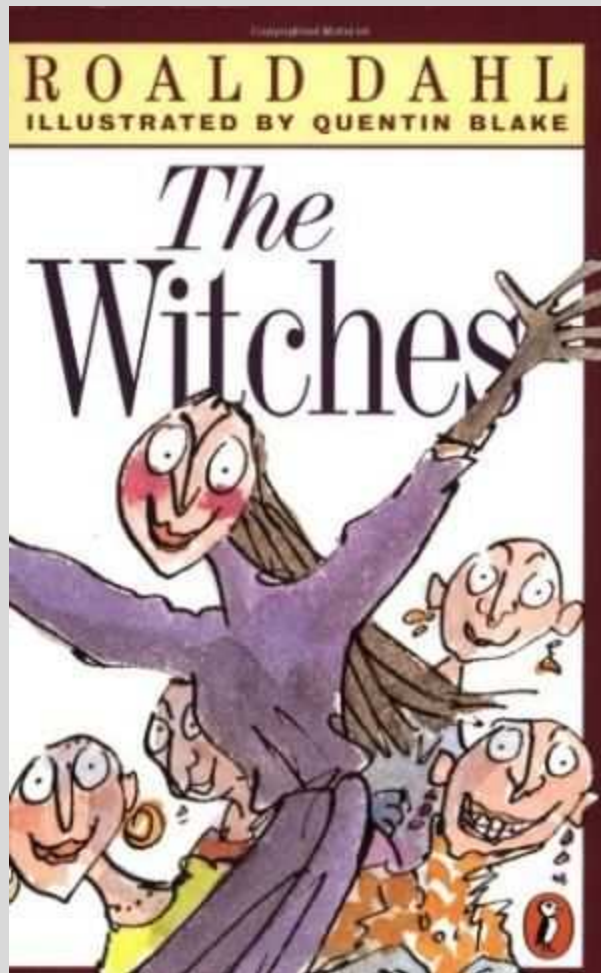


The Witches

By NikaMoth



This isn't a story about fictional witches. This is a story about REAL WITCHES. And they could be anywhere! They wear normal clothes, just like you and me!

That's really it. In this world that's not too different from your own, REAL WITCHES target children. The Witches are run by the Grand High Witch, who had ledgers on every single witch in the world, and who schemes to kill all human children. She'll be turned into mush, but they'll always be another Grand High Witch waiting to replace her.

Good thing you've got dedicated Witchophiles and other angry people hunting them, yeah?

Have **+1000 CP** to survive this harrowing world. You'll start when a young child moves to England from Norway, on strict orders of his dead father's will. You will have a year before the Grand High Witch organizes a meeting with all the witches of England in a seaside hotel.

Your age and gender matter nothing. You are very young if you are a child or fall into the adult range if you are a witch, you are a young adult if you are a drop-in, and eighty years old if you are an elder.

Location

Roll 1d4 for starting location or choose for free.

1. Norway

The northern land of witches. Many strange and bizarre things happen here. It is a temperate and beautiful place, but be careful. You don't know which strangers are nice or which happen to be witches! Still, though, regardless it's a nice place to live in if you're an adult.

2. Seaside English Town

This is a nice town with a seaside hotel! The old people say the sea air keeps them healthy (It doesn't.). You happen to have a small house here, and the rent is paid for a whole year as you search for a job.

3. The Grand High Witch's Castle

You really ought to scurry on out of here. You've been plopped right on the Grand High Witch's Castle's doorstep right in the middle of Norway. That's not so good. She has a ton of witch employees, and sports a nasty pair of eyebeams.

4. Free Choice

Origins

Drop-In

You are just a young adult. No one older, no one younger. You've got documentation that says you somehow exist even by all accounts you've never lived in this world. You've got an apartment nearby wherever your location was, unless it was the Grand High Witch's castle then in which case it's in a nearby town.

Child (+100 CP, Don't Count Towards CP Limit)

It's unfortunate to be you. Witches despise you and will seek to kill you, but they shouldn't be making drastic actions to end your life. A witch won't break into your house or anything. Being a shut in will certainly protect you from a witch. A witch only kills a child once a week on average, anyway. Just look out for the signs of a hallmark witch--gloves, itchy wig to cover her baldness, her blue spit, and the devilish things that swirl in her pupil. You're a fourth grader at your local school.

