

Witch Awakening

A CYOA to Jumpchain conversion

Welcome, traveler, to a world much like your own. In fact, it is incredibly similar to your own. Down to the same people minus yourself. Whatever circumstances led to your birth just didn't happen here, I'm afraid. But much more important is that, unlike your own world (maybe), magic really exists! As do all kinds of creatures of fantasy, fantastical worlds, and good old adventure!

One of the groups of magicals in this world are the Witches, a diverse group of mostly female spellcasters in the shape of multiple factions who have good relations with most of the other supernaturals that exist, faction depending. You will be taking the role of a young witch who has just awoken their powers and taken the first steps to a new life, and will spend the next ten years in this wonderful world with all new friends, opportunities, and magic to learn!

While great power awaits you, there are threats that even witches are reluctant to face. The greater cosmic forces of creation and entropy, home of the celestials and demons, as well as gods of various strengths, rulers of planes of power, and even far gods lurking outside the known universe who poison existence. Due to certain cosmological forces, all factions minus the far gods have agreed to a masquerade on the supernatural, thankfully there's a curseplague on humanity that helps prevent them from seeing outright displays of magic, ignoring inhuman traits or even seeing a dragon in flight as a plane. A single human or two is okay as long as it doesn't spread, but violating it in a big way will result in you going to cosmic court, and you probably won't like the results. Details on upholding the veil can be found in Notes.

Thankfully there's a lot of demiplanes or hidden worlds where you can break out your magic to its fullest extent!

I hope you enjoy your witch awakening! Sorry, I had to.

As an apology, take these

+1000 Choice Points

Location:

Unfortunately your location will largely be dependent on your faction choice later, though there is one extra option.

1 - Faction Home

You will be starting in a small home on the outskirts of your group's personal dimension, a small two bedroom one bathroom deal or its equivalent. You're still low-ranking in your faction but you aren't completely new. You likely have friends already, and most likely a family unaware of magic.

2 - Penelope's Shop

The magical shop of Penelope, a friendly (and busty) witch who just loves to help awaken others. Also occupied by her cow familiar. You will be unawakened but she will shortly perform the ceremony on you, awakening you to your heritage and choices made here. She will eagerly introduce you to most factions, and you will be contacted by a government-witch for two of the three remaining. She won't mind you hanging around and talking to her. Can be taken as a 'drop-in', giving you effective amnesia and thus not knowing if you have a family here.

Age & Gender:

Despite the name Witch, not every single witch is female. Though it is incredibly rare to see a male witch, and usually one would have to give up a portion of their potential power to keep (or gain) their 'elephant trunk'. Thankfully you can freely choose your gender, and your age can be anything between 12 and 50.

Class:

Witches are divided into three 'classes' depending on how they gain power and their innate understanding of magic, as well as several other benefits we'll get to later.

Academics

Studious and easily focused on tasks, Academics are probably what most people think of when they hear spellcaster. They advance their magic through study, and tend to have a greater understanding of their magic than the other two classes, but progress slower. Their innate understanding of magic gives them an additional **+600 CP** to spend on non-elemental magic.

Sorceress

Inherently imbued with magic as a natural extension of their will, resulting in them being more in tune with their bodies. If Academics are nerds, then Sorceress' are jocks. They lack the understanding but they also don't need to study to expand their magical abilities, simply practicing hard each day will bring them greater strength up to their max. They are not restricted in regards to what Elemental magics they may take, and get an additional **+600 CP** to spend on elemental magic.

Warlock

Warlocks are unlike the other two in that their powers come from a third party, though this power cannot be taken back once given. Instead of studying or training, they expand their magical abilities in service, partnership, employ, or worship of a Patron. Performing quests results in their powers growing (called Favor), and thus they tend to get involved in all kinds of activities. Could be considered the adventurers of the witches. Warlocks are often born with soulbound relics that are equal to mothergifts (see Witchery) and cannot be taken, granting them **+600 CP** to spend in the relic section.

Races:

I did say witches were a diverse lot, no? There are quite a number of races that can be witches, even more than those available to you! Each race has certain innate abilities, changes to longevity, a maximum amount of mana they can hold (relative to others of equal power level), a charge rate that represents how fast they can recharge mana, a charge method that goes into how they naturally recharge mana, magical affinities in brackets (more on these later), and finally some even have methods to cheat death. Races do offer quite a lot, but above all be sure to pick one you would enjoy the most! All races have a special perk that makes them stronger than you can purchase later.

Neutral [Soul - Body] [Medium Capacity - Medium Recharge]

The overwhelming majority of witches are Neutrals. They are basically humans and have nothing abnormal about them (by default), but refer to themselves as neutral to separate themselves from regular humans. They age at half the rate of humans, and do so gracefully. They tend to be more attractive, and have less biological requirements, reducing needs by 25%.

Neutrals draw their mana from *Sleep*, recovering 1% of their mana per hour of sleep, doubling each hour (regaining around 16% of their mana at 5 hours).

Daeva [Body - Life] [Medium Capacity - High Recharge]

Could be considered the next step of humanity, in many respects. They feature normal human traits taken much further than normal, with bodies like comic book heroines, a goddess in the flesh, free of any imperfections and basic inconveniences of mortality. They do not age, maintaining a youthful but mature physique. Their average height is 6'6 and goes up to 8ft, though shorter is possible. Twice as strong as a male bodybuilder without changing body tone. Daeva's feel emotions more strongly, but are more in control of them.

Daeva draw their mana from *Emotions*, either the presence of high emotions in others or singular high emotions directed at them.

Ifrit [Fire - Necro] [High Capacity - Low Recharge]

Beings native to the elemental plane of fire. Their bodies are burned away when they awaken, becoming a living conflagration of flamelike flesh anchored and controlled by a skull. They bleed plasma and smoke while severed parts flicker away like fire. The fire of their bodies is slightly above room temp and doesn't burn, with their hair being more gaseous and warmer. They do not age but can 'eat' flammable fuel sources (or regular food). Damage to the body is superficial and can be mended by absorbing fire, though damage to the skull must be healed traditionally.

Ifrits gain mana from *Burning*, the energy released by anything that is burnt by the witch.

Siren [Wind - Beast] [High Capacity - High Recharge]

Beings of wind and music, their bodies grow feathers on their back and areas facing away from them, with a rare few having enough to go without clothing and being covered by feathers alone. They can transfigure themselves into the form of a specific bird they're associated with and a hybrid state between the two. Sirens are well known for melodic voices that are deeply pleasant to hypnotically attractive. Sirens age at half human rates, and reverse their aging through nesting in cocoons of feathers that reverses a year in a day. Dead Sirens can be brought back to life as long as their body is sufficiently intact and is breathed into a few times a day for 1-3 days.

Sirens draw their mana from *Breath*, such as when they take someone's breath away, or someone forgets to take a breath, or is unable to breathe.

Naiad [Water - Beast] [Medium Capacity - Low Recharge]

Essentially mermaids, likely where legends of them come from. Their bodies have very fine scales that go from barely perceptible scant shimmers to larger scales that concentrate around their back and other surfaces facing away, leaving soft skin facing forward. Naiads age normally outside of water but when submerged in water they age backwards three times as fast to their prime. Dead Naiads with a mostly intact body can be submerged in water to slowly bring them back to life over a few days or weeks. All Naiads can focus to transfigure their legs into a long scaled tail with a fan-like fin that allows for rapid swimming, often exceeding 60mph. They absorb oxygen from water through their skin.

Naiads draw their mana from *Submersion*, recharging while immersed in water or rain, based on coverage and quantity.

Dryad [Nature - Earth] [High Capacity - Low Recharge]

Dryads have plantlike bodies given human form which have leaves or even bark growing on them. Many have branches or twigs forming horns, crowns, tiaras, and diadems which even includes growing berries or fruits. Dryads age normally but can assume the form of a tree, in which they gain any nutrients from light and soil and de-age at 10x the rate they'd age. Their presence prevents the growth of infectious diseases and enhances the growth of plants and creatures by 200%, growing with added vitality. Fruits are sweeter and larger, animals are larger and healthier. All dryads have an internal seed the size of an avocado pit, and if they die this pit will grow into a large underground pod with a radiant flower that will regrow into their body in three months to roughly an 8-year old human form, and take about a week to regain their memories.

Dryads draw their mana from *Nurture*, the growth of other living things directly contributes to the dryad's effort whether it is tending to plants or feeding a person.

Oread [Earth - Beast] [High Capacity - High Recharge]

Their hair is much more fur-like, and they can even have fur over their skin in a similar pattern to Naiads or Sirens. Like Sirens they have an associated animal, in this case a land mammal. They can morph between this and their true form on a sliding scale. Earth easily gives way for them, allowing them to burrow with ease to the point they can swim through sand, dirt, or even bedrock, choosing to leave a tunnel or not. Does not work on 'worked' earth such as concrete or shaped stone. They age at half the rate of humans and regress to 20 or so when they sleep buried in the ground. Dead Oreads with sufficiently intact bodies will return to life over a month if buried, based on severity.

Oreads draw their mana from *Bonds*, physical closeness to individuals who share a close emotional bond with the witch. This applies to family, close friends, lovers, or even a pet relaxing together. A long warm hug could fill 20%.

Lamia [Fire - Beast] [High Capacity - Medium Recharge]

Twin like counterparts to the Naiads, Lamiae (plural) have the lower body of a snake by default but are around a third longer, 5-7 times the length of the human upper body. Their bodies may or may not have scales, but they usually have slitted irises and retractable fangs that have venom which induces sleep. Lamiae can lay an egg that grows a young new body, catching their soul to hatch if later slain.

Lamiae draw their mana from *Consumption*, the swallowing of live creatures up to an adult man, which depending on the potency of a Lamia's distortion, leaves no visible stretching past the throat. Creatures inside passively charge the Lamia's mana based on the strength of their soul, meaning most animals are non-viable and mortal humans baseline. A human could charge them to full over 8 hours, at which point they'd die after growing weaker. They can be released beforehand to keep them alive. A witch would offer a full charge in 1 hour while surviving up to 24.

Aurai [Wind - Necro] [Medium Capacity - High Recharge]

Closely associated with the faewilds, their irises are like kaleidoscopic gemstones and have slender claw-like nails. Their voices innate carries with it a withering drain that steals a year of life per half second of exposure, which restores their own Aurai's age to their prime, banking the excess. Their screams induce horrific visions where the listener is displaced to a random point in time at least 100 years in the past, for anywhere from 1 week to the rest of their life, remaining until they find a glowing butterfly around a mile away. They return to the moment after they heard the scream and drop dead if they died in the past. This never affects the existing timeline. When slain, they experience this vision themselves but can resurrect by finding the butterfly.

Aurae draw their mana through *Displacement*, gaining mana through the corrective measures involved in covering up paradoxes in the timeline as it fixes itself from disruptions caused by things going backward in time.

Nymph [Water - Life] [Low Capacity - High Recharge]

Similar to Naiads including very fine scales, they lack the transformation and larger scales, only having fine scales that glitter in light and make their skin feel more silky. Nymphs also possess fin-like horns that give them intuition into what a person desires. They age 10x faster than humans but water washes away age on contact up to their prime. They do not require nutrition, instead relying on imbuing water with mana to instill it with arcane substitutes and giving it a milky look. Dead Nymphs can be restored to life through physical intimacy based on desire, such as the stereotypical True Love's Kiss.

Nymphs draw their mana from *Desire*, directed at them or instigated by them. Works on things from flirting to even a good sales pitch, any desire works.

Gorgon [Beast - Necro] [Medium Capacity - Low Recharge]

Best known for snakes growing in or replacing their hair, a faint few even have bodily scales from fine to large. Choose either Earth, Nature, Water, or Metal. These are not an additional affinity but are instead the result of your petrifying gaze, and can be any type of Stone/Wood/Ice/Metal up to the rarity of gold. Unless protected, a person that directly sees a Gorgon's eyes becomes petrified into the chosen element until dispelled by some means. Petrified creatures are in suspended animation, but are aware and can feel. Gorgons do not age as long as they have a humanoid in stasis, and if slain they self-petrify and slowly self-repairs until full again at a rate of a papercut per minute. Once whole, they resurrect in a new body at the equivalent of 18.

Gorgons draw their mana from *Petrification*, while they have a creature petrified their lost time passively provides the Gorgon with energy.

Luxal [Metal - Life] [Medium Capacity - Medium Recharge]

Luxin are similar to Oreads and Sirens except instead of an animal, they have an associated metal. Their bones are formed of this metal, and they can have random metal growths visible on their skin in various ways, even up to a metal plate over their chest. Includes things like horns or crowns. Their irises are literal gemstones that match their new hearts, also gemstones. They no longer bleed or burn, and metal melts like butter in their mouth which they need to eat in addition to normal food. So long as they eat metal they will not age for the day. Age can be regressed by overconsuming metal. Dead Luxals can regrow from their gem hearts if it is placed in a molten pool of their associated metal, growing a year a day from age 0.

Luxin draw their mana through *Opulence*, passively charging from the presence of 'wealth' though it has nothing to do with monetary value, but precious metals and stones amplified by the skill that worked them.

Kekubi [Fire - Body] [Medium Capacity - High Recharge]

With elemental bodies composed of pitch black ash, soot, and smoke, Kekubi resembles living shadows. These materials can leak from them in response to negative thoughts and emotions, and any magic they use can be 'reskinned' into black particulates and is 10% more effective than it would otherwise be. Damage to their bodies is superficial but significant damage can disperse their bodies and cause their deaths. They can remote operate severed limbs in a 20m radius. They age like humans initially but slow down significantly as they get older. If slain, they will crumble to ash and regenerate in 24 hours, unless their ashes are scattered. Even scattered, if someone were to bring at least 50% of their ashes together again they will be reborn in 24 hours.

Kekubi draw their mana from *Immolation*, burning their own body as if it were coal or another fuel, harmlessly resting on flames with their bodies absorbing smoke.

Sylph [Wind - Soul] [High Capacity - Low Recharge]

They could easily be mistaken for slender and slanted-ear humans if not for their hair perpetually floating as it is now weightless, same with their body. Slight gusts become significant issues that can be combatting by partially etherealizing, straddling the line between the material and spirit worlds and unaffected by winds. This also renders them invisible to those who can't perceive spirits. They can will themselves to move omnidirectionally, however they cannot phase through matter. They no longer age, and if slain their bodies disappear leaving the spirit in place, which crystalizes into a cocoon that will hatch after 18 days.

Sylphs draw their mana from *Spirits*, being near high concentrations of naturally occurring spirits or other spirit matter, such as places with history and tragedy. Sites of mass graves, terrible battles, or old ruins of importance would leave an echo on the spirit world.

Undine [Water - Body] [Low Capacity - High Recharge]

Comparable to the Ifrit, though their bodies are entirely composed of elemental water concentrated into a gelatinous form that can feel like an oiled or wet human body to the touch. If their concentration slips they will become more and more liquid. They have a preferred true shape but can freely shift to any shape with the same volume, and can separate to reduce or absorb more water to increase their volume up to the max size of a whale. Their water body has all normal senses and no longer age, and they have a clear marble core. Damage to their body is superficial, but the core can be shattered and they lack an inherent means of revival if that happens.

Undine draw their mana from *Purification*, where water based substances that come into contact with Undine are purified of other elements and contaminants, leaving pure water with trace minerals. Doesn't work on anything larger than a pea, but works on sand and dirt.

Sprite [Nature - Life] [Medium Capacity - Medium Recharge]

Typically denizens of the faewild, Sprites are inherently tiny at about an inch tall, and have an associated winged insect that skews their appearance. All Sprites have wings while other Sprites take on aspects of their chosen insect, such as a wasp growing chitin plating. No matter the insect, all Sprites can produce both silk webbing and honey, and both can be combined to make hive materials. They have retractile stingers in their wrists which can inject a paralytic venom and, combined with their honey, can form a thick wax that firms up when worked like dough. Bathing in their honey reverts and prevents aging to around prime. Dead Sprites can be buried in honey to revive in 3-7 days.

Sprites draw their mana from *Fermentation*, specifically of their honey. The traditional method is to store cells made of their own wax and silk full of honey for 7 days, becoming like a mana potion restoring 15% of their mana capacity per drop (about 2 cups equivalent) and they can produce about a tablespoon per day.

Empusa [Blood - Necro] [High Capacity - High Recharge]

A form of vampire born in intense negative emotion and torment. Unlike other witches, Empusas are frozen in their prior mortal forms though in all other cases this still results in a male becoming a female, and also increases their physical fitness. They no longer age, and their bodies are cold and lifeless with no biological functions other than optional lung capacity for scent and speech. Their eyes glow unnaturally in a variety of colors based on a witch's aura, and they have slender hollow fangs that they use to suck blood. Empusas can store up to 5 times their body weight in blood without any visual bloat, and are 100% as fast per 1x bodyweight of blood stored. Dead Empusas can be soaked in blood to reanimate them within a minute.

Empusas, as one might expect from vampires, draw their mana from *Blood*. Draining the equivalent of one whole human to death to fully charge their mana. Animals are a tenth as effective. An Empusa relies on their mana and will die if fully depleted, but their charge can also mend their body.

Lilin [Fire - Mind] [High Capacity - Low Recharge]

Witches who can trace their lineage back to the infernals, a family line that escaped or earned their way out of hell. They have different types of horns, leathery wings, and tails in various styles and feature skin tinged an unnatural color. Markings on their body brand them as free demons. They have a second set of transparent eyelids that give them thermal vision and can no longer be burned, often lounging on or in lava flows. They do not age and if slain find themselves returned to hell to serve time for any misdeeds, though if another witch knows their name and markings on their body they can be summoned and put into a pact, and return when dismissed.

Lilin draw their mana from *Taboo*, scenarios that they themselves believe is wrong when observed by another who also believes it is wrong, so no trying to get around it by using people from different cultures.

Erinyes [Wind - Blood] [Medium Capacity - High Recharge]

Opposite the Lilin, the Erinyes can trace their lineage back to the celestials such as fallen angels. They have boney dark feathered wings and their skin is marked with inky black stains showing where their tears fell in the process of branding them with celestial runes identifying their sin and punishment. They cease aging between 18-26 and if slain, can re-awaken from a new mortal host somewhere unless ritually sacrificed, which stops their reincarnation for a century. Erinyes have a peculiar effect where the last person to physically harm them receives a mirror of any further harm to the Erinyes for 24 hours.

Erinyes draw their mana from *Pain*, when they cause physical or emotional torment to another being. This is further amplified by vocal expressions of their suffering such as screaming or crying. This can be consensual, if you find a partner into that. Or work as a therapist.

Hannya [Water - Mind] [High Capacity - Medium Recharge]

Known as raging drunkards heavily addicted to alcohol, almost always blushed with at least a light buzz. They have long slender horns that blush like their cheeks, and are amplified into overdrive when they experience strong passions, turning bright red when inflamed by anger. Which easily applies to most combat scenarios among other things as they have a habit of working themselves up. The redder they get, the more physical prowess they have in terms of strength, dexterity, and stamina. They age in reverse, but while drunk they assume the age that they imagine themselves as or as they want to be on a whim. Dead Hannya can be brought back to life by first mending the body and then dousing it in ice cold water.

Hannya draw their mana from *Alcoholism*, drinking alcohol is no longer a quirk but their primary energy source. They aren't immune to getting drunk, but thankfully don't experience hangovers.

Taura [Nature - Beast] [Low Capacity - Medium Recharge]

Taurai are obvious at a glance for their large animal lower halves, with a human torso replacing the neck and head of the associated animal. They may or may not have animal features on their head or back as well, up to the extent of being an actual Sphinx-like creature. This can be any legged animal from lizards to spiders to rabbits or horses. Usually hooved but pawed animals are not rare, and spider Taura can be common in some areas. Their lower bodies are generally powerful and have a high sprint speed and endurance.

Taura draw their mana from *Conservation*, when acting in harmony with a natural state of being which generally revolves around sustainability and continuity of life. Such as protecting nature, historical artifacts, or buildings over 60 years old. Non-invasive improvements or protections will cause a passive mana gain for 100x the time it took to build/fix/set up. High charge while actively guarding within a 100m area.

Wulong [Beast - Mind] [High Capacity - Medium Recharge]

This race is associated with the Asian lung dragons. Wulong have jagged but usually smooth tipped horns like deer or coral, and stained or painted-like arms up past their elbows that can look like stained glass or tie-dye. They have long tails with a strip of soft fur ending in a tuft. Wulong are able to fly by force of will with somewhat strenuous effort equal to a full sprint. Their blood is an ink the same color as the dominant one on their horns and arms. They age like humans for three years, then slow down only reaching an equivalent of 18 at 100. Slain Wulongs can be reborn from a painting or statue that the Wulong had formed a bond with using a drop of blood. Post-death, if someone with enough passion and knowledge of the Wulong's body creates an accurate masterwork, they can be reborn without a prior bond.

Wulong draw their mana from *Artistry*, charging in proximity to works of art. Any work of art counts, made with creative and/or meaningful intent imbued with subjective value of its creator. Paintings, storybooks, statues, etc.

Dravir [Beast - X] [Low Capacity - Medium Recharge]

What happens when those princesses sacrificed to dragons had no one to save the day. Draviri have the horns, tails, and scales of a dragon, typically having full claws on their hands and feet. Their second affinity is one of the elements, which becomes their breath weapon that affects a 15ft cone or 30ft line. This can be flame [Fire], lightning [Wind], cold and ice [Water], stone/metal shrapnel [Earth/Metal], or poison gas/thorns [Nature]. For every 10 years of life, this area increases by 5 feet. Their dense draconic muscle gives them strength and stamina similar to a Daeva. They age similar to humans at first then progressively age slower over time. If slain, an egg can be found within their body that will hatch the reborn Dravir within a year in the right conditions.

Dravir draw their mana from *Destruction*, when they undo the work and labor that went into producing something of value depending on its value and purpose to someone else. This works on taking a life, with human and witch lives giving a High Recharge rate.

Doll [Soul - Necro] [Low Capacity - High Recharge]

Artificial beings, witches who awaken into Doll form are likely a reincarnation of a soul used in the creation of a Doll in the past. Or experimental energies that corrupted you. Their names come from the fact most are literally ball jointed dolls of wood or porcelain but dolls can also be fully organic made of sewn flesh of different bodyparts, while others are clockwork. Recently Alphazon has been making full-synth dolls. Dolls don't age or have biological functions by default, though some can have living organic parts. A doll can't die, only cease function. If repaired then they regain function. They have all normal senses, even touch. However, a maker can adjust these along with personality elements or even memory.

Dolls draw their mana from *Service*, obeying a request or command from a sapient being endows them with charge and gives them a dopamine hit comparable to sugar.

Vanir [Water - Nature] [High Capacity - High Recharge]

Beings associated with winter, and hidden groves of life among the frost. Their presence will allow plantlife to thrive in the cold and while creatures will still feel cold, they won't suffer actual harm. This applies to the Vanir themselves, though they don't feel uncomfortable with the cold in the first place. Their bodies are blue, white, or grey and emit a cold chill from which ice crystals form like scales, spikes, or horns. Vanir age normally until their prime, and when slain they flash freeze and shatter into a mist of ice crystals. Somewhere within the nearest tundra a new body will form out of ice over 3 months, then crack to free them with new life.

Vanir draw their mana from *Resistance*, when acting against a natural state of being both in nature and social dynamics. Going against popular opinion or resisting baser natural desires, not wearing layers in the cold, or turning down cheesecake.

Changeling [Body - Mind] [Medium Capacity - Medium Recharge]

Some universes only produce witches with this race! Changelings look like human children anywhere from 0-14, and are notably able to freely shapeshift in the blink of an eye to assume any other appearance that matches that description, including perfectly copying the appearance of another at a glance. They cannot physically age past 14 or even use transformation magic to push past it and are biologically immortal. A slain changeling will re-awaken from a mortal human child randomly within the same planet/realm, replacing them. The replaced soul and mind will find itself in another realm.

Changelings draw their mana from *Identity*, any interactions where another believes the changeling to be someone that they knew. Impatient Changelings can sow doubt and uncertainty in order to briefly spike their recharge rate to High.

Elf [Body - Nature] [High Capacity - Medium Recharge]

Once the rulers of Earth and as plentiful as modern humans, with many technomagical inventions... These days, their survivors come in three varieties. Sun, Moon, and Sky. Suns are golden-bronze skinned and favor the forests. Moons are silvery-plum skinned and favor subterranean living and are typically short. Sky Elves are fair skinned and taller than most. Elves start out aging like humans but rapidly slow down. 100 is equivalent to a human's 18, while they might look 30 at 1,000 and never exceed looking 40. A slain elf will resurrect at the last Elven Lifeshrine they interacted with (Or their parents if they haven't yet). Lifeshrines are rare on Earth, but most factions have them. They are not lewd, they are proud and noble!

Elves draw their mana from *Meditation*, entering a trance-like state where they look conscious but immobile with eyes glazed over. They charge 25% mana per hour, and an hour of trance is comparable to 2 hours of deep restful sleep.

Orc [Body - Earth] [High Capacity - Low Recharge]

Widely present back in the time of the Elves, with a hostile relationship that has thankfully cooled. Orcs come in three colors, green with tusks, red with horns, and blue with neither. Exceptions exist, and half-breeds often have muted colors. They have elf-like ears, but are known for being strongly built and large in stature with an average height of 6'8". They have low light vision, can go without air for hours, and can sense ores and faultlines. Orcs age normally but when they die they are reborn from the closest member of their family tree to rapidly age back to 20 within 3 months.

Orcs draw their mana from *Birth*, fueled by the growth of new life created by them. More effective for female orcs growing it themselves, male orcs have about a tenth of the same energy gain while a currently pregnant orc gains charge very rapidly that then levels off as the offspring grow.

Pharon [Beast - Soul] [High Capacity - Low Recharge]

As you might guess from the name, Pharon are animal-headed people that have been treated as gods in some human cultures. They have human bodies but the head and neck of an animal as an opposite to the taura. This includes any animal, including insects. They'll have any abnormal features and functions the animal head would normally have, from beetle mandibles to neck rotation for owls. Age normally but can create ambrosia by distilling light between their hands, a Pharon consuming ambrosia will cease aging for 3 days during which further ingesting ambrosia will reverse their age at an increasing rate. If slain, ambrosia can be used to return them to life if placed inside their body (or ash pile).

Pharon draw their mana from *Renown*, fueled by the notoriety one way or another but it increases proportional to the intensity of feelings. The greater the respect, fear, reverence, hate and so on, the higher the charge in that moment of that. They can feel their name spoken.

Jotun [Body - Blood] [Medium Capacity - Low Recharge]

A truly ancient race that ruled before even the Elves had their great kingdoms. They can grow to 15 meters in height on demand with around a 15% mana drain, negligible to return to normal and have proportional increases in strength and speed. They can remain in either size indefinitely. Jotun cease aging a bit past prime for males, or in the prime for females. They have a second body 1/30th of their size encased in a calcium shell impervious to most things where a heart would be, and if slain they are reborn from it after a period of time. 3 weeks if killed in human size, or 3 days if slain as a giant.

Jotun draw their mana from *Flesh*. Any meat will provide magical energy but naturally creatures with greater souls give greater charge. Humans, or even witches. Animal meat is low, humans are medium, and witches are high. Humanoid flesh gives them a spine-tingling sense of bliss that can be addictive. This naturally leads to some unpleasantness.

Hollow [Soul - Metal] [High Capacity - Low Recharge]

A race that merges spirit and metal, they have bodies that behave like spirits and spirits that behave like bodies. Their physical body is invisible and intangible, but bound to a suit of armor and casts a colored glow based on their aura. Their spirit form on the other hand, has biological processes, which is how Hollows reproduce. Their physical form carrying the offspring will have a visible orb of metal with a will-o-wisp-like glow around it, internally within their own suit of armor which will grow over time as it collects metals and minerals. They eat spirit matter to survive, much like a Spirit Beast, but can consume spirit objects, not just 'living' spirits. The armor heals the way a body would or with healing magics. Their spirit can remove the armor, but can only move within 30ft of it. They will die if their armor is destroyed to the point of being unusable, but can be returned to life by reforging the armor by using old parts to incorporate into it.

Hollows draw their mana from *Ore*, placing raw ore within their armor where it is suspended and is broken down over time and used for the armor's integrity.

Dwarf [Earth - Metal] [Medium Capacity - High Recharge]

A short race, around 3-4 ft tall and have larger eyes proportionally to most humanoids. They live long like Elves but they stay more youthful for longer, never growing from their youthful state until they begin wrinkling in old age past 300. The main way to tell their age is the length of their hair, or beard for males. Every dwarf has an associated metal up to the rarity of gold, which grows in fine threads like hair, including the beards of male dwarves. Dwarven bones are all high carbon steel with muscle sinews dense with incorporated metals, making them extremely hardy and durable as though armored and more resistant to breaking. They have boundless stamina, a laser-like focus on what interests them, low-light vision, and don't need air. A dead Dwarf given a Dwarven burial (even with no remaining body) can be reborn to a relative, regaining memories at age 10. Someone can volunteer, if desired.

Dwarves draw mana from *Community*, the presence of other dwarves or creatures with this charge method. Low with 1 other, Medium with 6, High with 20+.

Wither [Necro - Metal] [High Capacity - Medium Recharge]

Cursed people as a result of the horrific actions of their ancestors or past incarnations of themselves. Born thinking they're Neutrals but will be plagued with bad fortunes and health issues. At around 18 they'll die of a mysterious condition only to rise again in 3 days to a cold body with blackened limbs rotting on the bone. They are no longer unlucky but their undead body continually tries to rot from the extremities inwards over the course of a week. They can delay and reverse decay through cannibalizing humanoid flesh leaving behind a skeleton, to regrow their own and remain whole for 1 week. This can be done at a distance of 30ft. Withers also have an aura of decay that makes people feel ill and rapidly rusts metal to the point a nail would be dust in a minute. They cannot die, and will continue to reanimate every full moon unless impaled on a gold or silver spike with coins over their eyes.

Withers draw their mana from *Rot*, empowered by the presence of rotting organic matter, particularly meats, proportional to the quantity and sapience of the body in life.

Mimi [Beast - Life] [Low Capacity - High Recharge]

Animal people much like Oreads, but lack the connection to the Earth and come in two distinct 'flavors'. The Amazons who stand over 6ft while the Halflings rarely exceed 4'8". Like Oreads, they have an associated animal that they attribute in some way, usually mammals but any natural animal qualifies. Almost always lighthearted people full of the vibrancy of life, while Oreads tend towards melancholic or introverts. They can be impulsive and seem to have a natural luck that is hard to quantify. They benefit from typical tropes associated with their animal reference, having about 2 "Traits" other than physical characteristics which don't count against this. They stop aging at roughly 18 for Halflings or 25-35 for Amazongs. A dead Mimi can be brought back to life by making a shrine to them, and a teardrop.

Mimis draw mana from *Headpats*, *Belly Rubs*, and *Back Scratches*, or similar forms of contact. They recover 5% of their mana capacity per second of contact. A Mimi can headpat themselves for 0.5% but this makes them feel depressed and teary.

Sword [Metal - Blood] [Low Capacity - Low Recharge]

A rare and somewhat strange race, they are sentient swords and living relics. "Swords" have a humanoid body that can visually look like any other race here, but they adopt a sword form that is their true form. If unconscious or slain, they'd adopt their sword form. They no longer have biological needs but do age up until 20 equivalent, their sword form starting out as a knife and growing with their body from there. The type of sword you become depends on personality, and can include polearms or swords with long handles, and axes, weird swords with long handles, or hammers... swords with very weird flat blades. Their sword form heals over time, damage reflecting their humanoid body. A dead sword can be brought back to life by using the inert sword to take a life. In sword form, they have all their magic abilities without requiring hands, and all magic manifests in some sword related way. Can synchronize with the thoughts and intentions of a wielder.

Swords draw their mana from *Battle*, gaining charge during conflict. Increases to Medium after 2 minutes, and High after 10.

Xeno [Beast - Blood] [Medium Capacity - High Recharge]

A new species only discovered in the last 10 years by Alphazon's research team on Titan. A crashed ship from outside the solar system. Normally monstrous predators, but witch-hybrids are more humanoid and less feral and established a colony. Hybrids run at 120mph, can throw cars, and have hard carapaces equivalent to mithril armor with claws and bladed tails. Remarkably quiet movement and they can see in both infrared and UV. Xenos can naturally survive both vacuum and intense pressures.

Xenos draw mana from *Eggs*, laid by the Xeno if female. Male Xenos benefit from the eggs laid by their parent or eggs laid by their own mate. Each egg individually provides about 1% total mana per minute at a range of 500 meters, 0.5 for an additional 500, 0.1 in another 500. Stacks. Eggs can't be fertilized after being laid, remaining as mana batteries, but are fertilized like normal when during reproduction. An egg lasts 1 month before running dry, unless supplied with blood. 1 drop is equal to a 1% charge.

Cyborg [Body - Metal] [Medium Capacity - High Recharge]

A type of witch that is common in another world, Cyborg witches are a combination of flesh and synthetic components. They no longer age past their current appearance, and dead cyborgs have a small backup chip that can be inserted into a new cyborg body that can be made in a variety of ways. Cyborgs can have up to 5 mundane items integrated into their body for use in some manner.

Cyborgs draw mana from *Electricity*, using internal reactors typically in the form of fuel pellets, little beads any alchemist can learn to make using stardust and a potion of stamina of any rank. These range from Rank 1 giving 1% mana capacity per minute for up to 24 hours to Rank 5 pellets giving 25% mana capacity per 10 seconds for half an hour. Without fuel pellets Cyborgs feel a hunger-like sensation. They can tap into any power source to drain electricity at the rate which the system is rated for, but are not immune to electrical damage from unregulated attacks.

Spider [Beast - Metal] [Medium Capacity - High Recharge]

A species of Manaweaver spider exists that can turn into witches, though usually the case is humans awakening into one. The size of a human hand, they can produce a foot of semi-metallic webbing per minute as thick as yarn, their bites can paralyze and creature not magically protected, and they climb walls as a normal spider. The age at the same rate as humans but can cocoon themselves for 48 hours to become youthful again, around ages 12-24 depending on how long they stay inside. Dead Spiders can assume direct control over the body of any unintelligent children they've created by laying eggs in the hundreds, only creating intelligent spiders if they reproduce the normal way.

Spiders draw their mana from *Bondage*, as long as a spider has a human or supernatural creature bound in their webbing they produce charge similar to a Gorgon's stash of statues. Bound targets each provide about 1% capacity per minute. Willing participants provide 5%. Bound targets, if killed, provides an instant 50%.

Gnome [Nature - Metal] [Medium Capacity - High Recharge]

Tiny inventive people that even in the wilds were a productive and innovating race relying on cunning works of primitive engineering to construct safe communities. Gnomes are naturals at working metals into complex contraptions. They stand only 4 inches tall but half the strength of a typical humanoid child, and the speed of a cat with strong limbs and durable bodies that are near immune to blunt damage.

Gnomes draw mana from *Tinkering*, any time they create anything, they gain mana from doing so proportional to the material value, skill necessary, and time required. Juryrigging a quick and practical contraption could give as much as 15%, while a 4 hour project may provide a full restore (or a shorter project with high skill, materials, and risk of failure). Major projects taking a week can double their capacity for a week.

Pixie [Nature - Wind] [Low Capacity - High Recharge]

Fae related to the Sprites, associated with plants where Sprites are associated with a manner of animal. They can have wings like a Sprite, or they can have leafy wings in any shape or color a wing can have, though it may be thin to the point of transparency. Otherwise they look like humans, Elves, or Dwarves but on a tiny scale, standing around an inch tall. They have a dryad-like ability to take on the form of any flower they've planted that has bloomed, and the ability to take pollens, seeds, or related traces of any two different flowers to breed a hybrid flower. They do not age, and slain Pixies can be reborn from any flower they have planted.

Pixies draw mana from *Blooming*, whenever a flower created by the Pixie blooms or a flower that the Pixie has slept in the petals of, blooms then the Pixie receives mana.

Fairy [Soul - Mind] [High Capacity - Low Recharge]

Fae related to the Sprites, without either the flora or fauna association. They can have wings like a Sprite, or they can have wafer wings of light transparent or opaque, that can emit a faint glow or light like a torch obscuring the Fairy's body. Otherwise they look like humans, Elves, or Dwarves but on a tiny scale, standing around an inch tall. They have the ability to, on touch, induce euphoria and bliss in creatures, filling them up with either a happiness that compels them to dance and sing, or a carnal impulse that compels them to indulge vices of the body. Creatures so affected are temporally locked with no sense of time, and no longer age. Fairies do not age, and if slain can reincarnate at any still ongoing revelry they started.

Fairies draw mana from *Revelry*, as you might have guessed. Whenever a creature of human intelligence or greater is locked in a fairy's revelry, they gain charge over time. 1 human in revelry for 8 hours will charge a fairy's mana capacity by around 25%. They stack.

Gemini [Earth - X] [High Capacity - Low Recharge]

Your soul is split and now inhabits two bodies, the bodies are always nearly identical. Gemini have bodies composed of an associated gem which is further associated with an Affinity, such as a ruby giving Fire Affinity. This gem influences the coloration of parts of their body besides their skin, though they can have gem protrusions through their skin, which is soft like flesh on the surface. Unlike normal your witch powers are not split in half. Gemini are born looking around 8 and age 1 year per 10 for around 80-120 years before they stop aging entirely. A dead Gemini half will fade into stardust, but will reappear when the surviving half sleeps, waking in the other half's arms.

Gemini draw their mana from Pairing, as two halves of a whole. The more in sync the two halves are in mind, intent, and appearance, the more mana they generate proportional to distance to each other. They feel this charge rate and are uncomfortable when it is weakened.

Factions:

Thanks in part to the existence of the Masquerade as well as government interest in their powers many witches have chosen to isolate themselves in hidden communities, away from the gaze of mortals. This allows them to freely practice magic and otherwise interact with those 'in the know'. You can either start as a member of a faction already, having a small home in their faction. Otherwise you are able to have Penelope introduce you to the regular witch factions, while your awakening ritual will be hijacked by government forces introducing the two human factions. To join the final faction, they'll find you if they think you're a good fit.

Each faction has a **Location** where most of them live, a **Relationship** to other factions, a **Bonus** for joining (you can only obtain this once), and a **faction-specific magic**.

College of Arcadia

Americans who went their own way, the College of Arcadia is obviously centered around the titular College, where any witch can sign up for a variety of classes from magic, including magic that isn't available in this document, to things like planar theory or cryptozoology. Very laid-back, the atmosphere is very much 1950s or 1960s America small town but with more modern conveniences such as the internet. There are other popular entertainment options like the arcade.

Location: Arcadia is a pocket dimension that is known mostly for the College and the town of Arcadia itself. A beautiful scenic town of a few thousand people, only a third of them currently enrolled with the rest being an assortment of staff, alumni, or residents who operate shops and services. Commerce runs off of a service-barter system (trading services or favors). The town is made with walking or broomsticks in mind, the only roads being on the outskirts and leading to portals that go to different civilizations. There's a woody mountainside to the north, rolling hills to the northwest, rocky cliffs to the northeast, sand beaches east, grassy plains west, rivers and woods to the southwest, south, and southeast. These can change per Cycle (3 month period), but this layout is generally consistent for the most outdoor extracurricular activities. Due to design the whole plane can be redesigned fairly easily, and is frequently done for celebrations or parties. There was a popular zombie theme a few cycles back.

Relations: The College is in an uneasy rivalry with Hawthorne, but the dynamic is similar to an older and younger sibling. When things get serious, they both have each other's backs. They have a Cathedral operated by the Watchers, and while not widespread there is a Hespatria family or two operating within.

Bonus: The strong community of Arcadia grants you 2 additional companions for free, either imported, created, or canon.

Magic: Digi-Casting

Hawthorne Academia

A very old and prestigious institution that has grown over time. Strict and disciplinarian with a focus on rules, though not limited to mortal ethics. Witches are tested for aptitude and potential and sorted into Houses of comparable individuals sorted by both personality, and the magic specializations they have access to. Classes are mandatory. While strict, their goal is to make excellent students by any means necessary. Driving one to find their limits and push beyond them to grow above and beyond what you thought you could never achieve. Your days are scheduled and optimized for you by councilors that have everything about you and your record on file. This only applies until graduation, though you must still follow Common Law while within the greater area if you stay.

Location: Labyrinthian gothic architecture that heavily employs special folding and relativity. Located in a cave under the Greenland ice sheet but parts of it sprawl out. A sprawling city, its spires both reach up from the floor and down from the ceiling. Roughly the size of Germany. There is a dividing space of no gravity in the middle of the air where clouds generate, then one can go on the ceiling where gravity is effectively reversed. Living here requires entering into an agreement to help out the city for things ranging from offense, defense, hazard management, odd labor, or help teach a class depending on your talents. There's a constant enchantment that creates new buildings and has resulted in the city sprawling all over the entire area even with its low population, and even through the portals to pockets of the normal world and Lunabella.

Relations: Sees the College as a naive younger sibling, but vulnerable to what they don't understand. Strong affiliation with Lunabella and both The Watcher and Hespacia.

Bonus: A wand finely tuned to your aptitude, your wand is far stronger than most giving you access to the Master Wand relic.

Magic: Wands

The Watchers

Also known as the Followers of the Apocalypse. Traditional, founded officially in 30AD though they existed unofficially for a few hundred years before. They integrate Abrahamic cosmology and teachings gleaned from all following churches into one overarching narrative from a third party perspective. They form an interfaith network and take a closer interest in mortal affairs and politics than normal. They study both the nature and influence of the divine, and have come to the conclusion that there is a coming apocalypse. They frequently interact with beings referred to as Celestials, and learn methods to emulate them through magic. Their jobs are to keep tabs on religions and report on interesting events within your jurisdiction. Others may find themselves dedicated to other roles such as becoming a politician for an area of interest, or wife to a powerful figure. At a low rank you may not see the full picture, and the higher up you get the more you'll see.

Location: Around 300AD they established contact with a celestial entity and negotiated a deal for the creation of a private celestial plane. Named Eden, it is a floating island within a smoke ring around a binary star system with a brilliant golden star that illuminates the vistas of clouds in a golden glow. The isles are overwhelmingly fertile and resource rich where animal life all evolved wings, while being fluffy furry variations on felines, canines, or avians. Some islands are claimed where witches have retired to, otherwise the Watchers operate their HQ here on one large island where they have a large palatial castle of white marble and gold. New certified witches are brought to Eden where they go through initiation. Within Eden, there are great gardens, bath houses, monuments, office spaces, residences for temple workers and the retired, and more.