You've got a good family that loves you even if they're a bit ignorant about witches. They treat you nice if they spoil you a little bit.

Witch (100 CP)

You hate children with a passion, or maybe you don't. For you smell children, and it's the smell of dog's droppings. You are bald, have square ends of your feet (makes shoes uncomfortable), and claws instead of fingernails. You'll have to suffer these indignities during your time here, but you'll be free from them when you leave. But your eyes change color, and within your pupils dances fire and ice. You have blue spit, and you may use this to ink your pen.

You also know magic. You can make stones jump like frogs, and other witchy magic. But you don't do silly things like crawl up drainpipes or break into people's homes. Think about traditional witch stuff. If you don't WANT to hate children, that's fine--most other witches would find you weird (and the Grand High Witch would most certainly be cross upon learning your existence, as a witch who doesn't hate children is a traitor to her fellows in her eyes, but the worse she'll do is simply refuse to give you her support or

resources. She has more important matters to deal with than a traitor.)--but until you leave, very clean children will still smell of dog's droppings to you. Dirty children won't stink so horribly.

Oh, and there is no such thing as a *male* witch, you see. Unless, of course, you are one? You aren't originally from this world, after all. That's fine.

Elder

You've had a long life living in Northern Europe. Seen many bizarre things that you just aren't afraid of them anymore. You're smart and a very good actor. You're experienced in avoiding witches if not fighting them. You may or may not have picked up an addiction to cigars. You're about pushing eighty but you won't die of old age in this jump, and you're just as spry as you were before.

You've got a nice home in a small town near some water, and probably some relatives who care about you.

Perks

Drop-In

A Warm Aura (100 CP, Free Drop-In)

You give off strong parental vibes to others. Caring for and protecting children is your forte. Finding loving homes, giving them one, teaching them to protect themselves. You give off an instinctually safe vibe to children should you actually have a desire to protect them. Children will trust you so long as you do not abuse this trust or ultimately intend to harm them.

Savior Of Children (200 CP, Discount Drop-In)

It's impossible to reverse the effects of a witch's curse. Says the one who hasn't met you. You may examine someone suffering from a very nasty curse in only ten minutes at most, and deduce a way of reversing or dispelling the curse. If there is no way to reverse a curse or a spell, a way to reverse it shall be made anyway. There is a difference between knowing how to save the victim and actually being able to do it, so don't expect to instantly solve problems.

Witch Hunter (400 CP, Discount Drop-In)

Those witches have gotten away with far too much. It's time to bring retribution. And you have that in spades. The more awful a person you consider someone to be, the more effective your plots to bring them down would be. You have an inkling of anti magic running through your veins, able to resist minor curses that attempt to deter you from your plots or lead you astray. Don't get too confident in your skills--your protections will only help you in a pinch. Always be one step ahead of your foes.

Unchangeable Body (600 CP, Discount Drop-In)

You could consume any magic or be duped into some kind of magic trap, but no witch can hope to shapeshift you. You'd gleefully munch a cursed apple in front of a witch and revel in her shocked expression as NOTHING happens. Any malicious attempts to alter your body, seal you in objects, or poison you don't work. A witch will have to resort to outright violence if she wants to get rid of you. (Something that will surely get her caught) Curses flat out don't affect you if they're altering your mind or

body no matter how they're delivered. Consumption or flung spells, you name it. Now, don't think the Grand High Witch won't be able to hurt you. Her fiery eye beams will still turn you to a pile of ash if she hits you with them. But forcible shapeshifting? Can't touch you.

Child

The Heart Of A Mouse (100 CP, Free Child)

A mouse's heart is easy for you to understand. Understanding the mindset of intelligent animals comes to you easily. This helps in figuring out how to train them to do anything with only a little piece of cake or treat to entice them with. Heck, you could even train them to do cool stunts for you if you like. Making friends with rodents in general comes easy to you.

Witch-Conscious Little Boy (200 CP, Discount Child)

A small child like you is a prime target for a witch. But you're a paranoid child when witches are concerned. You know a witch could be ANYONE. You're hyper vigilant when it comes to reading into signs that someone isn't what they appear to be. Lies and lapses in acting are obvious to you. When the knowledge gleaned from your observation, you could identify what species they are if they're disguising themselves as another. People also believe you when you tell others about what you saw. You'll know not to listen to their sweet words and accept the "tame" snake in their hands.