Relations: Many Watchers graduate from Hawthorne first (You can attend though you will be classified as Watcher and they will be in contact). View Arcadia as on a slippery slope to degeneracy. Dislike Hespacia which sometimes results in skirmishes.

Bonus: Some initiated witches manifest False Light, gaining a halo and wings. Obtain the False Light perk.

Magic: Ministrations

The Hespacia Coven

The classic secret society, what you expect when you hear the words 'Witch Coven'. From dancing nude around a bonfire during a lunar eclipse to ritual sacrifices. Operating under many different names, divided into families with overarching connections that cooperate in shared interests while retaining most of their independence. Members of a family may not know about the broader scope, or even much of the supernatural as they often recruit mortals into their families for leverage, blackmail, and other resources. Their decentralized structure allows them to survive singular families being infiltrated. Values differ from family to family, some practice ritual sacrifice or blood rites while others abstain. Led by the mysterious 'Crowns' who oversee the organization, with Specters both delivering and gathering information to and from the various families, while Wraiths act as assassins and thieves. You can choose the general values your specific Family follows.

Location: Largely depends on the family, they can be found in areas ranging from hidden caverns to opulent penthouses. However, nearly all families are connected to Hell itself through hellgates. Hespacia's operations are located in a layer of hell bordering the abyss full of dense jungle littered with volcanos, and oversaturated with hyperpredators while every lifeform is out to cause death and suffering. Also dinosaurs. They went to hell, apparently. Their HQ is on a smaller island off the mainland surrounded by a crescent mountain range that protects them from the creatures of the deep. The building itself is a castle made of organic near-living shapes that can drive mortal minds mad. Bound demons tend to visitors, and witches who find themselves here feel an invigorating sense of connection and power.

Relations: No formal relations with Arcadia, but there is a hidden family or two in its midst. Active within Hawthorne where they run several sororities and fraternities. Relations are tense with the Watchers, who interrupt things like sacrifices here or there.

Bonus: Witches of Hespacia can find themselves visited by a living shadow which ushers them into a dark reflection of their location and undergo testing. Gain the Shroud perk.

Magic: Occultism

Lunabella

Lunabella, a city on the moon established in the 6th century by a Lich with a broomstick and a dream. Its economy doesn't run on money but rather Reputation and Services, and operates on a strange hierarchy to most new witches. Everyone is in a hierarchy of slaves up to the king at the top, who is himself considered a slave to the Iron Tablets, unchangeable founding laws. There are strong rights centered around the individual, with consequences to masters that mistreat slaves. Who are themselves slaves to someone else. There are no taxes, as the hierarchies act as a division of labor for upkeep and maintenance with a culture of taking pride in that upkeep and the wellbeing of slaves under your care. Social mobility up the ladder is quite good. A lack of scarcity accounts for constant feasts and events being planned and implemented at every social rung, and everyone can expect a lot of free time. Life in Lunabella is extremely relaxed and paradisiacal, and visitors are exempt from the slavery and upkeep laws but are expected not to overstay their welcome.

Location: A glistening city on the moon, with Earth on its horizon, contained by crystal spires that maintain atmosphere and hide it from mortals. Terraformed into a paradise with a false blue sky, rolling clouds, a water cycle, radiation shielding, and oxygen. Has a contained sea, lakes, rivers, with temperate islands and mountain peaks filled with marble temples, palaces, and estates with wide open spaces of courtyards. There are outposts on other planetary bodies as well.

Relations: Friendly with both Arcadia and Hawthorne, with parts of Hawthorne's out of control city construction spell has partially invaded near its respective portal. Dislike Watchers and are strongly opposed to Hespacia, resisting the establishment of their families.

Bonus: All Lunabellans are granted the Cornucopia, a magic based on the horn of plenty. Obtain the Cornucopia perk.

Magic: Dominion

Alfheimr Alliance

Composed of a coalition of old faerie nations within what witches on earth tend to know as the Faewilds. Denizens refer to it as Alfheimr. A world of wild untamed magics that manifest as readily as rain or storm, and full of an overabundance of life. The Twin Courts, Summer and Winter, are the primary political groups of the realm and most life is associated with one another, or interacts with both to play at neutrality. The Summer Court, sometimes referred to as the Seelie Court, is a regal but rigid coalition of regions and powers that embody Law and Order. Their court is full of ritual, ceremony, rules, and propriety. The Winter, or Unseelie, Court on the other hand would represent chaos. While Summer craves authority, Winter craves liberty. Winter politics are far more unpredictable. They retain a hierarchy of authority figures but their influence is based more on mutual exchange and favors. Government influence is minimal with reduced central authority, meaning no two cities or regions are similar to each other in terms of rules. While some do abuse this, the citizens are free to rise up and depose their old rulers, and have their rule recognized. Joining Summer would see you in a kind of high-fantasy style life, where you are a knight questing for honor, duty, and justice. Joining the Winter Court you would expect a life of conspiracy, political machinations, and cloak and dagger where you are a mercenary or sellsword.

Location: The Faewild, or Alfheimr, is an entire world centered on an axis closer to the elemental planes of Nature, Life, and Mind. It has landscapes that defy conventional physics and more biodiversity in a simple plain than seen in Earth forests. Natural magical phenomena occur as readily as rain or snow, and creatures can evolve over the course of their own living life to adapt to new challenges or interests. This does result in various superpredators evolving in more wild locations and both Courts send out hunters to deal with them. In the heartlands you can find rich cultures, with a blend of great walled cities to keep the beasts at bay or elegant cities built through giant trees where the woods themselves can deter large monsters.

Relations: While primarily concerned with non-earthly concerns they do collaborate heavily with wider witchdom, and have balanced associations with all factions aside for the Outsiders, and take Hespasian families on a case-by-case basis.

Bonus: Those with a stronger association with the feywilds are something gifted with the spark of wild magic. Gain the Fae Step perk.

Magic: Covenants

The O.R.C

One of the two human factions, the ORC was established around 1767 from remnants of old world anti-magic orders that didn't survive in the new world as it grew. Originally called the Iron Brotherhood, it was redefined into the Occult Research and Containment around the 1900s and took off during World War II as a certain German group nearly broke the Masquerade with its occult research. After the influx of Germans, and later Soviets, after the war the culture became more accepting and even began to recruit witches. In the modern day, the ORC is a cooperation of humans and witches heavily invested in the exploration of occult matters and magic with machinery. Has a very 1950s look and vibe, though they have not stagnated, they just really like the look. Works heavily with the militaries to prevent infiltration by both Watchers and Hespacia. Various jobs involve things like keeping tabs on non-ORC witches, look for newly awakened witches to recruit, hunt dangerous beings, monsters, anomalies, and artifacts for containment, and filing reports.

Location: A private realm originally tapped by a certain infamous political figure of WWII, they've done some improvements and stole some secrets from Hawthorne to create a blueprint based on vintage New York that is growing on its own. Incredible art-deco skyscrapers with bridges. Due to its size a lot of it is empty despite having 96 million in population among international districts (UK, EU, Russia, India, China, and Japan) and a common "uptown" core. You can generally just find an unclaimed building and call it yours and no one will stop you. Humans tend to stick together in luxury apartments and use magitech planes, with most buildings over a mile tall. Though there is a street level. Commonly called Deco City in English, though other languages have different names for the town.

Relations: Most witch factions aren't fans. Hawthorne despises the ORC for stealing secrets, and mutual enmity exists between the ORC and Hespacia. Arcadia is undecided, they frequently but heads with Watchers. Alphazon is disliked but they do work together, while relations with Lunabella and Alfheimr are much better. Outsiders are, naturally, enemy #1.

Bonus: ORC Agents receive the X01-License, also called the "License to Kill". Gain the ORC License relic for free.

Magic: Gadgetry

Alphazon Industries

Turns out gigantic unaccountable tech firms employing a panopticon of international global surveillance and data harvesting are pretty damn good at finding hidden secrets. This secret megacorp is the king of tech and has a monopoly over just about every piece of hardware or software you've seen in civilized markets both Western and Chinese. It wasn't long before they started uncovering the influence of paranormal entities and witches. They began running their own private blacksites as part of their investigations, abducting people they algorithmically detected as probably witches, followed by direct surveillance to catch them in the act. Led by a board of directors who view themselves as gods greater than any single country with no allegiance save themselves, who rapidly diverted resources into occult research and achieved in years what took the ORC decades. Brutal, having transcended mere profit for the pursuit of actual power and secrets beyond mortal limitations. Agents for Alphazon are implanted with trackers and full passive surveillance of your biology and record what you perceive, and then be put somewhere optimized for your skillset from making potions to running spy work, with access to their mass surveillance systems for your own benefit. They do things like create experimental vaults raising people in isolation under different parameters, to large puzzle ridden facilities just because they can.

Location: Alphazon has no fancy magical realm or extra-dimensional space, instead it has a real tangible presence among mortals. Towering skyscrapers around the globe with sleek ultramodern designs full of hidden elevators and rooms, and penthouse suites, luxury retreats, anything money can buy and more. Things not open to the public, including an experimental space station with stealth fields and gravity generation. Flying cars to shuttle you anywhere in the world in 45 minutes, though they have established gateways to key locations and key executives have portal witch 'bodyguards'. They have set up a research base on Mars as well, with help from Lunabella and Hespations.

Relations: Universally hated by all but the Hespation Coven, though they maintain a tense alliance with the ORC.

Bonus: After becoming an agent of Alphazon and getting observer implants, you are issued a Nixium Gold Card. Obtain the Gold Card relic.

Magic: Integration

The Outsiders

The things that some Hespations merely dabble in, Outsiders actively revel in. Outsiders aren't simply amoral, but they are actively profane and explicitly evil. We're talking about evils that require high levels of corruption just to conceptualize, even hearing about them can cause cognitive damage to innocent minds. The Outsiders desire to bring maximum suffering and corruption in order to weaken reality and allow the Far Gods inside, entities from beyond what we consider reality. Far Gods are as varied and different as local deities are, but are overwhelmingly alien entities that bend the mind to perceive. Average humans instantly go mad when any of the 5 senses attempt to perceive one, and slowly go mad with exposure to any related entity or phenomenon. Strongly willed humans might only go mostly insane. Witches and Mediums can endure for longer, enough that repeated brief exposure can build up a tolerance while maintaining most of your sanity. They would have to corrupt untold millions of people for a Far God to fully breach, but any horror can operate on a sliding scale to allow lesser abominations to slither through the cracks, and further atrocities are committed to keep the abominations happy or well fed.

Location: Decentralized throughout the world in a similar manner to Hespation families, which intermingle somewhat parasitically where Outsiders can join a Family and convert it to a full outsider cult eventually, or be forced to break it off. They can likewise crop up in other factions in similar fashions. Such as a Lunabellan dome falling under their sway and resulting in its purge, resulting in a new moon crater, or Alphazon studying their artifacts and suffering containment breaches. Otherwise the disparate pantheon of Far Gods provides a large number of potentially accessible dimensions and parasitic Realms within the Aether, each harmonized with a specific Far God or two, from mutagenic fleshscapes, labyrinths of bone, inorganic technophage constructs, and mind numbing geometric paradoxes. Portals and unnatural rifts to such locations actively spread the relevant corruption throughout the surrounding area, twisting the terrain, flora, and fauna into the image of the Far God in question.

Relations: Outsiders are enemies to all life, both in the universe and beyond, and even among themselves there are power struggles and friction between different Far Gods. Though more in a rivalry than enmity.

Bonus: Outsider Cultists have their bodies modified by their Eldritch patrons, gaining the Aberration perk.

Magic: Monstrosity

Discounts:

As you might have noticed in the racial section, certain races have affinities for different types of magic, on top of the three witch classes. Unlike normal, discounts work in a slightly modified way here. Instead of cutting the price in half, it instead moves the cost down a 'stage'. With the respective stages being 600 - 400 - 200 - 100 - 50 - Free. So a discounted 600 CP option would be 400 CP instead of 300 CP. Additionally, discounts can stack from different sources (having multiple Affinity discounts will only discount it once). So a 100 CP item that you have both an affinity and class discount for is instead free. [??] is an Affinity that is discounted to everyone.

Perks:

As a jumper, you may purchase the Advantage perk of another class, but Faction and Racial perks can only be taken if you have the associated Faction or Race. Racial perks are NOT discounted.

Class Advantages

Academic Yield [50 CP] [Academic] - Any magic marked with [Academic] produces twice the yield or is half as time-consuming. Any duration of an [Academic] magic effect applied by you has twice the duration. You also find it easier to study and focus on tasks.

Sorceress Aura [50 CP] [Sorceress] - Sorceresses have stronger and more unique auras that are like beacons to anyone who can detect them. This aura can 'color' any elemental magic they use, such as white flames, gold stone, etc. You can freely decide what your aura's color is. If you choose to use colored elementalism, then that magic is 50% more damaging, with 50% larger areas of effect and range. You also find practicing to be more rewarding, especially in regards to working out your body or magic.

Warlock's Brand [50 CP] [Warlock] - Warlocks have personalized brands they can mark on any relic they own or a willing creature. You can decide on its exact shape. You always know the location of one of your marks and when anyone else touches it, and a stronger sensation like an alarm if any harm comes to it. Branded creatures can be affected by your magic at any distance, and can be targeted by scrying even if you are unsure of their location. Additionally, you find it easier to converse, and consequently make deals with, greater beings than yourself in return for power.

Faction

False Light [Free] [Watchers] - The gift of Near-Light emulates the glory of the celestials. It grants feathered wings, flying at 160mph + the max speed of your broom, and above your head glows a halo of light. You can't be blinded by the result of light or sunburned, and looking at your halo is like looking at the sun, illuminating the area with bright light, including UV Radiation. This can be dimmed to a simple glow or just toggled on/off.

Shroud [Free] [Hespatian Coven] - After completing your tests, your shadow has become part of you. Infuses your Garment and Hat (see Witchery Magic) with the form of the cloak and hood. While hooded, the mind can't grasp your presence, and your face leaves no memory unless a mask is worn, and the mask will be remembered instead with the face otherwise shadowed. While cloaked, you produce no sound.

Cornucopia [Free] [Lunabella] - With the power of Cornucopia, you can will into existence any nonmagical food item that you have eaten before. Lunabellans have cultivated many exotic new plants that can be shared with this power such as Steakmelons and Blood Apples for vampires. This continues to work on any future nonmagical food you find in your chain. Food produced with this is always pure and free of imperfection or diseases. Can produce meat, but not living creatures.

Fae Step [Free] [Alfheimr] - A spark of wild magic, any time you cast a magic effect that drains mana it has a 5% chance to fill 25% of your capacity while having double the intended effect by all metrics, and a 20% chance not to cost mana. Additionally, whenever you are visually unobserved, you can instantly vanish to appear at any other unobserved location within 300m seamlessly with a thought, such as running behind the trees of a forest or obscuring fog.

Aberration [Free] [Outsiders] - Your body is now in an Eldritch state where none of your organs are critical, all damage is superficial. One cell is capable of regenerating you to full health over 3 days, and you do not require biological stability with any form you could take with Hex transmutations, easily adapting to multiple limbs, organs, and can add to your mass by consuming biomatter. You can also directly apply Runes to your own body as engravings that can regenerate when damaged.

Racial

Second Spark [50 CP] [Neutral] - You have a "Second Spark" of untapped potential in you, allowing you to choose a second witch class to obtain its method of growth, though only its growth and not its discounts or other bonuses. Unlike normal, you do not need to find a balance between the two growth types. Additionally, you resist magic damage and magical hazard durations by 20%.

Body Control [50 CP] [Daeva] - You have fine-tuned control over the functions of your body, letting you raise or lower your temperature to tolerate limited exposure to extremes. You can reduce your heart rate to just one beat per 10 minutes in a trance state where you can survive without air and generally delay death up to two weeks. You have perfect fertility control, and you can choose if you pass on your Witchiness to your children. You can also select your children's sex and gene expressions.

Skull Form [50 CP] [Ifrit] - You have the ability to dismantle your body plasma to become a flying skull, propelling yourself on jets of flame up to 200mph, or 10x the speed of your broomstick from Witchery, flying through the air like a missile or rocket. You can explosively start this flight while your body is still assembled, breaking it apart to kick start the flight but regaining your body takes about 30 seconds.

Siren's Song [50 CP] [Siren] - You can amplify the allure of your voice to project a truly mesmerizing melody that strongly tugs at the psych of listeners who hear it, and is carried by the wind an additional 50% further than a voice would normally be carried. Those captivated become oblivious to danger and seek out the voice. You also gain echolocation, able to visualize a 3D map of what your voice touches.

Poseidon's Daughter [50 CP] [Naiad] - No, you aren't actually related. You just have a strong connection to sea life with a bit of a divine right to rule the sea. You can understand and be understood by any salt water creature greater in size than baby shrimp. Creatures at least as intelligent as a 4-year old human are also subject to passive Suggestion to obey directives. There is no size or time limit, just intelligence limits. If you have the Suggestion perk as well, your suggestions to less intelligent aquatic life is a strong compulsion even at risk of certain death.

Nature's Adaptability [50 CP] [Dryad] - You are one of the rare Dryads known for their exceptional adaptability. Touching any plant or fungi and you adapt your body to become related to that plant and adopt its traits and abilities, and your tree form becomes a tree-like variant of that plant. Touch a cactus to turn into a giant cactus and in either form, resist desert heat, and you can grow cactus fruit. You grow any fruits or vegetables at normal rates (unless you have Cornucopia) though other traits take hold immediately. You store one adaptation at a time, touching a new plant to override the previous. Your Dryad's seed becomes more comparable to a fungus, releasing spores on death that scatter. The first to mature will become you while the others wilt.

Earth's Favored [50 CP] [Oread] - Your burrowing leaves no trace of disturbance at all after a moment of ripples that return to their original state, and the earth actively aids your movement within it. This boosts your speed to your intended destination by 200mph plus the speed of your broomstick if you have Witchery, or other associated boosts (including Hellrider). You do not have to be riding it, but you can if you want. While a normal Oread can sculpt earth easily by molding it with their hands, you can do so with greater ease, simply touching an earthen surface to shape it within 5m (x Earthmoving ranks) to your desired shape within your artistic limits. Earth shaped this way doesn't count as worked earth.

Refined Consumption [50 CP] [Lamia] - Your consumption magic is more refined than most, able to actually utilize the magic energies within and surrounding a witch that you may have consumed. While you have a witch inside you, you can temporarily use one witch specialization up to one rank less than their own, or use a perk that they have. If you fully consume a witch to death and digest the body, you gain a permanent boost to your magical abilities. You can do this to normal humans, but only at a tenth of the effect. As a bonus, you are able to swallow whole humans in seconds instead of the minutes it took before.

Time Skip [50 CP] [Aurai] - After great effort, you've managed to figure a way to harmonize with a wavelength that has resonance with your own timeline. Once every few seconds you can consciously project their intentions to move somewhere they can clearly see, then accelerate their movement in time to skip the travel, or backwards to someplace they were within the past 6 seconds. Moving forward takes a small mana cost per 60 meters, while moving backwards takes just a little more mana per 6 seconds (increasing exponentially). By sacrificing their current memory, they can revert to their physical condition at that time, though they know they jumped back from the future.

Imbued Water [50 CP] [Nymph] - Some Nymphs, you included, have figured a way to bypass their mana capacity by reabsorbing water they've imbued with mana. Like a battery stored for later. A Nymph in her pool/bath can store mana and access it later, more like a charge method, but while in their bath they have direct access, effectively having a massive mana capacity, or using it like a mana potion if separated, a vials worth replenishing 15% of their charge. You no longer age if at least a vial's worth of imbued water is within 30m of yourself, and gain an affinity for [Mind].

Heavy Gaze [100 CP] [Gorgon] - You are one of the few Gorgons who have a much more dangerous gaze. Even if not seen, your gaze petrifies everything in your line of sight, though slower than if you had eye contact. Simply being in your line of sight will reduce speed by 10% per second, with this reduction wearing off at 10% per second when no longer in your sight. At 100% whatever is in your sight is fully petrified as normal. You are able to manipulate petrified victims as though they were still living and malleable, allowing you to pose them. You've also learned how to un-petrify with a touch, selectively, such as their face to let them speak.

Metal Budding [50 CP] [Luxal] - You've learned how to trigger explosive growths of your associated metal or gemstone, growing from your body in whatever way you see fit. You can grow no more metal or stones than you've consumed in the past week, and once used this way it no longer counts towards future uses. Simple shapes like blades are easy, but something more precise or artistic would require actual skill in some crafting discipline or having an example to reference. Your growths can be disconnected by falling off, or can be shot out with the force of a .50 caliber bullet.

Ash Control [100 CP] [Kebuki] - With this, you now have advanced control over the ash, soot, or smoke produced from your body including what makes it up. You can manipulate it within 30 meters of yourself, in addition to effectively turning any other magic into this soot manipulation. You can control your own body with this, freely breaking it apart to control remotely and in pieces as small as a grain of soot, or as large as a full limb. Or just levitate yourself. You still receive damage like this, though naturally it is harder to pull off.

Phasing [50 CP] [Sylph] - You've taken your near-etherealization to the next level. You can now fully phase yourself to ignore solid matter letting you walk through walls. This is pseudo-biological, so you can't bring other objects along with you that you want. This includes your mothergifts. You can't breathe while phased but you're invulnerable to anything that can't harm spirits.