You're The First Non-Witch To See Her (400 CP, Discount Child)

People could spend their whole lives dedicated to finding the things you stumble into when going about your day. You'd walk into a meeting of the most secret organizations and spend a good deal hiding away listening to their plans before you got caught. Or you could find rare artifacts only rumored to exist. Or maybe you could even lay eyes on the Grand High Witch, who all Witchophiles dream to see one day, but whom no one has seen through her clever activities. All of this through your extreme luck with finding these things.

Clever Little Mouse (600 CP, Discount Child)

Sometimes you're just a mouse and up against five hundred witches and the Grand High Witch herself. But you're clever. You can turn their schemes against them and get them all to drink the Delayed Action Mouse Maker they would use to children into mice, for example. With quick thinking and smarts, even the most powerful witch can become a tiny mouse.

Much like a mouse, you are capable of acts of great stealth. You're creative at coming up with ways to work around your disadvantages and using them to your benefit. A small mouse? No problem. You're sneaky. And so what if you're not gonna live very long? You'd rather die with your grandma when she dies of old age, anyway.

Witch

A Witch Could Be Anyone (100 CP, Free Witch)

Witches have peculiar if easily covered features. You blend in easily when you wear normal clothes as long as you hide anything out of the bizarre with your outfit. In fact, no one could really tell if you're evil or not as long as you look like a regular person and are just going about your day. You could easily use this

to make people fall for your schemes, and you're a good actor. Able to appear sweet and kind to people you utterly loathe to get them to fall for your schemes.

A Witch Never Gets Caught (200 CP, Discount Witch)

Witches do not just squelch children. A witch, you understand, does not knock children on the head or stick knives into them or shoot them with a pistol. People who do these things get caught. And Witches never get caught. They trap their victims in paintings, turn them into mice, and other horrible fates. You're very experienced when it comes to sneaky, creative methods of killing your target. Not just that--it would take an honest, active effort by a professional witchophile to find even the smallest trace of a clue that would betray your true identity.

A Simple Drop Will Do (400 CP, Discount Witch)

Making potions is easy, even a mundane human could learn how, but you truly understand what goes into a potion to make it work instead of merely following the recipe. And applying those effects to other potions not of this realm based on weird associative concepts. Like setting a potion to activate at a certain time by using a baked alarm clock set to the time in the mixture, brewing shrinking potions using soft boiled small ends of telescopes because they always seem smaller when you look in them. Finish these off with baked mice tails (cooked nice and crispy) and other ghastly ingredients from weird animals, and you have the Delayed Action Mouse Maker. Or if you want a potion of yours to turn someone into a pig, you'd have to use boiled pig hooves in the potion.

Only flaw to these potions is that you can't specify who it affects. It affects only the drinker. If you accidentally drink your new creation and get turned into a mouse, that's just too bad for you.

RRREVOLTING SCHEMES (600, Discount Witch)

The scarier deeds you have done, the more hideously frightening your face becomes. If you do not desire it, your face may become just as beautiful as it was hideous before at a moment's notice. But people who look upon your hideous will know that your heart is as dirty as mud when they see you.

But more than that, you are very smart when it comes to plots. You'd come up with a grand scheme to get what you want and people are very likely to fall for them. Charismatic magnetism will help you attract many similar-minded people all over the nation that will gleefully do your bidding when they return to their parts of the countryside. For they truly believe in whatever cause you give them. Provided that you can give them the resources to carry out their part of the plan. As a final boon, your eyes are gifted like Grand High Witch. Flaming eye beams can be shot from your eyes, frying fellow witches and nonwitches alike (but it works best on supernatural entities) into a pile of ashes. Excellent for a show of power should one of your minions speak out of line.

Elder

Norwegian Native (100 CP, Free Elder)

The English may disbelieve what's going on in front of them, but you certainly don't. You're from Norway, homeland of the witches, so you're used to bizarre happenings. You never have a hard time accepting the facts or being disturbed by absurd events. What matters to you is how you're going to handle this situation, and you can focus on exactly that. And you can instill this sense of calm in people when it comes to bizarre happenings. They too, shall remain rational in the face of shenanigans. You're also

extremely tough when it comes to diseases--you could be old and wrinkly and not even pneumonia could make you drop dead. You'll be bedbound and feeling miserable, yes, but it won't kill you.

Problem Solving Woman (200 CP, Discount Elder)

Coming up with clever solutions to problems is a practiced skill of yours. You're a smart one even if you don't look like it. Whether thinking on your feet or giving intense thought to a problem, you certainly are very smart. Badgering a hotel manager into letting your grandson keep his mice in the hotel room through convincing lies is only the start. But you're also handy with small but brilliant inventions. Such as helping tiny mice live in a big house by making small ladders and rigging up strings to lights for them to pull

Spoken With Never A Smile Or A Twinkle In Her Eye (400 CP, Discount Elder)

Truth is stranger than fiction. It can be hard for people to believe you. But you speak with such seriousness to your tone and body language when recounting factual if absurd information, that people cannot help but accept the truth of your words. Such as telling someone about the bizarre features of a witch, like how they have no toes and are completely bald. When you threaten someone, you appear capable of backing up your threats, as outlandish as they are. Neither will they choose to disbelieve you for whatever reason, and they will never forget what you tell them. And you can easily imitate other people's voices too. You could imitate a man's voice if you were a woman, for example.

Retired Witchophile (600 CP, Discount Elder)

Some people are obsessed with that which frightens them. When you were young (Which was a very long time ago, but it's still fresh in your mind.), you had a terrifying experience with the unnatural. While you may still have mental and/or physical scars from the experience, it did leave you with a thirst for knowledge of the supernatural. So that you may never be harmed again.

You are very perceptive when it comes to dealing with threats, the supernatural in particular. With things considered "witches" in this and future settings this is most effective. Personal experience and hearsay is good, but just witnessing what happens to their victims helps you substantially more in understanding and figuring out ways to end or fight supernatural entities. Heck, given a map of the secret base of the smart Grand High Witch, you could easily figure out how to help a mouse creep inside to set up a trap that will kill all the witches, such as using the Delayed Action Mouse Maker to turn the witches into mice and setting loose a hoard of cats in the castle to kill them all.

Companions

Some Good Friends (100 CP per person, 300 for 8)

You may import companions to live with you in this harrowing world if you like. They get a free origin and no extra CP from the Child origin, and get 600 CP each. They get the item discounts normally

Fellow Friends (100 CP per person)

If you like, you may take someone from here along with you on your splendid journey across the different worlds, without a pod! The Grand High Witch costs 200 CP to be taken along, however.

A Newcomer (100 CP per person)

Of course, you may also meet and take someone along who wasn't in the story. They get a free origin but do not get extra CP if they choose the child origin, and they get 600 CP to buy perks and items with. They

get the item discounts. You may also define their relationship with you, like a child adopted by you or grandmother that cares for you after your parents died.

Items

Get one 100 CP item for free (Two Rats does not count towards this for Children), get discounts on one item per tier past 100 (200-400-600).

Two Rats (100 CP, Free Child)

These are two white, soft rats in a cage. They're very smart and friendly even if they can't talk. Plus, unlike many mice, they stay put in their cages and will never accidentally cause an inconvenience for you. They won't skitter off when you look away. Also comes in a nice roomy cage of their own. Plus if they die, they'll come right back in a couple of days. What good mice.

Lifetime Supply of Mussels (100 CP)

These mussels make excellent bait and are quite scrumptious when roasted over a small campfire. You could expect to catch a lot of fish using them. Don't let the fact that they're bait fool you, these mussels are as edible and delicious as they come to anyone if properly cooked. You have an infinite amount of them. Yum.

Rubbery Cigars (100 CP)

These cigars are black and wobbly, plus they smell of tar (Or some other scent if you don't like tar). Ash gets everywhere when you smoke them. But they're oddly calming to the senses to inhale. Plus you look smarter and more intelligent when smoking or telling warning someone about horrifying things that crawl in this world. They don't cause lung cancer either, but good luck convincing your doctor that.

Hotel Voucher (200 CP)

This voucher lets you get away to a seaside vacation to a fancy hotel for the total of one month once per year! Have fun with your all-expense paid trip to a fun getaway! People will gladly accommodate you, even. No one will exactly bother you here either. Enjoy your seaside fun!

Beautiful Mask (200 CP)

This mask is so convincing that it's a real face that not even a dedicated Witchophile could see through it! It's lips move with yours and feels so comfortable on you. Like its a second skin. This mask is either beautifully pretty or extremely handsome to look upon. It also completely stays on no matter what. It takes on whatever features you'd like it to take if you need to disguise yourself.