Amorphous Body [50 CP] [Undine] - While normally Undines are hard to notice underwater, you've taken it a step further to become transparent and have loosened the bonds required by your form. What this means is that you are outright invisible within water and camouflaged in rain, and have control over yourself even while in a non-solid form. This allows you to move around as a puddle where a normal Undine would be immobile without assuming a solid shape. This allows you to pass through any surface that water could pass through, such as cracks under a door or seams of improperly sealed wood. While you can invade someone's body like this, becoming solid while inside won't do them harm as you are limited by available space.

Growth Spurt [50 CP] [Sprite] - You are now able to grow in size up to 4'10". Still short, but you can actually interact with normal civilization. Your production of silk and honey is upscaled appropriately. While your venom and honey have more volume, proportional quantity is still required as it is diluted, though just as flavorful and with the same texture. A full-sized Sprite could produce two bathtubs worth of honey per day. Honey production is on-demand though an individual may have an overproduction problem.

Corrupted Wind [100 CP] [Empusa] - Magnifying the corruption sustaining you, you can now adopt a mist form which you're hard to recognize and immune to physical harm, though you also can't interact with things physically. Your speed is unaffected but you can fly. Transitioning between forms takes only a second. You can also see in pitch blackness, and are 4x as strong, fast, and reactive. As a bonus, you have an affinity for [Wind].

Dreamweaving [50 CP] [Lilin] - The quintessential gift of the desire demon: Lilins with this skill can invade the dreams of any sleeping creature capable of understanding language. The Lilin can then establish a full lucid dream under their control (which can be resisted by Witches with certain skills). Within these dreams the Lilin can negotiate with the creature to establish a pact where they consent to maintaining this dream, and they won't wake up unless freed by a third party or the Lilin. Why bother? Taboos within the dream counts for charging your mana.

Mark of Pain [50 CP] [Erinyes] - If your curse is active on another person, you may harm yourself with a blade or piercing object in order to channel your curse through it. That blood-soaked weapon can now directly harm the one whom you curse is affecting. The next attack that harms them can be healed but the pain will forever remain as though the wound was fresh and leave an ink-black scar. These marks last until removed by a Cheraphim and can affect even those immune to curses, as it is counted as a direct attack.

Alcohol Boost [50 CP] [Hannya] - You get stronger when you're angry, and you like to get drunk. What if you combined them? Now, you have a further 100% boost to your strength and durability based on your degree of hate, anger, or desire for violence... Per cup of alcohol you've consumed in the past 24 hours. Up to 2000%, or x20. The higher the bonus, the less immune to intoxication you are. These bonuses also give you an increase in physical size by 25% per cup. This can be direct upscaling, just the arms, or can correlate to a full restructuring of your skeleton and musculature into a monstrous appearance.

Longstride [50 CP] [Taura] - With focus and an expenditure of mana you may enter the Longstride, where your perception shifts and you partially elevate to a higher dimension. It feels like the planet shrinks to a small planetoid where you can clearly see the curvature on the horizon (assuming the world isn't flat) and see ghostly models and representations of the actual landscape of the world. With this, you can travel a mile per 3ft of relative movement. Additionally, you can move up to 260mph on your own now thanks to your animal legs. If you have ranks in Witchery you can add your broom speed to your normal movement speed.

Art Crawl [50 CP] [Wulong] - Your association with art has deepened, you can now enter any painting or written work that you or another Wulong has created, entering the space as it was envisioned. Within one of these spaces, you can see a tangible fourth wall somewhere within that acts like a window through the painting or page into the real world, but this can be shifted to show through any other painting or page with the same image or description, then step through to return. They all share the same space and something can be left within it, while something that wasn't brought in that is taken out turns into ink or paint.

Dragonbeast [100 CP] [Dravir] - A fairly common ability among the Dravir, the ability to assume the form of a dragonbeast. A humanoid dragon-type monster, a bipedal dragonoid with 5 digit hands with full functionality of normal human arms, tipped with retractable razor claws. They also gain wings that can be used to fly. May or may not have drastic sexual dimorphism depending on your lineage. This form empowers your physical attributes by 150% and your breath weapon by 300%. Dravir who have this form no longer age past their prime even outside of it. You can partially transform, just growing the wings or claws.

Multibody [50 CP] [Doll] - You have the ability to occupy more than one body. With each purchase of this perk you gain the ability to remote operate a second doll form that looks similar or identical to your original body. Any body can be repaired as normal to resume function, but even when a body would be incapable of moving on its own it can be remotely puppeted by force from a still functioning body. Every doll body can also have a secondary form between 6 inches and 2 feet tall that is a reduced quality depiction of its full appearance. Obviously, this grants you greater multitasking to handle all of these bodies. The first purchase also grants you the [Mind] Affinity.

Ice Constructs [100 CP] [Vanir] - You have the ability to shape ice into the form of any mundane object up to the total volume of a solid 3ft cube. Such as a 15ft ladder, thanks to the total volume of that ice ladder fitting into the cube. The ice constructs of a Vanir are as hard as solid steel and melt at 1/10th the rate of normal ice. They are effectively permanent in cold regions until broken. Creation is near instant and can occur within 60m of yourself, but a trail of ice must travel to where you intend to create the object traveling at 10m per second. Constructs cannot have moving parts.

Shapeshifting [50 CP] [Changeling] - While Changelings can assume the appearance of any young humanoid, some have enhanced shapeshifting to assume the form of any object with the volume between that of a ping pong ball and a fridge. You can also assume the form of more mature humanoids. In either case, they have to have a visible reference to work off of and it only includes details the Changeling knows about. Turn into a specific person and you might not know about a hidden mole or the inner workings behind the fridge.

True Grace [50 CP] [Elf] - Elves with this perk are supernaturally dexterous and capable of impossible feats. They can balance in any position on any surface, allowing them to stand on a literal knife's edge as long as their shoe can withstand it. They can walk on walls or ceilings, even jumping and touching a ceiling with a single finger to lift themselves to it. Though, again, the surface would have to support them. Though Elves do weigh about half of what they look like they would, and are typically slender.

Enduring Will [100 CP] [Orc] - With this, you are a paragon of will and can endure any treatment or trick without faltering. Your sense of pain is dulled, and your force of will can allow you to survive total organ failure for hours while walking on shattered shins over a field of glass. So long as one muscle fiber is intact, their limbs will not give up. Even severed, an orc limb remembers its last goal. A beheaded orc's body continuing to fight, the head surviving for a few hours. Any Orc parent will temporarily gain this perk for free when their children are in danger, ending once they are safe.

Golden Aura [50 CP] [Pharon] - You now have a faint golden aura surrounding your head that can illuminate a room, though you can turn it off if you wanna be sneaky. Your head is invulnerable to damage anywhere covered in skin, and your bite is capable of going through steel plates an inch thick and chewing them. Though you might not wanna swallow. If you have a beak or a horn, your neck has enough force to puncture steel plates (and the ability to withstand such forces).

Corrupted [50 CP] [Jotun] - A Corrupted Jotun's giant form loses their skin, leaving exposed muscles and fat tissues. Their flesh is as resistant to harm as steel, twice the strength of a normal Jotun. They are capable of rapid regeneration, passively regenerating the equivalent of a bullet wound per second. They can focus to enhance their regeneration with 10% of their mana capacity to instantly regenerate a lost limb or equivalent. Additionally, their size change is more intimidating. Jotun who lose themselves to human meat obtain this perk for free, but are little more than mindless predators.

Adaptive Armor [50 CP] [Hollow] - By default, Hollows can incorporate ores they burn into their armor composition, but some are more adaptive than others. With this perk, Hollows can actively break down and replace their armor with ores, ingots, or any source of metal, and can incorporate special metals such as Mythril or Adamantine if they can find it. This can be done from a distance of a few feet, and has pieces of their old armor flake away as it is replaced with the new material. This can also be used to actively heal them, siphoning materials on the fly for patch jobs at around a gauntlet's worth of armor per second, as long as materials are nearby.

Giantslayer [50 CP] [Dwarf] - Dwarves are secretive, but two kinds are typically seen outside their stronghold cities. The first of these are the Giantslayers, invigorated by ancestral spirits when facing giants (anything over 6'6"), empowering speed and damage dealt by 50%. Dwarves can take both of their perks.

Manabane [50 CP] [Dwarf] - Dwarves are secretive, but two kinds are typically seen outside their stronghold cities. The second are the Manabanes, particular bloodlines that react to the presence of hostile magic. The duration of any detrimental magic is reduced by 75%. Even magical effects with no duration are dispelled in three days. They also have a 25% resistance to magical damage. Dwarves can take both of their perks.

Rusted Sand [100 CP] [Wither] - With this perk, you have the ability to generate a sand composed of heavily rusted metals out of your body, enough to fill a small backyard pool. These sands act like a strong acid that rapidly decays organic matter, plant or animal, dead or living. It doesn't affect bones and has reduced effect on skin, leaving dessicated husks behind in a few seconds. Withers can control this sand as an extension of their will within 60m, and it can return to their body when they wish. If not returned, it will replenish over time at a bucket's worth a day. The sand itself has a physical force compared to a chainsaw or heavy blade.

Mystical Heritage [50 CP] [Mimi] - Mimis with this perk gain an additional 2 general traits of their associated animal type, and these traits are considerably stronger and supernatural in origin, with folklore and legends as valid inspirations such as racoons using tanuki folklore for a trait or two. Non-folklore traits can be taken for one of these traits, and they'll be augmented further. A normal trait granting strength might make you as strong as an adult male strongman, but an augmented trait like this could make you as strong as four strongmen.

Are You My Master? [100 CP] [Sword] - You are able to form especially strong bonds with a Wielder, also called a Master depending on how traditional you are. It takes a few weeks to synchronize to a new wielder but once synchronized it only takes a few minutes to re-adapt to a prior wielder. The Sword and Wielder merge both their mana capacity and charge rates, and each are capable of using all magic specializations and perks that the other possesses, even within a 1km radius of each other. They can perform Harmony magic with each other with extreme ease, and such Harmony magic is 100% stronger. They can communicate telepathically across any distance.

Biomatter Master [200 CP] [Xeno] - Rare Xenos are naturals at manipulating biomatter and have enhanced bodies, the exteriors being just as sleek as it was but now twice as hard and resist energetic damage (Cold, Heat, Electricity, Radiation, etc) by 75%. Their biomatter control grants them Rank 3 in both Necromancy and Hexes for free. Utilizing Necromancy they are able to manipulate their own flesh and bone while Hexes can manipulate their other biomatter, including eggs, allowing them to create networks of biomatter-like veins to connect eggs in order to keep them supplied with blood. Utilizing their own body in Necromancy and Hexes costs no mana when used for this purpose.

Nanofabs [100 CP] [Cyborg] - While all Cyborgs have some passive regeneration to provide healing/maintenance to inorganic parts, it isn't really notable or all that versatile. With this, you have built-in nanofabricators, little factories that produce femtomachines. This allows you to repair your body at a rapid rate, comparable to a bullet wound every few seconds, and offers full repairs to both synthetic and organic parts. Additionally, Cyborgs take Gadgetry and Integration as if they had Affinity discounts, and they are not linked to their respective factions. Gadgetry can be produced from their body on demand. Metallurgy costs half as much mana as it normally would.

Resize [100 CP] [Spider] - Spiders with this perk can change their size, either to a smaller form for convenience around the size of a dime or halfdollar, or to a much larger spider around eye level with an adult human male's chest. In their larger form their speed matches that of a sports car, and they can produce webbing as thick and sturdy as a metal cable on demand capable of reaching roughly 100 meters when launched, easily latching onto nearly any surface. In smaller form they can create 10ft increments of nanowebbing that is difficult to see that, when properly anchored, will slice through bone with just the force of a victim walking into it. Spiders can learn Arachnescence as if they had a Faction discount, and their web is 3x durable with it.

Gnomish Genius [400 CP] [Gnome] - The paragons of Gnomekind, inventors comparable to mad scientists of fiction. You can use engineering to replicate, in a limited capacity, the effects of any magic effect of any Magic Specialization. Rank 1 tanks 1 hour of work, 8 hours for R2, 24 hours for R3, 1 week for R4, and 1 month for R5, involving components of comparable rarity to a Potion of its rank.

Instant/non-durational effects have a 25% chance of failure, and each failure has a 50% chance to destroy the device. You can repair a destroyed device in 1/10th the time. Duration/continuous based magics have this fail chance at every 24 hours of total activity. Gadgetry can be replicated without a fail chance. You can make tiny cockpits to control power armor, or golems with Hexes, or corpse bodies with Necromancy.

Pixiedust [50 CP] [Pixie] - You are capable of generating pixiedust with your wings, flapping them with the intent to do so can release a pinch per flap. When spread around animals of sub-human intelligence, this lets the Pixie issue commands that it will follow up to 1 week. On plants, this causes instantaneous bloom so long as the plant is mature enough to do so, or invigorates the plant to grow twice as large and bear fruit twice as big. On humans or animals of equal or greater intelligence, this induces sleep unless they match the Pixie's own rank (which is the highest rank of magic they can perform). Considered magic for things like anti-magic effects.

Fairy Royalty [200 CP] [Fairy] - Especially potent Fairies that manage local groups, or rise to become princesses or queens. You are able to grow Fairy Rings, a ring of mushrooms or flowers that establish a Domain-like space that those outside cannot see into, which may also be a gate through time to a unique timespace similar to what a pocket dimension is to space. In this timespace, the Fairy can dictate how much time passes relative to outside but only up to 1 day inside to 1 year outside if slowed, or 1 hour inside per half hour outside if speed up. The Fairy can reverse time within the timespace, but only physically in that the minds of those within stays the same. Timespaces are only as large as the Fairy Ring, and leaving the ring leaves the timespace. If a Fairy has Portals, their rings can act as gateways to any other fairy ring known to the one who enters.

Twin Soul [50 CP] [Gemini] - Gemini with this perk have even stronger bonds between their two selves, capable of trading their consciousness and their half of the soul between their bodies (no matter how divergent they may be), or they can swap places entirely. They now share a mental bond and can feel the other's emotional state, senses, and intentions to the point they can act nearly as a single whole. They can also communicate telepathically, and by tightening the connection on both sides can hear each other's passive internal dialogue. Nothing, short of death, can sever this connection.

General

Prestidigitation [FREE] - Every witch's favorite bag of magic tricks! Heat or chill things that are recognized as food/drink to reasonable temperatures for that object. Flavor or add scents to said food/drink. Fabricate small objects that fit in your hand and weigh less than 1lb with shoddy craftsmanship without a reference that turns to dust after a minute. Create small 2D illusions on a surface while you maintain focus. Clean or soil roughly 1 cubic foot of area in a wave of the hand.

Oracle [100 CP] [Mind] [Warlock] - You have a greater grasp over powers that grant mystical foresight. Bad omens are a little more specific, dreams are a bit clearer to make out, and you even have a vague intuition of if something will help you resist a previously seen omen. Utilizing a crystal ball or praying for further help. While normally this would require Divination to take, as a Jumper you may or may not already have powers of divination so anyone can take this! With Ministration your celestial summons may be able to help further, though their insights are cryptic.

Poisoner [100 CP] [Nature] [Warlock] - A mastery over poison. You can command any highly venomous animal, easily nurture and grow poisonous plants/mushrooms, and even telekinetically control poisonous materials slowly. Perhaps the greatest boon is that this grants you complete immunity to diseases and toxins including bioweapons. The control aspects can be tiring but the immunities are completely passive and take no energy. Doesn't help you cure others, however.

Witchflame [100 CP] [Fire] [Sorceress] - A variably colored flame (you can change it at will) that behaves slightly differently depending on the witch. Your Witchfire stays where you place it until dispelled even without fuel to maintain it, it'll even float in midair. Temperature can be adjusted between 20 below freezing up to 500 degrees (Celsius, naturally). Size is limited to around a campfire, and it doesn't spread merely blackening wood instead of igniting. Can still be used to chill, heat, or burn things.

Energized [100 CP] [Wind] [Sorceress] - The fabled charge witch... Just kidding. It's a pretty simple trick that allows you to passively emanate an electric aura that fills the air with harmless static and the scent of ozone. Also your touch is kinda tingly. The real use is that it passively charges any device within 10m of you, and by focusing you can spike this electric charge to damage electronics within 30m or as a taser-like zap within 60m. In a storm you can focus on a location that will then be struck with lightning with the rough accuracy of a 6ft sphere, though it can be skewed by lightning rods.

Fascinate [100 CP] [Mind] [Warlock] - You can ensnare the attention of others who see or hear performances that you are focusing on. Singing, dancing, playing instruments, acrobatic feats, anything that can be considered a performance or bardic act. Those who hear will seek out a line of sight of you within reason, otherwise they will remain fixated in your direction. Attempts to get them to look somewhere else will be met with mild resistance. Minor boost in your performance skills. You can weave Curses (if you have them) into your performance seamlessly.

Pantomime [100 CP] [Soul] [Sorceress] - You can physically interact with spirit beings and constructs, or manifest spirit constructs from your will. These spirit constructs you can manifest are mundane in every way and cannot be overly complex, a bicycle would work but that's about it. You can even summon glasses that would work as regular glasses, albeit invisible. Spirit objects cannot be interacted with unless one has this ability. You are the ultimate mime.

Beauty Sleep [100 CP] [Body] [Sorceress] - You no longer need sleep. Simple enough. You get fatigued from exertion but regular resting will alleviate it. You can still sleep if you desire, and doing so will always result in lucid dreams unless you wish to just skip through the night. You can fall asleep on demand, and wake up at a time you choose. Immune to chemical or magical attempts to make you sleep.

Third Eye [100 CP] [Soul] [Academic] - Witches normally have unseen third eyes, as that is how they can see spirits and the like. Some have a second awakening of it, allowing them to see auras possessed by all lifeforms and spirits. While auras can shift depending on mood that you can learn to read with this, every witch has unique constants no matter what that can be used as a more secure fingerprint. This aura lingers after spellcasting, allowing for IDing of a witch who used magic in a certain spot. Some rare tricks can mask this aura.

Soul Jellies [100 CP] [Necro] [Warlock] - You have the power to manifest creatures made of jelly-like spirit matter. Their manifestation is associated with sudden emotion spikes. They are naturally curious and helpful, if nonverbal, but are as intelligent as familiars and can exert around 5lbs of force. A soul slime can be used as the spirit bound in Necromancy, and similarly a soul can be bound as a soul slime. You can maintain around 3 of these, replacing these losses in three days or so.

Hat Trick [100 CP] [???] [Academic] - Your mothergifts from Witchery are greatly enhanced, giving you telekinetic control of your Garment, Hat, and Rod irrespective of line of sight. You can create duplicates of your Hat you can jump into, appearing out of any other with a limit of 6 duplicates. With Portals and Witchery Rank 5, your Garment or Hat can connect to any portkey, gateway, rift, and your Hat can open up as a rift instantaneously.

Mood Weather [100 CP] [Nature] [Sorceress] - A rare gift, this provides a level of subconscious control over the weather based on your mood and impressions. If you think rain is sad, it'd rain when you feel sad. If you think it is pleasant, it would rain if you felt pleasant. Thunderstorms occur regardless if you are angry. Going out and it may be clear or just overcast. Naturally some people aren't huge fans of these witches, but you can turn this power off if you want.

Charge Swap [100 CP] [Soul] [Warlock] [Changeling] - You can replace the Charge method of your race with the method of another race, unless that is simply not possible without part of their race such as the Gorgon's petrifying charge if you lack their petrifying ability. This also changes your charge rate to match. As a result of a vast number of their members taking this through the ages, Changelings get a discount on this as if they had an Affinity that stacks with others. For an additional 100 CP (undiscounted) you gain the charge method in addition to your own.

Maid Hand [100 CP] [Mind] [Academic] - You ever hear of Unseen Servant? With this, you can create invisible telekinetic constructs similar to that. Each construct acts as an unseen servant capable of autonomously handling basic acts of service compared to a minimally competent maid or butler. They respond to commands and orders and will continue to act them out until you tell them to stop, do something else, or it meets a time/condition previously set. You are always aware of where your constructs are, and if you want to help others keep track they can wear clothing. You have a max of 3 plus your ranks in Hexes and Psychotics.

Gunwitch [100 CP] [Metal] [Sorceress] - The most American of witch abilities. You can ritually bond with a single firearm to summon it as if you were summoning your Rod with Witchery. You can use large rifles as if they were broomsticks, and have a sixth sense over your bonded firearms which allows you a fully detailed perception of the trajectory of its bullets once fired. So long as you have at least 1 bullet, you can duplicate it with a tiny amount of mana. If you have **Hot Swap**, you can utilize this perk on any guns summoned.

Broom Beast [100 CP] [??] [Academic] - You're quite the master at riding a broom, huh? Even without Witchery you can summon a Rod in the shape of a broomstick near-instantly to your hand and you can telekinetically control its flight. It has a flight speed of 250 feet per second, stacking with other sources, and can maneuver with agility similar to that of a sports bike. You can spend an additional 50 CP on this up to 4 times (max of 200 CP) undiscounted, each purchase of which grants an additional 50 feet per second of speed and boosting maneuverability by 50%.

Transformation Sequence [200 CP] [???] [Academic] - Instead of changing your current body to your new race, you can instead take this! Now, with a 1-10 second transformation sequence you swap races into your new Witch form instead of your regular human body! This can include automatically equipping your mothergifts and comes with fun and colorful effects of your own design, though they are aesthetic only. While normally you'd be limited in your human body, this doesn't apply to you! Additionally, you can design a custom transformation sequence for all of your alt-forms if you wish, and any future ones once you obtain them.