Cursed Apples (200 CP)

These apples are not, despite the name, cursed, but they do empower any curse or potion dripped on it that's meant to affect the consumer. Such as turning them to stone or imprisoning them in a painting. It makes the curse extra hard to dispel and extra hard to resist. But if you don't care for those nasty schemes, these apples are as tasty as they look. Which is very. Comes in all varieties of apples and has a decent amount.

Sweet Shop (400 CP)

A marvelous candy store of your very own! With delicious chocolate candies and a steady stream of customers. You even have the deed for it! Comes with all sorts of delicious candy recipes and tools and machines to get started in making candy. Plus if you have a sale, everyone in town will know of it! Attracts many people all over, and it'll be quite famous too. The house is stocked with all sorts of yummy mundane ingredients, and the sweets made here are always the best around for miles. Also attracts children of all sorts. You might even rival the great Willy Wonka in the sweets here.

Can be a warehouse extension or somewhere else in the world.

Fjordside House (400 CP)

A house where you may always escape to. It's nice and roomy, and the people around it will always accept whatever bizarre things might happen. Heck, they might even like their brand new exciting neighbor. It's got that old people smell, but it's comfortable. It is also a very safe place (It'll be difficult for those seeking you to find you if you live here.), plus it's by a pretty fjord. It's not particularly big or nice looking, but it's home.

Can be a warehouse extension or somewhere else in the world.

Hotel Jumper (600 CP)

A luxurious hotel in a style of your own choosing ranging from Art Deco to French Rococo, attracting many rich and influential customers. Of both the supernatural and mundane type. In fact, a lot of elite supernatural organizations think this is a naturally good place to hold meetings at. Perfect for you to take advantage of. Do be careful to make sure they don't serious harm your weaker customers if they're the type of creatures to hate the mundane.

Can be a warehouse extension or somewhere else in the world.

Delayed Action Mouse Maker (600 CP)

The potion itself. Just one drop on a yummy chocolate candy is enough to turn anyone into a mouse. Plus, it'll take a while for the transformation to take. On approximately 8 o'clock am the next day, they'll turn into a tiny mouse. People will scream and kill the fragile little mouse, and they'll be done for. Perfect for covering your tracks. Unless you want to turn them into a mouse instantly, then just have them take more than a drop of the stuff. You'll be given a quart of the stuff and a small dropper once every month. Enough to dump into a huge bowl of soup from which 500 people are eating and turn them into mice with no resistance.

This is a permanent transformation. The mouse will still be as smart as they were before, and can talk. (The potion itself just makes them small and furry, they're still them underneath, but they are as fragile as mice.) Meaning they could hide easily from you or scurry off quickly. They will also keep their powers should they possess any (And it won't scale to their new size unlike the drawback), but shapeshifting is impossible for them to do. But you are immune to the stuff from this vial should you accidentally ingest it, which makes it automatically superior to the actual potions you can make.

Also comes with a vial full of a cure for this specific mixture. If the Grand High Witch turns you into a mouse, you're shit out of luck.

Money Machine (600 CP)

The Grand High Witch had an infinite money machine she used to give to witches for their schemes. You have a perfect copy of this machine. This money machine prints out infinite currency and can create, by all intents and purposes, legal money for this and future settings. It has settings for different currencies from different countries no matter the setting. You don't even need to launder it. If the money isn't paper but something else, this machine somehow generates the currency.

Do mind inflation, however. The Grand High Witch doesn't care about breaking the economy (What is inflation to her anyway? Just make MORE money to keep up.), but you might.

Drawbacks

+600 CP Drawback Limit

Rubbery Cigar Addiction (+100 CP)

You like big rubbery black cigars that smell of tar. You're addicted to them. But they smell nasty to everyone and make a mess with the ash buildup that happens around you. You get cranky when you don't smoke them, and will pour money into buying the cigars.

Always Eating (+100 CP)

You care more about eating than anything else. You just can't be happy if you're not eating. You could be easily duped into eating whatever thing people give you if you make an active effort to suppress your impulses. Or being manipulated into a trap through your goofiness.

Witches Hate You, Too (+100 CP, Can't Be Taken By Child)

You're not a child, but you smell like one to witches. Even if you're a fellow witch yourself. And they hate you because of that reason and will seek to rid themselves of you.