Conjuration [200 CP] [???] [Academic] - You have gained the ability to summon the infernal shopkeeper Mammon. Mammon is a genie-like demon who is able to sell you ANY product that is possible to purchase either on Earth, Witchdom, or in your current Jump. As long as it is sold for currency somewhere, it can be bought. The drawback? His prices. By default he asks for 7x the normal cost, though this is reduced by 1x per rank in Consortation you have. Accepts various denominations of cash including those from other realms, as well as barter of objects that can be sold.

Suggestion [200 CP] [Mind] [Warlock] - Oh my, what enchanting eyes... With 4 seconds of eye contact with someone else, you can issue a command with a shimmer in your eyes. People will resist those that do them great harm unless they already wanted to do that to themselves, risky commands would get a small bit of pushback that could require repeat applications. You can't command them to do unnatural things like forgetting something, so making them do something odd may let them figure out you are the reason why they did something. Think nagging intrusive thoughts, less mind control.

Improved Familiar [200 CP] [Beast] [Warlock] - You can modify your familiar's base form, no matter what it may be. Choose one of:

Dire: Your familiar becomes a Dire Animal, larger than normal with such features like bone growths providing armor plates, scales, spikes, horns, and razor claws.

Chimeric: It becomes a creature that is a hybrid of whatever it was before, such as a Griffin, Hippogriff, Pegasus, etc. Balanced to options named here, don't try to get a dragon.

Hybridize [200 CP] [Beast] [Sorceress] - You can choose a second race as part of your witch form, and combine the physical look of both in a way that makes sense. You take the higher Mana Capacity between the two races, and keep both methods of recharging your mana (they stay at their previous rates). You also get any other features their races mention like elemental breath of Dravir or honey production from Sprites. You can take the Racial Perks of both races. You only keep the Affinities of ONE race. Can be purchased multiple times, while a normal witch is restricted to three you have no such restrictions.

Crystalize [200 CP] [Earth] [Sorceress] - You can internalize a spark of elemental Earth that allows you to change your form into living crystal like a diamond, though you can choose the appearance of any gem. You are invulnerable to physical harm while diamond, at the cost of great mana drain. Low Mana stores would last about a minute, with High Mana stores lasting ten minutes. You can partially crystallize parts of your body like a hand for 1/10th the cost. Alternatively you can do a lesser surface crystallization that is as protective as half-inch thick steel plating with only a minor initial cost and no ongoing cost. As a bonus, you can project crystal shards with the force equal to a 9mm firearm.

Memorize [200 CP] [Body] [Sorceress] - While many witches aren't what you'd call physical, you can cheat a bit with this perk. It allows you to memetically synchronize with any martial maneuver or technique you see performed, and repeat it yourself. Forever. Over time you will form an archive of these moves with more exposure. Perfect execution each time unless interrupted.

Hot Swap [200 CP] [Metal] [Academic] - Your Witchery garb is capable of adapting itself to any stored weapon, armor, and helmet you have within your pocket space. Weapons for the Rod, helmets for the Hat, and armor for the Garment. This can be deciding any time you are summoning your mothergifts. They are treated as your gifts but cannot have their appearance altered. When unsummoning, you can instantly replace unsummoned parts with new ones to immediately change outfits from one to another. The equipment can still be broken or damaged and requires actual repair, unlike your actual mothergifts.

Menagerie [200 CP] [Beast] [Warlock] - You are now the proud owner of 75 golden camels, 53 purple peacocks, 95 persian monkeys, 60 elephants, 231 llamas, 9 bears and lions. 429 homunculi (synth human) slaves, servants, and flunkies. 40 holy sages, who are real human spirits who dedicated their lives to serve witches in the past as scholars and philosophers, and finally 1,000 birds of exotic varieties. These are all housed in an elaborate palace complex the size of a small city that will appear in your pocket space if you have Witchery 5, or otherwise another appropriate pocket dimension such as your warehouse. Objects and wealth aren't actually real, though the animals are and can subsist on this 'false' matter.

Blood Witch [200 CP] [Blood] [Warlock] - You can control blood to the point you can fire droplets like bullets, or form lances with ballista-like force. You can even puppet the blood inside living or dead creatures to control them like marionettes, unless they are protected by something like a warding rune or other mystical anti-magic. Control is within 60m though projectiles can travel outside that. Perhaps most important is your ability to use blood in place of mana for any magic. Rank 1 magic takes a drop, Rank 2 takes ten drops, Rank 3 takes a vial, Rank 4 requires a cup, and Rank 5 requires 6 cups. You can use ritual sacrifice to replace any material requirements, with the life of a non-innocent adult fueling up to Rank 3. Unborn, children, and innocent adults fuel Rank 4. Innocent virgin humans between 14-24 are the fuel for Rank 5. This also extends to other magical systems.

Levitation [200 CP] [???] [Academic] - You and space kind of have a thing. You can freely move yourself in any direction as though you were moving the world around you, appearing to levitate as you wish. Any object you touch can have its connection to gravity severed and remain in place unless acted on by another force, though it would act as if it was moving through heavy friction if pushed. You can move at roughly 25mph, though if you have Witchery you can add your broom speed to this without actually using a broom.

Apex [400 CP] [Body] [Warlock] - You are the supreme example of your species of witch. A paragon of your kind. Every notable quality about your race is exaggerated above normal, and any numerical aspects are tripled. Your height and mass can be increased by 50% if you desire. If your race doesn't make you more attractive, this does and reach peak human prowess. This applies to Racial Perks. If you are a hybrid this applies to your other races as well, but the price increases by an undiscounted 50 CP (100 CP if you have three races).

Witch of Many Colors [400 CP] [Sorceress] - You drank from a rare elixir made from a melted Cosmic Pearl, allowing you to permanently replace one affinity you have with another, or adding another one entirely. While a normal witch can only hold four affinities at one time, you can have up to five due to your nature as a Jumper. You may purchase this multiple times up until you reach five affinities, but it is only discounted once.

Windsong [600 CP] [Wind] [Sorceress] - You have the blessing of a wind spirit, or a wind spirit has unlocked an aspect of your own affinity. Either way, wind now always seems to be in your favor with minor conveniences like campfire smoke not blowing in your face, or dramatically blowing your hair and/or cloaks. More importantly, you can imitate the windsong to gain a swirling breeze around you and a sense for all motion within 60 meters of yourself, acting like a tremorsense through the air. Works through the air, so it doesn't really work in places without it like space. Whenever you dodge an attack within 1 meter of yourself, you siphon off kinetic energy to enhance your own kinetic energy, adding the force to your next movement or attack within six seconds. You can also 'step' on the air up to four times in a row.

Magic:

All magic is sorted into Ranks in this world, a capable witch is one with Rank 3 in one or two magics. Rank 6s are exceptionally rare, and considered extremely powerful. Rank 7+ is the realm of the gods. Unlike a normal witch you don't have a limit to your potential magic, allowing you to increase your rank through effort depending on your class. Though as your ranks increase the amount of effort exponentially increases, going from Rank 5 to 6 would take well over a century. Some rare magics have a Rank 0, which are considered so basic that all witches know them.

Rank 0 is FREE, Rank 1 is 50 CP, Rank 2 is 100 CP, Rank 3 is 200 CP, Rank 4 is 400 CP, and Rank 5 is 600 CP.

Alchemy

[Academic] [Water] [Nature] [Life]

Also known as "Potions", one of the most classic of magics employed by witches. Potions have infinite shelf life, and take around an hour to make but can be made in larger batches by adding enough ingredients. You can customize your potions as long as they aren't inflated beyond their ranking, as most witches have unique quirks to their potions. They also generally have a theme such as roses that influences all potions made, allowing its maker to be identified. Potions can be utilized as ingredients for anything else that can be ingested which includes distilling it to a concentrated dose in a pill for those of you who wanna pretend to cultivate. With enough time you can distill down to a single drop. An average potion is around 2 cups worth of liquid, and reduction takes 10 minutes per 50% of volume reduced. You can sell these to normal people, but you generally have to coach it as pseudoscientific mumbo jumbo that the 'government doesn't want you to know about'. Just try to keep it to the low ranks. Comes with a free large cast-iron cauldron, a stirrer, and a big electric hotplate (not everyone can afford a house with a chimney these days).

Rank 1

You can make Curatives, Stimulants, and Novelties. Curatives can replicate the effect of non-addictive over-the-counter drugs. Stimulants are similar but for performance enhancers. Novelties can duplicate mundane store-bought items under \$10. Potions with beneficial effects can be made into a potion that does a harmful opposite. Potions of this rank can be made from simple grocery store items, or 10 Witch Kisses (see Notes) and last from an hour to 24 hours.

Rank 2

You can make the same potions as Rank 1, but supernaturally boosted to 3x the strength without complications. Alcohol that never causes alcohol poisoning or hangovers, or painkillers 3x better with no risk of overdose. Healing poultices can provide boosted healing at 3x the rate without scarring. You can now emulate prescription pharmaceuticals or basic firework gunpowders. These are made from store bought ingredients that may be more niche, requiring a specialty shop. Or 100 Witch Kisses.

Rank 3

At this rank your potions are more conceptual than physical. A painkiller doesn't block chemical receptors but uses magic to target your ability to feel pain. Healing doesn't speed up natural processes but forcefully knits together flesh. You can now create Grenade potions, also called splash potions, which explode with a potion effect in a 10m area or as an explosion of force, fire, ice, acid, or electricity with the same level of damage. Potions at this rank require special order style ingredients, or 1,000 Witch Kisses. Grenades cost 5x as much as a normal potion to produce.

Rank 4

Curatives at this rank can cure any disease, mend any injury, and even restore the recently deceased to life. Stimulants can boost attributes/qualities by 300%, or do things like grant perfect focus or memory. Aphrodisiac effects are basically love potions that connect those who partake of the same batch as each other. Novelties can instantly and painlessly provide any cosmetic surgery effect as if it was natural, and includes animal traits such as cats eyes or ears. Grenade potions have their area of effect boosted to 30m, and can additionally be set on a timer or as a mine. Ingredients for these potions require supernatural ingredients that you can get from the witch world, or 10,000 Witch Kisses.

Rank 5

Curatives (also called Arch-Curatives at this level) can restore youth and prevent aging, or work as an immediate full-heal. They can also restore the long dead to life as long as a body is available. Arch-Stimulants boost attributes up to 500% for 24 hours, or perfect a skill for a month. Love potions form an addiction to a person or sensation. Arch-Novelties can completely redesign a body to precise specifications or could even modify memories. Grenade potions have their radius increased to 300m and can now have propulsion aspects, making potion rockets. Potions of this level require very rare ingredients such as dragon's blood, angel hair, flowers that blossom once every few years. Or 100,000 Witch Kisses.

Runes

[Academic] [Soul] [Mind] [Metal]

Also known as either charms or enchantment. Runes are a special word or phrase of power concentrated into a symbol that spiritually echoes its meaning through reality. Simply knowing of a rune isn't enough to use one, but requires practiced contemplation to achieve understanding of said rune. Additionally, runes applied to weapon or other objects that cause harm can have special effects that last for 12 hours. In order to be used, witches prepare a ritual circle within which they place an item they wish to inscribe the rune onto, or place the ritual circle around a place you want to inscribe it, as well as the necessary reagents to invoke the rune in question. Then they place the rune on the item in some manner such as sewing, engraving, painting, and so on. The enchantment lasts as long as the rune physically does, so something more permanent is generally preferred. Rituals take 1, 10, 100, 1000, or 10000 minutes to complete depending on rank. Naturally they can be paused and returned to later, and 75% of the ritual time can be passive such as waiting for incense to burn out or gold dust to melt into an item. Runes use about 4x of what a potion of its rank would require.

Rank 1

You learn the runes for Luck, Fertility, Courage, Chill, and Augment. Luck-charmed objects double the odds of a good outcome in events where randomness is a primary factor, while one used to harm doubles a victim's odds of a bad outcome instead. Fertility-charmed objects double the odds of conception as well as good genes (as well as guarantee witch offspring), or prevents conception. Used to harm causes the inverse. Courage naturally removes the edge of fear and promotes clear-thinking under high stress, or heightens a person's sense of panic and dread if used to harm. Chill charms maintain 0C temperature while preventing state change, such as keeping water as a liquid or ice from melting. Used to harm it makes a person feel as if the air is 0 degrees around themselves, though this can be mitigated normally. Augment, you choose an Affinity when inscribing one of these runes, and will resist all forms of damage associated with it by 10% per rank of Runes you used to make. Used for harm, it instead applies a vulnerability.

Rank 2

You learn the runes for Disease and Heavy. Disease passively sanitizes 99.99% of germs within a 6ft sphere around it. When harmed with it, it cripples the immune system while doubling the rate of disease propagation within 6ft of the harmed area. Heavy reduces the weight of an object by 1/10th, along with anything within its space such as the interior of a box. If used to harm, damaged objects or parts of a body feel as though they weigh 50% more, stacking with each hit.

Rank 3

You learn the runes for Talent and Wind. Talent-charmed objects boost hand-eye coordination, reflex, and memory recollection in ways that let you rapidly increase your skill in subjects, as long as you are exposed to the correct processes. You can even discover these yourself through trial-and-error. Offensively, it dulls these senses. Wind-charmed objects emit a faint breeze in all directions that can be amplified through directional movement proportional to speed and force through which it was moved. Such as a fan emitting a gale like a jet engine. Offensively, cutting force is amplified as if there was a chainsaw along the edge, or bludgeoning force hits with greater concussive force and knockback.

Rank 4

You learn the runes for Spell and Warden. Spell-charmed objects are imbued with the powers of another magical effect available to you that functions as normal on that object, or when it is worn, or triggered a certain way depending on its effect. This is where you make your weapons of Fireball. Warden dispels magic on contact, and suppresses permanent enchantments for 12 hours.

Rank 5

You learn the runes for Time, Protection, and Relic. Time stops the flow of time on enchanted objects barring outside influences. Wearing an object with it will prevent aging, and if mostly encased in a charmed object it'd fully suspend animation. Used to harm it would age a creature by 2 years and objects by 10. Protection obviously prevents harm from occurring, with 1/10th of the prevent harm directed to the object itself at 10% force. Relic charms can copy the magical (non-material/physical) effects on a relic that you have on hand, into a rune which applies the same effect in a way that makes sense.

Curses

[Warlock] [Necro] [Nature] [Mind]

Curses are exactly what you might think, methods to cause pain and suffering to people without direct harm. There are five primary curses that grow in power the higher rank your skill in curses, though you can cast them at lower levels if you desire. These are Sickness, Pariah, Madness, Disaster, and Spellbind. There are other curses out there, naturally, but these are generally the most common. To use a curse you must chant the words for that particular curse for 2 seconds while keeping a finger pointed at a target within 30ft of yourself. Curses can be given conditions in how they apply, such as only occurring during the next full moon, when someone says a certain word near them, or if they cause someone harm. It will only trigger once unless there is a duration, in which case you can choose a window for when it activates and divide the duration between activations. You can also stack curses to add triggers, activations, or duration.

Rank 1

Sickness causes a bad but manageable cold that lasts around a day. Pariah makes the target hated by insects which turn hostile within 30ft. Madness causes a rush of white-hot anger. Disaster causes a target to trip and fall within the minute at the first reasonable chance to do so. Spellbind lets you pair another magic effect with a curse, equal to your rank in Curses. This can be used to do things like channel curse power while drinking a potion, reserving its effects until the activation is triggered.

Rank 2

Sickness is now an incapacitating flu that requires bedrest and makes it hard to do anything and lasts 24 hours. Pariah now attracts small animals within 900ft. Madness prevents the recognition of friend vs. foe. Disaster will cause an instant charlie horse muscle spasm in one or both calves.

Rank 3

You can now cast mass curses that afflict all in your field of view at once, and no longer need to point. Chants take an additional 2 seconds per 20 targets. You can also curse specific targets regardless of distance or view if you craft an effigy of them out of natural materials and add something that came from their body or a close possession. You also learn the curse Voodoo, in which if you use an effigy or doll of a target you can cause the target to feel anything you do to it, though it won't force movements or cause actual physical harm.

Rank 4

Sickness now immediately causes a high fever, dizziness, and vomiting. Potentially can kill weaker people if they don't receive medical attention. Pariah effects all animal life save humans within a mile, even plants will do what they can such as bending towards someone in their path or poison ivy reaching out. Madness removes all higher thought processes to turn a person into a thoughtless predator for several hours with resistance to harm or fatigue. Disaster causes accidents that can result in serious or fatal injuries whenever the possibility exists for the next 12 hours, though no more than 1 per hour. Voodoo allows you to puppet the target's movements if you manipulate the effigy/doll with intent, and damage transfers.

Rank 5

Sickness, Pariah, Madness, and Disaster are all wide scale curses that afflict city-sized areas with earthquakes, tsunamis, plagues of locusts, or deadly contagious diseases.

Curses now bypass Warding Runes as long as they were applied while unprotected. Voodoo binds any number of victims to a single effigy/doll to influence them all at once, and by speaking to the doll they can hear it within their minds. Your manipulations can cause them to levitate, and you have fine control over movement based on your intent.

You gain access to the curse of Immortality, which can only be cast at Rank 5. Those afflicted cannot die by any means except for those that specifically slay immortals, but are just as vulnerable to injury and pain. They will continue to age even as their organs fail and their bodies decay like a lich. Alternatively it can be used to strip immortality from an immortal, both agelessness and a witch's type of resurrection, until dispelled.

Rank 5 curses require the light of a full moon and ingredients comparative to a Rank 5 potion, or 150,000 Witch Kisses. You can also sacrifice a limb, blackening it until healed under full moonlight.

Hexes

[Warlock] [Body] [Beast] [Blood]

No, this isn't the same thing as Curses. Perhaps it'd make more sense by its other name, Transmutation. The art of transforming something into something else under the logic of 'Inequivalent Exchange'. Hexes require a Medium, usually a lump of raw material part of which vanishes when the spell is cast. Most hexes can be reversed (Flesh-to-Stone becomes Stone-to-Flesh), and if not a simple recast can fix it. All Hex users can cast Polymorph, but what it affects changes depending on the rank. Any

Polymorph on intelligent creatures can be fixed by anyone else casting polymorph on that target even if they didn't know it was polymorphed. Don't try to use this to make money, banks and financial institutions are a lot better at finding the results of this magic than you'd think.

Rank 0

All witches are able to transmute their own mana into the currency of the witch world, called Witch Kisses. Takes about six minutes to make a single Kiss, and only requires your mana. Slight mana drain.

Rank 1

The Medium for this rank is any type of wood, each spell using about a twig's worth cast. Or 5 Witch Kisses. Transmutations include stone-to-mud, clay-to-glass, iron-to-tin, salt-to-sugar. Polymorph works on living creatures to the size of a large cat, and turns them into animals up to half or double their mass.

Rank 2

Any form of metal works as a Medium for this tier, each spell taking 4 quarters worth of metal per cast Alternatively, 25 Witch Kisses. Hexes expand to cloth-to-leather, water-to-milk, paper-to-plastic, copper-to-bronze, fuel-to-bread (any combustible material counts as fuel). Polymorph affects up to the size of a child, and can transform into anything you imagine within the same effectiveness of a normal animal.

Rank 3

Jewelry quality quartz or topaz is the Medium for this rank, requiring 0.1 cubic centimeter per cast, or 100 Witch Kisses. Transmutations available are egg-to-chocolate, water-to-gasoline, vegetable-to-meat. Polymorph works on things as large as a human adult, and into any creature as small as a mouse. Can also be used to reshape material without changing it. You also gain the ability to cast Animate Objects, which animates objects weighing up to 15lbs each with a basic loop that repeats until dispelled or destroyed. They can levitate or fly as part of their duties. Each can be given up to 3 commands that cause them to shift loops to other programming. Levitation supports 25lbs, walking supports 75lbs, and rolling on wheels or crawling on limbs supports up to 100lbs.

Rank 4

Mediums in this rank include ebony, ivory, amber, petrified wood, fossils, or fulgurite. Each casts takes 100 grams, or 1,000 Witch Kisses. Transmutations include wood-to-cheese, cloth-to-air, steel-to-cloth, fruit-to-treat (candies/ice cream). Polymorph can turn any living creature into another, from tardigrades to blue whales in size. Or inanimate objects. Gain access to the Golemwork spell in order to animate statues. Statues are as agile and mobile as a human person, though every 7ft in height its mobility is reduced by 50%. As durable as the material it is made of. Golems require either a human sacrifice to be powered, or Necromancy to bind a spirit to it. Alternatively you can animate it without a soul and it will behave as an animated object, about as intelligent as a video game AI once you program it.

Rank 5

At this rank your Mediums are things like Platinum or jewelry-quality diamond, sapphire, ruby, emerald, citrine, or opals. Taking 0.1 cubic centimeter per cast. Or 10,000 Witch Kisses. Hexes include old-to-young, water-to-wine (or any other beverage), lead-to-gold, flesh-to-stone. You also learn Counterfeit, the ability to duplicate any object using a Medium. Magical effects aren't copied, however. Duplicated platinum cannot exceed that spent on the spell, duplicated blood is generic (no ritual benefits), and duplicated Kisses are inert.

Witchery

[Academic] [???

A gift from one of the very first witches to exist, who wove a spell to affect all of her descendants with this as a boon. Which includes basically every witch, including you.