Paranoid Child (+200 CP, Can't Be Taken With Easily Trustful)

You think EVERYONE'S a witch! Terrifying! You'll go to the other side of the street if you see a woman wearing gloves or a nice hat! You won't trust anyone except your friends, and even then you're prepared to leave should the evidence in your head match up to justify your paranoia! You won't be having a lot of peace of mind here.

If you're a witch? You are overtly careful about not getting caught. To the point to where if you think they'll be a single clue pointing to you, you won't go ahead and commence your plots. That's not very efficient.

I Ran Into A Witch. Once. (+200 CP)

You had a traumatic event in your past, and it left you missing a minor part of your body. Like a finger or a thumb. You're seemingly fine, but when someone asks you about it, you freeze and stare off into the distance for a while. It could be difficult to snap you out of it.

A Mouse (+300 CP)

Somehow you were tricked into drinking a large experimental dose of the Delayed Action Mouse Maker, and now you're a mouse. Most people here don't like you, but you can still talk with others. And there are people who don't scream when they see you and will be delighted to meet a talking mouse. Unfortunately, you're just as fragile and small as a mouse. All of your powers not related to skill are scaled to match the

size of a mouse, and you can't shapeshift out of this form. You won't be breaking any planets during your stay here, I'm afraid. At the very limit, blowing up a whole building.

After this, you'll keep the mouse from as an alt form but with all your powers and durability returned.

Stinky Adults (+200 CP)

Clean adults smell like fresh dog's droppings to you. Really. Dirty adults that haven't taken a bath won't smell so awful to you, though. This can get very very irritating and overwhelming if you're a witch, as even fellow witches will stink this badly. Everyone will stink bad.

Witches Do Stick Children With Knives (+300 CP)

Witches typically care more about not getting caught than actually killing children. They don't do anything drastically violent unless it's in self defense. Not with you, though. Even if you're not a child, expect the local witch to not really care about getting caught in their attempts to kill you. They'll literally break into your house and try to kill you if it comes to that. They're just as fragile as an actual human, though. Anyone with sufficient weaponry should kill them.

Reminder that if witches die, they just turn into green smoke. No evidence of a body or anything, so you won't have to worry about a dead body. They also aren't terribly common.

Oh, and they don't care about you being a fellow witch. In their eyes, you're competition and must be eliminated.

Target Of The Grand High Witch (+300 CP)

The Grand High Witch knows of you. And she despises you. She has infinite money and thus infinite resources, and she'll send all the witches in the country you're in after you. She's not that strong or powerful compared to witches of other worlds, and witches must care about being sneaky during this. So again, they won't break into your house. Outside of other drawbacks, of course.

Just be on high alert, and stick close to those you trust.

Easily Trustful (+400 CP)

Stranger danger? What's that? You're so trusting of other people. They're kind and friendly to you. You'd believe anything they tell you. There's no way the nice lady offering you candy could be a witch, right? And children are so harmless to you, no way they'd want to actually hurt you.

Kill All Witches (+600)

You need to KILL ALL WITCHES. That's easy enough. Witches are weak, and there's a ledger with all the addresses of the witches in the world sitting right in the Grand High Witch's Castle. All you need to do is to break in it, which should be easy if you're smart about it.

The hard part comes in actually doing the deed. Witches are everywhere. Have fun.

Go Home

Stay

Continue

Notes

Fun Fact, I actually thought up the idea to this jump tipsy while drinking a margarita. I even did a sizeable chunk of the jump that time. Thank you, tipsy me. ^O^!

How High Power Is This Setting?

Not very, probably street level. I don't really care for that.

Delayed Action Mouse Maker

You don't get to resist the effects of the Mouse Maker (Not the item, the stuff the Grand High Witch makes) if you eat it if you don't have protections against that sort of stuff. Antimagic is a good way to avoid it. But if you think you have other protections, go ahead and use it. People's powers do not scale to their size if they take the Delayed Action Mouse Maker unlike the drawback. So if you turn Broly into a mouse you just made him smaller and furrier, he can still kill you. He'll be as durable as an actual mouse, though.

Changelog

Ver 0.5 - Posted to the thread.

Ver 0.6 - Clarified some stuff about the Delayed Action Mouse Maker, boosted Sweet Shop, and it doesn't cost anything to choose location.

Ver 0.7 - Gave companions CP and let them have item discounts, clarified that the Delayed Action Mouse Maker makes someone as durable as a regular mouse but they keep their powers and strength.