Rank 0

You have access to what is known as the mothergifts. The Garment, the Hat, and the Rod. The garment is a single piece of clothing like a robe, dress, or toga. Your hat can be anything as long as it is wide-brimmed. And the rod can be anything between a wand and staff and makes spellcasting slightly less fatiguing and slightly more potent. Without anymore ranks, they appear the way they look when you first manifested them, and they're typically plain by default. Others experienced in Witchery can modify them for you, like a tailor. It takes 10 minutes of meditation in order to summon them, and they appear fully repaired when you do so.

Rank 1

Your connection has deepened, allowing you to summon your mothergifts at your leisure with a visual flair that varies from witch to witch. The garment will replace your current clothes in totality except for magical items and charms, so perhaps get some enchanted underwear or keep it modest. The hat will replace any other headwear. Your rod can now shift into the form of a levitating broomstick, which can carry your weight + 50% at the speed of a bicycle. Meditating for 10 minutes allows you to alter the look of your mothergifts into a new design.

Rank 2

The garment now provides protection against natural elements, and you will never be too hot or cold while wearing them. It dries off in seconds, self-cleans, and self-repairs without needing to be resummoned. Your broomstick now flies at 60mph, and projects a shield of air that stops things like wind, bugs, rain, and other small airborne irritants up to those slightly slower than an arrow. It will automatically catch you from a fall if there is room to do so. It can additionally carry three times your bodyweight. Meditating to change the design of your mothergifts only takes a single minute, and your garment can be multiple pieces that disappear if separated from the rest.

Rank 3

You can tap into the pocket dimension from which your mothergifts appear, allowing you to store anything you could carry in its space as long as you can fit it into your robes or hat in a way that can't be seen by anyone else. You conjure them back in the same manner, drawing your wand from your sleeve or a rabbit from a hat. There's no breathable air but biological functions are paused, including thought. You can also draw items from your warehouse through your garment or hat, as long as they fit.

Broomsticks can now go 200 MPH and your air shield provides oxygen, pressure control, and air conditioning. Also provides an air cushion so you aren't stuck riding on a stick. You can also change its shape into a magic carpet that can support more passengers at the cost of going half speed. Weight limits are 6x your weight, or 8x in carpet mode. Can now be summoned in a blink of an eye, if desired, and can have their designs changed in a short time period as well.

Rank 4

Your garment can go invisible like the classic invisibility cloak, and while on a broom or carpet this extends to any passengers and the ride itself allows you to travel without being seen. You can still be picked up by some sensors so maybe avoid restricted airspace. Weight limits are now x10/x15, and travel speed is up to 600 MPH. You can now modify another witch's garment or hat as long as they are willing.

Rank 5

You can go full turtle and pull your hat down over yourself or disappear into your own robes to enter your own pocket dimension! By default it's a starry void with no gravity and no shadows, as everything is perfectly illuminated from all angles. With meditation you can change this space similar to how you change the appearance of your gifts. In order to do so you need to find something real you wanna copy, and then meditate with it in view to make a snapshot, which adds it to the assets you can add to your pocket world. This includes things like gravity or shadows. Things you manifest this way don't actually exist and cannot leave, or harm people. But they feel normal to all your senses and interact normally. While riding your broomstick/carpet you can remove your garment or hat and throw them in front of you to have them ripple open like a portal to bring your passengers with you. Alternatively you can disguise your garment as a curtain door that allows those that walk through to enter this realm in a classic bigger on the inside trick!

Anyone inside can leave by willing themselves home, appearing in any residence or business they or a family member owns, or they can appear where you left with your hat and garment staying there unless you pulled it in after yourself. You can also utilize this portal to lead you into your warehouse.

Familiarity

[Sorceress] [Beast] [Soul] [Nature]

An old spell, perhaps the first ever to be cast by a witch. Casting it is almost instinctive to any witch, simply trying to use magic without direction will work. A branch of magic for a single spell, but one that is almost iconic as a witch's hat.

Rank 0

You can now cast Find Familiar. You can conjure a helpful benevolent spirit being that may or may not be parasitically conjoined to your own soul. You can choose its animal form once summoned from a wide variety of mundane animals (see Notes for list), as well as its gender. It looks like a normal member of its species but has a greater intelligence, around as smart as a trained dog. Completely loyal to you, and your survival is in its best interest as its life is tied to you. Does sometimes behave like its respective animal and may need a bit of convincing to do certain things. If its body dies you can resummon it, or dismiss it casually if not needed. Doesn't age and can interact with spirits.

Rank 1

You lose any allergies to animals you may have had, as well as things like lactose intolerance. You can now communicate emotions and intentions through your soulbind telepathically, even when it is dismissed. You can cast magic through your familiar, such as having it point while you perform a curse.

Rank 2

You can talk to any animal that is on the list of familiars, not just your choice. They understand your meaning, and you understand theirs. Most animals won't just do what you ask, and their intelligence is limited.

Rank 3

Some of your familiar's qualities rub off on you, things that its species are known for instead of the actual physiology. Such as night vision or being able to jump high for someone with a cat familiar. Goats can climb and eat anything, while crows can weigh less and have better memory (flight is a bit too strong of a perk but waterbreathing is fine). You can choose 2 relevant animal traits. If a previous or future option grants more forms to your familiar you can pick one quality of similar power to add to yourself.

Rank 4

You can now shapeshift into your chosen animal. It's a normal animal, no special powers or anything, but you can do things like cast curses, maintain or drink potions, wear charms, etc. It has some distinctive markings and resemblances to you but most people won't look twice. Your familiar also gains the ability to shapeshift into a human gaining human level intelligence in both forms. They have personality traits typically associated with that animal, though it's still subservient and obeys most commands with some variation for mischief or stubbornness depending on species. Lookwise, they have human traits that you'd associate with their animals. You and your familiar can adopt features from either form in a blend, such as cat ears in human form.

Rank 5

While the choice of familiars is greatly enhanced these days, it all started with cats and that extends to the Rank 5 effect. The gift of nine lives. If you die by any means, you'll wake up young again in your own bed. You can gain extra lives by saving a cat's life, though you can never go higher than nine in reserve. If you see a dying cat (or other animal, or child), you can use one of your lives to revive it. You age gracefully and won't start to look old until your 70s, you might even look like you're in your 20s if you take care of yourself. At any time you are over 60 you can use a life to replenish your body without needing to die. You can now shapeshift into any form your familiar possesses, except for a Metamorphosis form.

Necromancy

[Warlock] [Necro] [Blood] [Soul]

The magic of souls, undeath, and viscera! Bending organic matter to your own whim and contesting the nature of mortality.

Rank 0

All witches are capable of seeing through the veil separating life from the dead, seeing ghosts and spirit creatures (including most demons and other things out to get humans that they can't see). Most spirits are collected by reapers and escorted to the afterlife of a deity that claimed them, while unclaimed go to limbo until granted passage by someone. But some spirits flee from the reapers or their deaths go unnoticed, which is dangerous as predatory spirits can prey on the weak, or they can become twisted over time into spirit beasts.

Rank 1

You can now weaken the veil so even humans can see the spirits, as well as forcing spirits hiding from witches to become visible. You can reanimate small corpses of animals for as long as you maintain the effect, up to three at once, with them behaving as they did in life with an echo of their life force imprinted on the body. You can use Communion at any grave to attempt to speak with the spirit from wherever they are in the spirit world or afterlife, but they may not notice, ignore you, or not exist anymore. Be careful who you contact.

Rank 2

At this rank a necromancer can now purify corrupted or faded spirits that they manage to subdue in some manner with a one minute ritual that can restore original intelligence, as well as optionally mark them so a reaper will find them to guide them on. Can now reanimate up to nine medium-sized animals. Reanimated bodies need not all be the same body, but can be amalgamations. With a word of command they can control bone up to three skeletons worth of mass within 120 meters with force up to that of an arrow or weapon swing.

Rank 3

Can now reanimate up to 27 human-sized remains, and if a spirit is available they can be bound to a reanimated construct to give that soul a physical form, no longer requiring you to maintain the animating effect (though still counting to your limit) and protecting it from falling apart if you are unconscious or from being dispelled. Bones can be engraved with runes if you know them. Souls need to be convinced to cooperate, and you don't have unnatural influence over their choices with just this. Manipulations of bone now extend to dead flesh, go to 340 meters, a mass of three whale skeletons, and can strike with the force of a cannonball. You can generate bone matter up to a human skeleton with a minor mana cost and a second or two of focus.

Rank 4

Your constructs can go up to the size of whales, with a limit of 81 at once. Bodies or bound spirits magically emulate biological and supernatural functions they had in life up to your own power level. You can now act as a reaper to send a spirit to an afterlife you know about, though a deity in charge can reject it. Your control now includes living flesh and bone, letting you rip them from the living or cause excruciating pain to those who are unprotected, within 600m in your line of sight and up to the mass of 10 whales. Force is now equal to an artillery shell. You can sense flesh and bone within 60m through walls. Constructs don't require focus anymore, and you can spontaneously generate as much bone as you can control.

Rank 5

You can now become a Lich. You can craft a phylactery you can put your soul into, which can be any object with the minimum size of a ring, so long as its one solid object. While you have a phylactery any damage done to your body is superficial, and you can continue to remote operate your body even when all flesh is stripped away reducing you to bones, even if you are reduced to just a single skull. At any time you can abandon your current body to instantly snap back to the phylactery and regrow a new body over the course of a few days. If your race has other methods of life extension, you can choose which one occurs first, or change it so it occurs at your phylactery instead of the usual location. The phylactery has to have a path to the open sky (or equivalent on other planes), but it doesn't have to be a straight path, and can be as narrow as 1 inch for up to 10 feet at a time. Damage to it is true damage to you, causing appropriate pain, and if destroyed you die unless you have another means of cheating death as a backup. Since your soul is with 'you', effects that kill immortals do nothing to you. Your meat suit is a viable target for healing magics to wake it back up or restore it, but it functions as normal even if you lose eyes or skin, still feeling and seeing. Reanimation animates beasts of any size from dragons to leviathans and you have no cap on the number of individual reanimated constructs. Sensing flesh and bone extends to 240m, and control within line of sight with the mass of 50 blue whale skeletons. If you have your own pocket space or appropriate realm, you can use it as an afterlife for spirits.

Consortation

[Warlock] [Blood] [Beast] [Soul]

Also known as Demonology. In order to summon a demon you'll need a summoning circle away from sunlight, and with enough fire in the area to be equivalent to four torches (or sixteen candles), or more. Demons also appreciate incense, mood music, and mood lighting. Summoning them is fatiguing but dismissing them is simple. When summoned you have two-way telepathic communication and know when the other wants to talk. They can't refuse your communication, but you can refuse theirs. You have to provide payment up front, at which point they are bound to your service until they fulfill their end of the deal. In other settings with demons this can be used to summon demons equivalent to those offered at each rank, and your regular demon summons will continue to work even after leaving this world.

Rank 1

You can summon Imps, the most minor demons of Wrath, Gluttony, Greed, Sloth, or Lust. Personalities and interests match these sins. They're 6 inches tall and can fly on their tiny wings magically. Greed likes shiny things, sloth wants to lounge with food for an hour, lust wants internet access or a show, gluttony wants a full sized meal, and wrath just wants to hurt things. These are typically what they ask for in return for 24 hours of service. They are decently skilled at things relevant to their Sin type, such as Lust giving massages or Gluttony being a decent cook.

Rank 2

You can summon forth a Foliot, a minor demon of envy. They are adept at thievery and will happily take small belongings from specified people and deliver them to you. As payment they will take something else precious from the target, or you can offer something important to you instead. They are about the size of a teenager and you can summon up to three. They can work together to steal larger objects, and can be invisible on demand and make other objects or people invisible for up to an hour with a touch.

Rank 3

You can now summon a classic, the Succubus (or Incubus, no judgement). Adept at seduction and ruining relationships, the typical use is to call them for personal use. They take any kind of sex as payment, which can also be the job. They're excellent infiltrators if it is possible to get in via seduction or physical appeal. You can also summon a Nabasu, demons of gluttony equal to a 5-star chef, who desire to watch you overeat to discomfort at least once per week of service. They also require you to provide ingredients, but it can do shopping for you if given the funds and asks for payment in rubbing your belly after you overeat. Or eating half of what it buys itself. Succubi, Incubi, and Nabasu all look human but witches and mediums can see their true forms in reflections.

Rank 4

You can call forth a Balor, a greater demon of Wrath. It cannot be controlled or tamed, it only seeks destruction and its summoning is an implicit contract that it is allowed to destroy, with your soul forfeit to it if you get in its way. Balors are the size of houses, can fly, and breathe fire. They can throw a car half a mile and are immune to nonmagical weaponry, heat, and explosive force. You can loosely direct it by giving it a direction after you summon it or giving the name of a target while summoning it, though it delights in destroying everything on the way to its target. Lasts 10 minutes, no matter what. You can also summon Astarothi, sloth demons in the form of attractive but emotionless mute maids/butlers that do anything you want. They can serve you in almost all home related tasks but will not communicate. They encourage laziness and want you to laze around doing nothing productive for an hour per hour of their own labor. If you won't be lazy, they will. You can summon up to 12 on the same payment.

Rank 5

You are now good enough to summon a Greater Desire Demon. This Greater Demon (who would have a unique name) wants your fealty, wanting you to dedicate yourself to offering souls in its name at least once a month for as long as you live. Every sacrificed soul in the last month counts as an extra life for yourself, though the demon expects to be paid back if you use one, and you no longer age as a bonus. Your true form can become corrupted, gaining demonic features that you may wanna suppress with magic. It will also grant you one wish, either fame or wealth. Fame will make it so you are the best in a career of your choice with media attention, in every jump you go to. Wealth will grant you 1 million USD every night at midnight in a form of your choice (cash, gold, gemstones, etc), as well as 100 million Witch Kisses. You can bank extra souls at once ahead of time, so murdering a village may grant you many years or decades of time. If the demon holding your fealty were to be slain (no easy feat), you would retain your benefits. Or you can bribe it to be freed of your service with a feat worth 1,000 years in a lump sum. Instead of immortal human life, you can instead become a Succubus, Nabasu, or Astarothi in hell directly under its command. It will use your services personally for 10 years at which point you can upgrade to a Dalihlah demon, a demonic witch where you regain all your past witch abilities and witch race in addition to a demonic true form of your own design. You will still owe it service for an additional 90 years, at which point you will be free. This will extend your stay in the universe, unless the demon is killed before then. You can also earn an extra wish or an early freedom during your service. Dalihlahs can also breed fusion demons, demons with the traits of any two other demons, including accepting either payment.

Portals

[Academic] [Life] [Nature] [Mind]

Also known as gatekeeping, planeswalking, or helldiving. All witches are able to see most basic level hidden portals or rifts, and can enter them where humans would pass through as if they weren't there. Portals can be hidden anywhere in any number of forms with three main archetypes. Portkeys, objects spacially bound to another location that act like a ferry shifting between locations at regular or random intervals. Gateways, which are arches or doorframes enchanted to act as a portal when triggered. Third are Rifts, which are wounds in timespace cut through by a witch on demand, or anomalous natural events. The outer edges of rifts are the sharpest "objects" known to witchdom.

Rifts open as fast as you can complete its outline, as fatiguing as two jumping jacks, with one more jumping jack every ten seconds active, and cannot intersect existing solid matter. A rift can be damaged from the back or sides, or objects too large to fit. Creating a portkey or gateway takes a ritual sacrificing objects of monetary value equal to \$10 per mile linked. Portals are stationary, and can come in any variety of themes and behaviors based on the witch that created it. Until you have your spark, you cannot use these portals to return to a previous jump.

Rank 1

You are able to create rifts 6 inches in diameter within 6ft of you connected to another point you can see within 300ft of you, or that you are very familiar with within 60ft. Paper-like durability. You can create 1 portkey or gateway linking 1 location to another location you have been, within 50 miles.

Rank 2

At rank 2, you can create rifts 12 inches in diameter at about the range with glass-like durability, and 3 portkeys or gateways which can now work within 200 miles. You can open a one-way rift to a proxima, a dimension that is adjacent to an Elemental Plane (these will exist even in future worlds). You can tap the proxima of fire and ice. Fire Proxima rifts can range between 65C-260C, which you control with your intentions upon opening the portal. Ice Proxima rifts are between 0C to -62C.

Rank 3

You can create rifts without having to trace the outline by force of will, but they are 4x more fatiguing this way, and can only be up to 60m from you. There's also a flicker of color that varies from witch to witch that flickers out in a spherical area a second or so before a rift opens. Your rifts can be up to 3ft in diameter, doubling in range once again, and they have inch-thick steel durability. You have up to 6 portkeys and gateways now, linking points 800 miles apart. You can tap into the Storm Proxima, creating electrical rifts that can power a city block at once.

Rank 4

Your rifts can be 7ft in diameter, with a durability of 6-inch tungsten plates, and can have a range of 10 miles with proper visualization. You can now have 32 portkeys or gateways, and they can link anywhere you have been, even other dimensions or extraplanar realms (still within your current jump). Your proxima rifts can now go two-ways, but moving through them is like going through a wall of jello (in addition to the dangers of the elemental planes). You can tap into the Water Proxima, creating rifts that function like water hydrants. They will cease functioning after 12 seconds when submerged, so no accidentally flooding the world.

Rank 5

Your rifts are now 14ft in diameter and connect to anywhere you've spent 72 hours at, or that you can sufficiently visualize. Or you can blindly connect a rift somewhere a set distance from you. Rifts up to 3ft in diameter are impervious. Additionally you can create permanent rifts that have no drain up to 12 inches in diameter, though they retain glass-like fragility. There's no limit on the number of portkeys or gateways you can produce. Your proxima are also closer to their true elemental planes, fire reaching 3316C, ice going to -252C, storm capable of powering all of Tokyo at once, and water working as strong as twelve fire hydrants, potentially at higher pressure if focused. You also gain access to a new 'proxima', the Void. Absolute nothingness. Tapping into the void itself instead of an elemental plane, it pulls things in like a black hole with an event horizon that's 3x the diameter of the rift itself and a pull felt with exponential intensity at twice that distance. You can hear it whispering sometimes, as can anyone who can see it, sometimes compelling witnesses to walk into it. Things fade in the Void, disappearing after 24 hours.

Divination

[Warlock] [Soul] [Life] [Mind]

Also called tactical magic, this is the magic of knowledge, information, and data. This data is presented to you in a manner adapted to your sensibilities and expectations. So while an older witch may see this information through stargazing or crystal balls, your may be shown directly in your mind's eye like a HUD!

Rank 0

Almost all witches can utilize the spell Sending, which allows one to telepathically attempt to link with any intelligent being they have met in order to message them via text, voice, or live image. Sending can be rejected or the sender blocked. At Rank 5 you can use telepresence instead of the previous messaging options, seeing them as though you were face-to-face, even their local surroundings.

Rank 1

You learn Identify, a quick spell that needs only a single word to be cast. It provides basic details about a target you can see, such as publicly recognized names, a popular detail, and maybe their most known title if they are famous.

Rank 2

Identify can now reveal magical qualities of items or active magical effects, the types of magic involved, if affinities were involved, and expected effects. You also learn Status and Augury as spells. Status will reveal any ongoing effects that alter a target outside of normal, such as being cursed or diseased, up to the caster's Divination rank. Augury will give you a positive, negative, or neutral response to a question regarding events in the next half hour.

Rank 3

Identify can passively toggle its effects, such as seeing names over people's heads or in your preferred display method, as well as relevant information. Status reveals more specific information and works passively to rest information alongside Identify, can list the cause and duration of status effects. Augury expands to events in the next twelve hours. You learn Map, Archive, and Foresight. Map allows you to map out the area within a pulse of your line of sight to produce map data in whatever display method your Divination uses, and with minor focus it can be left on to passively map. Can view in blueprint, aerial, or 3D mode, and you can place custom markers. Identify can be used retroactively on anything in your mapped information. Archive allows you to store information you see, like taking a photo or scanning a document. Foresight, with a quick chant, makes you enter a precognitive battle meditation that lets you see 0.5 seconds into the future, with visual shadows leading events.

Rank 4

Identify now reveals private information like a private name, place of residence, factions, ranks in magic specializations, perks, owned relics, major relations, and equivalents in other jumps such as someone's complete list of cybernetics. This can be blocked by other magic. Status reveals the source of the status effect, how long they've had it, predicted results, and suggestions on counteracting it. Map works retroactively through your memories and no longer requires focus to upkeep, and automatically applies Identify to mapped data. Archive no longer requires you to see, touching a book can scan it completely for information. Augury applies to the next 48 hours, and you can feel rough bad omens of significantly harmful events within the next month, and by holding someone's hands you can see if they have any upcoming bad omens. Foresight extends to 1.5 seconds ahead, and with focused concentration you can play out events up to an hour ahead with only a few seconds passive in your mind, but it cannot incorporate unknown factors. You gain the spell Lock-On, which binds another spell effect to targets or locations you mark with active mapping (within sight), and your spell will gain 20x normal range and will hone in on the marked target about as well as a paper airplane if it was guided and propelled.

Rank 5

Identify will now reveal True Names, using it on magic effects reveals the original caster. It also reveals weaknesses, their disposition to you or others nearby. Status will show subversive statuses on enemies or allies and works with Map. With Map, any location you have previously mapped now remains as a live feed you can view through your map interface, unless something blocks it. Your Mapping now lets you create an intangible spirit body to observe and map new terrain remotely, that can be placed anywhere you've mapped before. Archive can archive contents on documents remotely through map data, and record full sensory experiences that can be shared as a mote of light to playback information. Lock-On works from remote map viewing, and your locked-on spells have indefinite range and can manifest from the sky over the mapped area. You can also set up a sequence, locking onto an arbitrary number and using spells against them one after the other. Augury applies to the next week, your bad omens extend to significantly harmful events over the next year, and catastrophic events within 5 years, apocalyptic events within 100 years, and you gain the broad strokes of what will happen without detail. Utilizing Augury on these may help narrow it down. You can also fish for 'Good Omens' correlated to a subject in your mind, such as "Will they find love?", limited to yes/no/maybe questions. Foresight extends to 3 seconds ahead and includes tactile information, such as feeling an echo of a surprise attack yet to come from behind. You can predictively skim 24 hours ahead and unknown factors appear as local distortions during this, though you can roughly see what will happen like a "human figure will appear in the window in 3 hours." Foresight can also be anchored on a bad omen that will happen within 24 hours. Finally, you learn the spell Masking, which purges local map data of any live feeds of others, and actively blocks it in a radius equal to your mapping. Or it can be used to show things on map data that aren't actually there. Additionally, it can alter/manipulate data that shows up when others use Identify/Status.

Aethernautics

[Academic] [???

The magical study of cosmological principles, planar physics, and spatial geometries.

It's a field of magic utilized to safely explore the aether as well as employed by astronomers and astrologists from long ago to glean insights from the stars above. Its utility in exploring space is relatively new. This will also allow you to better navigate space and various dimensions/planes in future jumps even if you might not think they'd have them. Use carefully.

Rank 1

You instinctively know the true names of cosmic bodies. If you see a star, planet, asteroid, etc. you will instantly know its true name. By calling out the name of a cosmic body you can sense its position in the sky and distance to you. Your mind is also better adapted to intuitively comprehending spatial geometry and distances.

Rank 2

You can passively maintain awareness of three cosmic bodies in your mind's eye at once to have an accurate understanding of where you are cosmically. By meditation, you can isolate your body from the effects of the vacuum of space (temperature, pressure, radiation, and particle impacts going over mach 8). By focusing in a direction when free floating, you move in that direction at your walking pace.

Rank 3

Your passive awareness now goes up to a hundred cosmic bodies at once, and can include objects that are not fixed to a superior body (a satellite works, but a building on the ground doesn't) unless it is shielded from detection. Your freefloating movement is up to your broomspeed, if you don't wanna just use your broom for some reason. You can now harmlessly create folds in space to link two points of space you can see, which lasts until you lose focus. With Portals, you can be used to create permanent fixed folds as Gateways. Folds are the size of doorways and do not affect the area within the folded space.

Rank 4

You can now maintain awareness of thousands of cosmic bodies. You can now exit an aetheric space, including the boundary of a pocket space, to view a colorful space-like void of cosmic constructs, clouds, and crystal spheres (the aetheric spheres). You can learn their true names the same way you learn those of cosmic bodies, allowing you to maintain your location in this space and wind your way in the infinite expanse of conceptual realities. Each sphere is another reality, rogue demiplane, pocketspace, plane, or realm. If you know the true name of one body or the name of its creator that made it, you can comprehend its position allowing you to move through the aether to find it, and you can enter it unless it is protected. Moving dimensions is easier than moving through space, as space does not truly exist here, your floating allowing you to cross vast 'distances'. All that matters is intent, belief, and knowledge. You can survive the void with your meditation, though the void is not aether and contains nothing. This dimensional exiting and exploration will work in future jumps, and how it is explained here will be how it looks in settings without a set extraplanar dimension. In others, you'd instead be entering its space between dimensions, such as the Blind Eternities. You can now fold areas the size of a football field, or create geometries that cover that area such as pinching/twisting off that space on itself in order to hide a football field sized area. This can also be used to create areas of expanding space, such as a twisting hallway or turning around to see a continuation of what is in front of you. Twisted areas interfere with teleportation and planar magic, preventing use within. Though any aethernaut can perceive these twists and unfold them. You can also alter the relationship gravity has on yourself or others you touch.

Rank 5

Awareness now extends to millions of cosmic bodies. If you know the True Name of a witch the same rank as you or less, you can breach the spheres containing their pocket spaces to force entry if they are otherwise protected, and once inside you can open normal portals to let others in. You can also lockdown pocketspaces, demiplanes smaller than Texas, or any Domain to prevent dimensional travel or teleportation effects until released. If another effect would dispel or an aethernaut of equal rank tries to dismiss this lockdown, it becomes a contest of wills between you. Spatial folding now encompasses the size of a large village or small town, and can include distortions in time. Locking the area into a loop or paradox of repeating events, which doesn't affect aethernauts who are meditating or warded witches. You can now project a 'spotlight' of starry ripples that visibly distort space, projecting their ability to alter gravitational relationships up to 60m from yourself in a narrow cone of influence. You can alternatively alter local gravity to a surface by modifying that surface itself, turning a wall or ceiling into the floor, in an area around 1km. Aethernauts of this rank can also cause harmful sheers in space that manifest as black distortions warping space around them, starting from the aethernaut's location and traveling like a tear at the speed of an arrow. This sheering can be a line like a thick cable or a wall up to 1ft wide and 20ft tall, and leaves scars on space other aethernauts can detect. It bypasses any physical resistance. This will make you quite a few enemies as it's considered the equivalent of a radioactive spill, even causing actual radiation comparable to an X-Ray every 15 seconds of proximity. Aethernauts at this rank are no longer joined to normal normal, their bodies no longer aging and allowing them to slide their body up and down to age themselves. It doesn't undo harm or illnesses. Time stops up to the equivalent of a Rank 10 being no longer works on them.

Arachnescence

[Warlock] [Beast] [Necro] [Mind] [Spider]

The magic of spiders woven by the spidergoddess personally to bless her favored children, though it has slowly spread outside of them. This magic governs the weaving of webs through mana, body reinforcement, and providing the base ability of what is known as an Arachne. While the form of an Arachne can be imitated by spider Taura, they are closer to driders, while Archnes are patterned after the spider goddess. The Spider race gains a faction-like discount on this, potentially granting them three tiers of discounts. Your spider shifting will work on new spiders in future settings or spiders you've seen in the past, but only at appropriate levels (you cannot become a magical spider from another setting without Rank 5).

Rank 1

You can shapeshift into any mundane spider and produce the same kind of web it does at the same rate. You must have seen one of these spiders in person first. After assuming a form once, the witch gains one adaptive slot for applying a spider trait from any spider form they've adopted, changing when desired, but limited to one active at once. As an example, keeping the Black Widow's venom even in other spider forms, or producing spider webs in your non-spider form. It can't majorly alter your form, so nothing like legs.

Rank 2

You gain a second adaptive slot and can now shapeshift into supernatural spiders that don't have magical abilities, such as giant or dire spiders. You can grow a pair of gem-like beads as a secondary pair of eyes on your forehead which grant darkvision that sees in black and white without needing light. These eyes can notice things and warn you like a sixth sense when you may not have noticed otherwise. Additionally you can climb on any surface that can support your weight, though they must properly support themselves.

Rank 3

This rank brings a third adaptive slot, and the ability to partially shapeshift into a spider but its limited to replacing existing body parts, not adding extra. So only two spider legs instead of getting eight. Spider parts are more durable, like wooden armor. You grow a second pair of spider eyes with thermal vision. Even without spending an adaptive slot you can produce webbing from your body in two different ways, identical to Spiderman. Yes, you can use them as sticky grappling ropes. As a bonus, they're made of mana so you can banish them to not leave a mess.

Rank 4

Another rank, another adaptive slot. You can now add spider body parts to yourself instead of replacing parts, such as growing spider limbs from your back or hips, or growing spider eyes on your arms or back for an expanded field of view. This is limited to the parts available to a single spider scaled up to human height, so no amalgamation of legs. Web projectiles can be fired like bullets, harpoons, or arrows. Any venom effect you have can be applied to your webbing either on injury or contact at the cost of being slower. Spider parts are more like steel armor in durability at this rank, and the web is as durable as a cable instead of rope. Spider eyes become hypnotic that captures attention similar to Fascinate, and while eye contact is maintained you can issue suggestions as if you had the Suggestion perk. If you have either perk their effect is doubled this way.

Rank 5

You gain a fifth adaptive slot and can add spider parts equal in mass of up to three-human sized spiders, either being larger or just growing a ton of eyes. Every eye you have is now a partial brain forming a networked mind, and as long as you have gem eyes you have a functional brain regardless of what happens to your head. You can now shapeshift or make use of parts from magical spider beings, as long as they don't exceed Rank 5 magical effects. If you have curses, you can utilize them wordlessly through eye contact, or you can 'sacrifice' an eye (occupying that space for an eye until healed) to deliver another spell effect directly onto the target without travel time. Such as utilizing Firecalling to instantly cause a target to self-immolate. At this rank you can control your spiderwebs as if they were prehensile and telekinetically animated. If a being is wrapped in at least ten loops of web, you can induce suspended animation that lasts until the web is removed.

Metamorphosis

[Sorceress] [Beast]

A special kind of magic, only available to those who have the [Beast] Affinity or those with Improved Familiar though in that case it only applies to the Familiar. It's a school entirely built around shapeshifting into a greater form based on the inherent nature of your race, or in the case of Improved Familiar, what the familiar itself is. Hybrids take the form of whatever Beast they are a hybrid of. If they are a Hybrid of two Beast races, they can choose either unless purchased twice, though they can visually have it be a mixed form even if not. If purchased twice they can turn into either Metamorphosis form, or a full hybrid. Beast races with Improved Familiar could each have a form purchased separately. Metamorphosis is exclusively Rank 5 magic and cannot be taken any lower. It takes a flat 20% of your mana capacity to assume the form or trigger your familiar's form, which can be maintained indefinitely. Transforming back costs nothing and refunds 10% of the cost. Your race determines your transformation, though a specific animal you are close to may modify it. Naiads and Aquatic-animal Taura become Leviathans. Sirens, Oreads, Taura, Mimis, Pharons, Spiders, animal-based Naiads, and Lamia/Gorgons who prefer to be giant snakes become Zooarches. Lamia, Gorgons, and Spiders with Rank 5 Arachnescence take the form of the Basilisk. Dravir, Wulongs, and Xenos take the form of Dragons.

Leviathan

Colossal terrors of the ocean, Leviathans are over a mile in length with the width of five blue whales. Beyond that their appearance can vary and is largely up to you, but it cannot be changed. They may or may not have a roughly humanoid 'head' portion with or without a portion of their human torso, like an aquatic sphinx. They often have a number of tentacles and fins concentrated around their head region of their length and then lightly spread throughout the rest of their length. They have diamond-like scales the size of dinner plates that are extremely hard, but could shatter if hit with something as strong as an armor-piercing missile. They are uncomfortable to the point of pain in normal or low atmospheric environments, preferring the crushing ocean depths and immune to both high pressure and temperature extremes. Strangely, they are perfectly comfortable in a vacuum.

Zooarch

The forms of great animal beasts, like a primal avatar or the apex of a species. They look similar to their base species with a number of additional modifiers like horns, spikes, scales, markings, or abnormal coloring. They can be normal sized or grow to the height of a twelve-story building in their normal gait (four legged animals standing up would be even taller). Their hides, scales, or exoskeletons are about as resistant to harm as steel armor of equivalent mass (of the hide/fur, scales, etc). Predator species have a 200% increased physique over what you'd expect for their size, herbivores have the effectiveness of their magic increased by 20% per 100% size.

Omnivores/non-predators that eat meat split the difference at 100%/10%. Siren Zooarches are capable of flight, taking forms such as great eagles or thunderbirds. Spiders become massive spiders, naturally.

Basilisk

These have the lower body of a Lamia and the upper body of a Gorgon, so a long snake lower half with a partially scaled human torso with snake hair, and have four to six arms. They are roughly 100m long while the humanoid body is proportional to that of a giant.

Each snake of their hair has a gorgon's gaze while being the size of a full grown anaconda while the basilisk's own sight causes outright death in most mortals from stopping neurological thought while those without organs simply find their minds blanking as if time was stopped. Their scales are as strong as steel plating, and each snake head can assume the focus of any ongoing magic effect that'd require the witch's concentration. Arachne Spiders are slightly different, in that their lower body is that of a spider while they retain the human torso, and the size of just their spider body matches a Zooarch. Spider eyes function the same as snake heads, and each eye can think separately as mirrors of the same consciousness.

Dragon

Dravir take the form of classical European dragons the size of an A380 airliner, while Wulongs become Asian Longs and are as long as a nuclear sub and as wide as an aircraft carrier. Their scales are equivalent to 4-inch thick mythrill plating and they have an elemental breath of flame [Fire], lightning [Wind], cold and ice [Water], metal shrapnel [Metal], poison gas or wood splinters [Nature]. In the case of Dravir this matches their breath affinity, while Wulongs gain one the first time they transform but do not get an elemental affinity from it. These breaths can work in a 300m cone, a 1,200m line 5ft wide, or lobbed bursts within 1,200m that burst in a 60m diameter. They fly at 300mph by default, and you can add your broom speed from Witchery to this. Xeno dragons are slightly different, lacking wings but in return gaining incredibly strong acid blood and sweat that can be produced on demand in order to utilize an acid based 'breath weapon', not having the option for elemental ones. This also allows them to easily burrow through the earth, leaving behind unnaturally smooth and hardened walls. This acid breath will remain dangerous in an area for 5 minutes, slowly melting through the ground a few feet per minute.

Elemental Magic:

Elemental magic, also called Elementalism, works a bit differently here. Unless you are a Sorceress you can only choose ONE elemental magic that you lack the Affinity to use, meaning most witches will at best have two elemental magics. For example, a witch with a [Fire] Affinity can obtain both Firecalling and one other elemental magic. However, next to the primary elemental affinity with a combination affinity, and if you have both of those you are free to take that elemental magic as well. In Firecalling's case, these are [Metal + Wind], so if you had both of those Affinities you could take Firecalling.

With multiple elements you can create combination elements, such as lava from fire and earth. You can also perform Harmony magic, combining elements of cooperating witches for twice the normal potency. Witches with higher ranks in these magics (as well as Curses) often find themselves facing increased consequences for accidents, due to the sheer damage they can cause.

Firecalling

[Sorceress] [Fire] [Metal + Wind]

The elemental magic of fire. Every rank in Firecalling reduces harm from natural sources of heat by 50% until you reach immunity to natural sources at Rank 3, letting you do things like lay on lava. Resistance to magical sources continues to be reduced by half per rank.

Rank 1

At the start you have the ability to control candle-sized flames, including adding or subtracting mass from a fire within 30m of yourself. You can produce balls of compact flame in your hands that you can lob in throwing range that burst on impact with little kinetic force, though the flames spread like a molotov around a 1m splash. Negligible mana drain.

Rank 2

Your control has grown to fire the size of torches within a 100m radius of yourself, which includes the balls of flame you can summon. You can now telekinetically manipulate said balls to do things like orbit around you, hover nearby, or just act as self-propelled firebolts. Their kinetic force is equal to a human punch and the spread of flame covers a 3m area. You can also hold out your hand to cast a very wide 160 degree (Celsius) 5 meter cone of flames hot enough to cause 2nd degree burns a few seconds of exposure, growing to 3rd degree if they stay in long enough.

Rank 3

The size of your control is now a beachball at a distance of 300m, and your firebolts have a 5 meter splash with force equivalent to the kick of a horse. The cone of your burning hands grows to 10 meters. You can now conjure a short-lived ball of flame that actively ignites flammable materials within 5 meters of itself while leaving a 1 meter wide trail of flames 3 meters tall behind if you make it travel via your control, with heat equal to your burning hands. You can use jets of flame to boost jumps by around 5 additional meters, or double the force of melee impacts.

Rank 4

You can now control fire up to the size of an elephant or large truck within a distance of a mile, and your firebolts burst with the force of a 40mph car crash spreading their flames 10 meters. Your burning hands has its cone increased to 30 meters, and it and your wall of fire are twice as hot. The wall grows to 2 meters wide and 6 meters tall. Your ability to boost yourself with flame jets now lets you add 15 meters to a jump or sustain a glide, and triple the force of melee impacts. You can concentrate your flame into a pinpoint heat in front of your hands, fingers, or eyes, to project a thin searing ray that can melt through steel at a rate of an inch per second.

Rank 5

You can now generate fire out of nothing, and control fire in an area equal to a public pool within a distance of 10 miles letting you do things like burn down a whole city block or suppress an inferno inside an entire building. Firebolts have truly become fireballs with the force of a 60mph car crash with 20 meters of flame spread. You can create preset flight paths for them to take that they will continue to take until dismissed or stopped. The cone for burning hands has increased to 50 meters, and your wall of fire has grown to 4 meters wide and 12 meters tall, with the heat of both growing three times hotter than Rank 4. Your boost jets provide 120mph flight or increase your flight speed by 120mph, and quadruple the force of a melee impact. You can create self-sustaining feedback loops of flame spheres that grow in power with time and distance, swelling from the size of a pinpoint bead of fire to swirling miniature suns up to 300m in diameter, its current size doubling per 10 meters traveled. They burst with a shockwave that can level brick walls in an area triple its size, with flames hot enough to melt steel beams in six seconds, though the fireball itself only lasts around two seconds.

Casting this will almost always be a masquerade violation.

Windkeeping

[Sorceress] [Wind] [Nature + Soul]

The elemental magic of wind. Every rank in Windkeeping will reduce harm from air pressure sources, electrical currents, and even your need to breathe by 50%. At Rank 3 you are immune to natural sources of air pressure, able to comfortably survive in the vacuum of space and while within natural lightning or radiation. Magical sources of wind and shock continue to be reduced by half per rank.

Rank 1

Control a light breeze comparable to a house fan within 30m, and control if it is warm or cool. You can concentrate winds in a short range of your hands to act as if you had a mundane knife or hammer in hand. You can launch projectiles equivalent to a basic slingshot.

Rank 2

You can now control a breeze equal to several high power fans, that can be hot enough to redden skin and dry moisture, or cold enough to form a light frost, within 100m. Your concentrated wind can emulate full-sized swords and sledgehammers, or leave stabilized air patterns equivalent to a mundane object like a chair that can't be seen.

Your projectiles can be launched as if from a 50lb bow, or as if being struck by a baseball bat. You can generate a static charge on demand, but only enough to make hair stand up or make a minor zap on a doorknob. You can reduce your weight to become lightless enough that you can move yourself with your wind control with little mana drain.

Rank 3

Your control is now up to hurricane force gales within 300m, equal to around six to ten jet engines of total wind at once. Concentrated winds are the same as before but your wind constructs can now be turned into projectiles, such as wide blades of winds or narrow thrusts of blunt force. You can launch projectiles with the speed and force of common firearms, or cannons for larger projectiles. Your electrical charge is equal to a tazer you can apply to your wind constructs or on touch. You are immune to G-forces.

Rank 4

Control increases to a strong cyclone force wind out to a mile away, equivalent to a slender total of wind at once. If a cloud is in reach you can alter its temperature in order to cause it to rain or hail. Your concentrated winds can now form large masses like a blade as long as ten meters, or a mass of force equivalent to a car. Your ability to launch projectiles is now as strong as a high-powered rifle, and you can throw larger things like a car around ten meters, or a person a few dozen (including yourself). You can create small-sized real tornadoes with a mild mana cost that act independently or that can be controlled with your wind control. Your electrical charge is equivalent to touching a standard power line and can stop a human heart or work as a defibrillator. Please take an appropriate class first, defibs don't work like they do in movies.

Rank 5

You can now generate air from nothing, and your control is equal to unnaturally strong winds that can topple brick walls up to ten miles away, and equivalent to a thick tornado in total manipulated volume. You can move, burst, or gather clouds within a range of 30 miles vertically and 20 diagonally. With clever use of your powers you can sculpt storms or provoke snow. You can even charge them to cause thunderstorms. Your wind constructs are now 30 meters long or the blunt force of a bus, and your projectiles are fired like high-powered artillery. You can 'charge' targets so that lightning strikes gravitate towards them as if they were a lightning rod. Your natural charge, either near you or launched with your wind constructs, is now as potent as a natural lightning bolt.

You can create a proper tornado at this level, or even twist clouds to the point of constructing your own supercells.

Waterworking

[Sorceress] [Water] [Life + Wind]

The elemental magic of water. Every rank in Waterworking reduces harm from water pressure, sources of cold, and natural water by 50%. At Rank 3 you are completely immune to natural sources of water, water pressure, and cold, allowing you to survive in the deep abyss of the ocean or the middle of a blizzard. Resistance to magical sources is reduced by half each rank.

Rank 1

Your control of water is equal to one to two cups within a 30 meter area, which can be spread out over the volume of a 5 meter thin mist. You can also condense such an area of air moisture into water. Within 5 meters of yourself, your influence is strong enough that you can cause water to form high pressure edges or points from miniature riptides comparable to a knife or needle.

Rank 2

Your control over water increases to a gallon, or moisture in a 10 meter volume within a distance of 100m. You can force change it into a solid, but this is false ice that is only a few degrees colder than what the moisture or water was. You can form objects out of this ice, but it will melt rapidly if you stop maintaining it passively. Your offensive reach with your riptides is increased to 15 meters. You can form pressurized spheres of water that burst when you stop focusing, with the force of a thick foam mattress being thrown at someone, and drenching everyone in a pool's worth of water. This water is false matter and slowly disappears as if rapidly evaporating over 10 minutes, but is viable for water control. You can now breathe water.

Rank 3

You can control up a home pool's worth of water, or moisture in an area equivalent to a football field, within 300 meters. Forced ice can now be below freezing, and when you turn water into vapor you can heat it into steam. Alternatively, you can force water to remain liquid well past boiling or freezing points as low as 0F or up to 250F. Riptides can reach 60m away, and your pressurized water bombs have the force of a bulldozer that can have an Olympic pool's worth of water or a public pool worth of water within, depending on how much mana you spend. You can force natural water to double itself, this is true water that can be used just the same as any natural water.

Rank 4

Your control of water is equivalent to an Olympic pool and all air moisture within a mile. You can also pressurize water with the force up to artillery shells, and icicles can piece concrete walls. Your precision with water control is to the point you can walk on it or lift yourself with columns of water or ice, or skate on created ice. Your Ice/Steam/Water can now be anywhere from -200F to 450F. Pressurized water bombs and water duplication are sustained effects that continuously generate water until you stop concentrating on it.

Rank 5

You can now generate water out of nothing without relying on your water bombs, and all water you create is true water. Your control is equal to 10 Olympic pools at once within 10km. Your ice can reach absolute zero while your steam can go up to 1,000F. Riptides now match the full reach of your water control. Bursts of your water can match conventional explosives while your icicles have the force (and durability) to pierce iron bunkers. You can set up walls of water that prevent movement of water past it, or act as currents flowing in a given direction. Can be used to do things like reverse a waterfall or creating dry areas on the lake bottom. These remain stable while within your range of control, and by maintaining it for 24 hours you can make them permanent until dispelled. With a full year of sustaining them they will be permanent, with even dispelling effects only being temporary. You can now 'store' your produced water to be released all at once, and you can destroy water in range of your control to add to this stored water. You can also influence large bodies of water by charging your water control, with the longer you wait the more control you can exert at a predetermined time.

Earthmoving

[Sorceress] [Earth] [Nature + Body]

The elemental magic of earth. Each rank in Earthmoving reduces harm from earthen materials and any source of blunt force trauma by 50%, becoming immune to natural sources at Rank 3. Letting you do things like survive a fall at any height, or a falling boulder bouncing off of you. Magical effects are instead reduced by half per rank.

Rank 1

You can control a bucket's worth of dirt, sand, mud, and marble-sized pebbles within a 30 meter area. They can be divided between one to four loose masses at once. You can blast this earthen material with force equivalent to dumping a bucket, or if you focus on a decently sized pebble you can fire it with slingshot force.

Rank 2

Your control is now up to a bathtub of material up to the size of golfballs, within 100 meters. Your maximum control now extends to ten loose masses at once. The force exerted is now equal to muskets or blunderbusses. With a quick chant you can tap a larger stone to reduce its weight by 90% in your hands, which it regains once it leaves. You can also use your bare hands on stones affected with this to mold it like clay.

Rank 3

Your control expands to a pool's worth of material up to the size of a basketball-sized stone, within 300 meters. The force is now equal to a cannonball or a sandblaster. You no longer require a chant to affect stones, only intent. You can now mold any stone using your earth control as if it were clay or to rip out chunks of a size you can control. With a specific spell that takes a few seconds to focus, you can cause slabs of stone to erupt from the ground that are 1m thick and 15m long. Or eight lances of stone that are 4m tall.

Rank 4

You can control about four times the earth of Rank 3, individually up to the size of a car. These car-sized stones can be hurled with artillery-like force. You can rapidly shape stone into new shapes with sudden enough force that forming spikes this way can be comparable to a spear thrust, you can even launch multiple small spikes like bullets. Your stone slabs now only require a gesture or a few seconds of focus, and are now 5m thick, 60m long, and 15m tall. You can do the inverse to create fissures of twice these dimensions. Your lances of stone can now number 30. You can focus to build up turbulence in the earth causing quakes in a 30m diameter area within your control range that starts as a rumble, with its force and dimensions doubling every few seconds of concentration until it is enough to level unprotected structures with a max area of 2km.

Rank 5

At this rank you can control a city's block worth of earth, with individual stones up to the size of a small home within a range of 10 miles. Larger stones may be thrown with the speed of an arrow, while smaller may be comparable to high-caliber bullets. A lance at this rank could penetrate an iron bunker. You can explosively multiply the pressure of a stone in order to cause it to explode like shrapnel with artillery-like force. The slabs or fissures from Rank 4 can be summoned casually, with focus allowing you to create stone walls up to 10m thick, 300m long, and 40m tall with fissures being double that. Your stone lances increase to 80. You can permanently 'rob' the weight of a stone in an area of the size of your control, leaving them weightless or lighter than air to the extent you can create 'liftstones' that are useful as cores for flying ships. You can meditate with a chant to double the area you can influence with this per second, until you hit 10 miles at once, in order to create a full floating island. Your earthquakes can now scale up to 10 miles with force that standing on the ground is like riding a mechanical bull with most nonmagical structures unable to withstand this. Earthquakes can now continue without your concentration for three times the length you spent concentrating on it. By choosing not to release this force while concentrate you can instead build up to a sudden shock with a reduced 5-mile area, which may be sufficient enough to pulverize a mountainside in a landslide, or be a bit of a meatgrinder within 2m of the ground surface during the intense few seconds this shock is happening.

Naturalism

[Sorceress] [Nature] [Life + Water]

The elemental magic of plants and the woods. Every rank reduces harm from plant-based materials, chemicals derived from plants/animals, diseases, and aggression of animals by 50% per rank, until you are immune to natural sources of all of these at Rank 3. Magical effects instead continue to be reduced by half per rank.

Rank 1

Control over plant matter equivalent to 3m of rope moving with the speed and dexterity of a snake, within 30m. You can focus on a plant to increase its growth rate by 25% for its current life or harvest cycle. By talking to plants during their growth, you can either boost beneficial or harmful aspects of the plant by 50% when it matures. Includes fungi. You can talk to intelligent animals like certain dogs, cats, dolphins, and they somewhat accurately understand the meaning of your words.

Rank 2

Your control over plant matter is now equivalent to 10m of rope or a very large bush, with up to three independent plants or vines. Their dexterity is now equal to octopus tentacles and your range is 100m. Plant growth can now be boosted by 150% for 2 growth cycles. Your ability to talk to plants now boosts their effects by 100% and works at any point in its life cycle up until blooming or ripening. Intelligent animals now accurately understand your intentions and you get an idea of their own. Less intelligent animals get a general idea of what you mean. You can take a single trait from one animal or plant, and imbed it into a seed or pregnant animal in order for the offspring to possess that trait (you cannot mix, so no animal traits on plants).

Rank 3

You can control plant matter equivalent to an aspen tree, with up to nine independent plants or vines within 300m. Wood can bend unnaturally, and controlled plant matter can stretch up to 25% with the speed of a snake strike and full prehensile. In addition to stretching, you can induce growth at a rate of 10% per second (The maximum of this new growth caps out at equal to your maximum plant control per second), as long as it is within the natural possibility of that plant to achieve. Any animal can understand you, and gains human level intelligence when you talk to it and while acting on something you've asked it to do. You can cause non-magical plants to bloom, produce, or spore early, on-demand, with their effects boosted by 300%. You can now take and imbed up to two traits at once.

Rank 4

Your control of plant matter is now equivalent in mass up to a mature spruce tree, with up to 20 independent plants or vines, and extends a mile. Controlled plant matter is as hard as wood, or if it is already wood then it is five times as hard. They can additionally stretch +100% of its natural reach or length. Vines can move as fast as bullets, but aren't prehensile at this speed needing to slow down to perform fine actions. You can actively induce growth as you desire up to the speed of your control, with these plants now able to grow twice as large as normal before considering stretching. Includes the size of produce and flowers. You can permanently Awaken animals to full human intelligence and implant them with one "human" skill you wish at the time of awakening.

You can do the same with plants. You can take and implant 3 traits at once, one of which becomes hereditary. You can also imbed one trait into a living creature or plant instead of a newborn.

Rank 5

You control plant matter equivalent to twice the size of a mature redwood tree, with up to 60 individual plants or vines at once within 10 miles. Wood is sixteen times harder under your influence, and stretching goes up to 500% natural reach. Plants under your influence can grow to 600% greater than normal size before stretching in regards to height, with vines, roots, and branches having no maximum length as long as they are supported. Vines can exert sufficient force to claw into stone bedrock. You can spontaneously produce any other plant feature you have come across onto any plant you are controlling. You can also force produce to grow out of immature plants. With momentary focus and a brief chant, you can divide your plant mass control limit into countless individual plants such as single blades of grass, and have each fully grow into a mature tree, even individual redwoods, that each bypass your control limit for the purpose of instantaneously growing to full mature size and given one command to continue to act on. Awakened plants can control itself as though it had your level of plant control as far as speed and prehensile dexterity are concerned, though it cannot cause itself to grow.

Psychotics

[Sorceress] [Mind] [Life + Soul]

The unfortunately named elemental magic of the psyche, or mind. Every rank in Psychotics reduces harm from memetic hazards (including observations of interstellar phenomena and Outsider Entities), psychological trauma, telekinetic assault, and psionic constructs by 50% until immune to natural sources at Rank 3. Magical sources of these effects continue to be reduced by half per rank. Unless otherwise specific, all Psychotic effects require minor concentration that doesn't take much effort.

Rank 1

You can control psychic vibrations sufficient to make small objects (up to the size of a softball) disappear from one sense in one person's mind. You're able to make the same small objects instead look like another object. You can also twist psionic wavelengths in someone's mind sufficient to cause a headache, which you can link to an associated pattern in the brain, such as the sight of a chair or certain thought.

Rank 2

You can now affect objects up to the size of a beachball, and cause them to disappear from two senses from two people's minds. Your ability to induce headaches now also works on two people at once, each with a different condition if desired. The headache is now strong enough to be strongly uncomfortable and lightly disorienting. You can now manifest psionic constructs that behave like any mundane uncomplex object within 5 meters of yourself. Like a psychic dagger. Or chair. You can physically interact with your own psychic constructs, but they phase through other objects and creatures. Doing so disrupts neurological processes, making an arm feel numb and more clumsy (as if intoxicated), especially if passed through their brain. This is considered a direct magic effect and can be blocked by Warding runs. Last up to twelve minutes.

Rank 3

Psychic vibrations can now work on this up to the size of a car, removing three senses from up to six people's minds. Inducing headaches also now works on up to six people at once, with any number of optional conditions. These headaches are now dizzying migraines. Psychic constructs can now exist within 30m of yourself and can include projectile objects like psionic bows and arrows, or firearms. Numbness lasts up to 1 hour. You are now capable of localized twists in the psychic fields to switch your position in space with that of a space you can see within 60 meters, also known as Teleportation.

Rank 4

Your psychic vibrations now work on things up to the size of a suburban house, utilize all five basic senses, and work on up to 30 people. Induce headaches now also works on up to 30 people and can cause the eyes, ears, nose, and mouth to bleed lightly while also being maddeningly painful. As long as there is a conditional modifier on your headaches they can be made permanent, only removable by magic that can cure mental illnesses or curses. Your constructs can now exist within 90m of yourself, and instead of numbing an affected nerve or limb can't be felt at all as if it wasn't there. A headshot and it is lights out. Lasts up to 12 hours. You can teleport within 1 mile. You can now insert a psychic construct into someone's brain to view their mindscape, a realm of thought and memory where you can explore to find memories and opinions in networks of associations. If you use your constructs to destroy something here, it is forgotten. You can instead use your ability to twist vibrations in order to form new associations and memories.

Rank 5

Psychic vibrations can now affect things up to the size of a skyscraper, and is now a passive effect generated by a field you imbue the object itself with, affecting any number of observers without your concentration. Your headaches can now cause people's heads to explode, and with clever use of conditional modifiers can give them painful warnings or 'strikes' before the big pop. Your constructs can exist anywhere you are able to observe, and your teleportation now works in that same range. You can do mass edits to a mindscape to edit things along basic conditions or filters. You can also just blanket nuke a mindscape to cause complete ego death. Keep in mind that mindscapes are backed up in the soul, and could be restored by some healers and the soul might otherwise 'bleed' emotional memories. You can also fabricate an entire identity and false life within their mindscapes. Additionally, you can enter the psychic plane of existence via your teleportation to see an ethereal realm similar to the spirit world, full of emotional constructs, echoing memories, and thought patterns of individuals living in the material world. A ghost like mirage of yourself echoes your position in the material world, so you are invisible. In this place if you use your vibrations to shroud a person or object from the planet at large it will erase both memory and knowledge of that person or object from any unprotected mind.

Metallurgy

[Sorceress] [Metal] [Fire + Earth]

The elemental magic of metals. Every rank in Metallurgy reduces the damage from metal sources by 50% until you are immune to natural and primitive sources at Rank 3, meaning simple metal weapons will no longer harm you, nor will small arms fire. Your resistance to magical or high-powered sources of metal is continued to be reduced by half each rank.

Rank 1

You can control metal equivalent to a handful of coins, moving and levitating it with comparable speed to moving it with your hands and a max distance of 30m. You start with the ability of cold forging, any metal under your control you can freely weld and merge to other metals, easily welding metal, patching damaged metal objects, or sharpening blades.

Rank 2

Your metal control is equal to a longsword with speed comparable to an arrow within 100m, moving beyond that if thrown with this effect. Your cold forging is now seamless, as though it was part of the original form. You now have a sense of metal within your control range larger than a coin. With focus you can sense and control fine metal traces within loose material like dirt and sand, and extract it with your control and then turn it into something usable with cold forging.

Rank 3

Your metal control is now equivalent to a full knight's armor, on top of that of an armored warhorse (basically a car's worth) within 300m. Large projectiles can be thrown at your normal speed, while bullet sized objects can be moved with common bullet speeds. Your cold forging now allows you to process raw ores into pure metals or ingots. You can draw metal out from stone at a depth of 3ft or 1m, rather than just dirt and sand. With time you could separate alloys to their base components, or cold forge alloys from base metals. You can also learn to create a form of puremetal gunpowder devised by the first Gunwitch, John Moses Browning. You can incorporate this into your creations to create a handful of powder at once with a minor mana cost.

Rank 4

You control metal equivalent to three buses at once or a cohort of mounted knights within 1 mile. You can hurl large full metal ballista at the speed of a bullet, or small projects at high-velocity rifle speeds. You no longer take any extra effort to split or meld alloys, and you can draw and extra metals from throughout the environment within your control range. You can now form motion metals, an active infusion that allows solid metal to actively mold and conform to movements instigated from one side of the metal, to create things like solid armor encasement without gaps or joints. You can now create barrels worth of puremetal powder and learn to infuse the powder to magnify its explosive potential by a factor of 10. Assuming you can calculate the ratios, you can easily create a solid row of cannons on demand.

Rank 5

Your control over metal is now equal to a train 25 cars long with a range of 10 miles. You can hurl your ballistas with the speed of rifle bullets, or smaller rods at velocities that are closer to that of railguns. Your cold forging can now forge metals out of thin air, materializing metals as you need them without having to draw on existing metals, though it is more mana intensive. Your motion metal can now respond to any kind of kinetic force and feed on it to act in a designated manner, such as making it self-reinforcing to create a metal that provides the resistance as a much harder and thicker layer of metal. Or a motion metal that applies the force of its own movements into additional rotational energy for continued acceleration, forming a drill or saw effect. You could use your metal control to get similar effects, but motion metal is generally better at it and requires less focus. You can also utilize motion metal to form barrels of guns and cannons that can resist far stronger explosions in order to fire stronger projectiles, and a motion metal cannonball may even reach the moon. You can now create over a dozen barrels of puremetal powder at once. Finally, you can cold forge metals into roughly similar metals, such as lead into gold.

Lifeweaving

[Sorceress] [Life] [Fire + Soul]

The 'psuedo-elemental' magic of Life, and could also be considered the Light element. With Life magic, every rank increases your natural healing factor by 200%. At Rank 3, you will never scar and lost organs or limbs can be recovered. At Rank 5, you will continue to regenerate from the point of death so long as a living cell remains. If you have a means of cheating death that would be faster, you can choose to use that first. One of the rare magics that can be learned even after a witch reaches their potential, but it requires eating an extremely rare flower that is frequently destroyed if found by the Hespation Covens.

Rank 1

You can control motes of lights comparable to a few dull LEDs, which can be used to banish Rank 1 curses and heal superficial injuries from scratches to small bruises. Can also heal sicknesses from bacteria or viruses that have yet to show symptoms. These motes can also purify food or drink from bacteria and viruses.

Rank 2

Your motes of light are comparable to a flashlight, able to banish Rank 2 curses and heal minor injuries like simple lacerations to decently sized bruises. Can heal sicknesses that have begun to show symptoms, or other forms of disease that have not yet shown symptoms such as genetic flaws, so long as you are aware of them. These motes can purify food and drink from any natural contaminate. You can cause intense flashes of light sufficient to blind onlookers for a few seconds, which directly harms undead and demons as if it were a Rank 2 fire spell with the added advantage of no travel time, only works within 30ft though.

Rank 3

Your motes of light are now comparable to a spotlight, banishing Rank 3 curse and healing moderate injuries from lacerations to significant bruising. You can heal natural diseases outright, and magically sourced diseases caused by up to Rank 2 magic. This includes curing genetic conditions or body functions gone out of control. You can cause intense flashes of light that can permanently blind unless you wish otherwise, and cause burning damage equal to Rank 1 fire magic. The light harms undead like a Rank 3 fire spell within 100 ft. Can now bathe a target in a warm soothing light that reveals any curses or ailments with both a visual cue and a sixth sense in your mind. This light also provides light pain relief for up to eight hours, and calms anxiety or emotions of despair and fear.

Rank 4

Your controlled motes of light are now comparable to stadium lighting, banishing curses up to Rank 4 and healing severe injuries. Can heal any disease of a natural source, and magically sourced diseases up to Rank 3. Your flashes of light affect 300ft areas and you can focus it into a cone shape up to 600ft long, 300ft wide at the end which can be maintained like a spotlight. The area in this flash can optionally cause harm as if it were Rank 2 fire magic, while harming undead and demons as if it were Rank 4. Beyond that range it's just a normal light. Your soothing light can now be distilled into a drop of liquid light which can be applied to a form of bath, to produce healing waters with a deep soothing effect that provides pain relief for up to 24 hours. The water itself will remain potent for 6 hours. Lifeweaving can now be used to generate hardlight objects emulating any mundane object, or enchant existing objects (even other hardlight you made) with the effects of the Sun Shard relic. Hardlight objects you make can be manipulated with your will similar to telekinesis, allowing a floating shield or simple halos of light that envelope existing objects to move them. It can emulate projectile weapons but they destabilize when further than 300 meters from you.

Rank 5

Your motes of light are now comparable to the light of day, and banish curses up to Rank 5. They heal critical or otherwise fatal injuries and any diseases including those of magical sources up to Rank 4. Your Flashes now affect 1,000ft areas or 1-mile long cones, which harm like a Rank 3 fire spell if desired, with Rank 5 damage to undead and demons. This flash lighting can now heal allies with the equivalent of Rank 3 healing, even as it is harming enemies. Soothing light can permanently alleviate currently existing sources of chronic pain, both physical and mental, and can banish Psychotic manipulations. Distilled drops now permanently enchant a spring's waters with this effect, until it is either too dispersed or more than a mile from its source. You can also use a distilled drop to anoint a body in a thirty minute ritual to resurrect the dead so long as the body still has flesh. Hardlight objects are now four times as durable and can replicate soft features such as clothing, with dynamic movements and abnormal material properties. With a 5-minute ritual, you can call down the light of the sun to bathe an entire city in the effects of your Flashes, sustained for up to 24 hours. You can stack these rituals to intensify the effect.

Visceramancy

[Sorceress] [Blood] [Body + Necro]

The elemental magic of flesh. With each rank you become resistant to forced transformations up to your rank, and immune to those from ranks lower than your own. Resistance would halve the duration if it has one, or make it last five minutes if it doesn't have one. You can focus to 'eat away' the duration faster at 1 minute of duration per second of focus. At Rank 3 you no longer scar and healing effects can always result in the return of bodily function, limbs can be reattached and organs placed back. At Rank 5 your body will always maintain functionality regardless of missing components. If your heart was removed, it'd continue to beat regardless and your body would continue without it. You can still see and feel from removed parts, putting an eye somewhere would let you keep sight of that area for example. Similar to Lifeweaving this can be learned after a witch reaches their potential, but it requires a profane ritual with a unique relic currently jointly owned by two powerful families in the Hespacia Coven.

Rank 1

You can control or generate strands of flesh comparable to a 10ft length of twine, either one length or multiple adding up to it. You can use these strands as flesh sutures to stitch wounds shut, or things like mouths or eyes. They pierce flesh as easily as fine needles and move from a point from your own body out to within your 10ft reach. Can also be used as extra fingers to manipulate objects.

Rank 2

Your controlled or generated flesh is now comparable to an adult human limb in mass, or a 30ft length of twine with thickness up to a rope and just as durable. This generated flesh can include nerves that feed sensory information to you, though just touch for now. You can project lumps of flesh with the force and distance of a slingshot, which can then disperse into twine or rope to grapple. They may or may not drip blood.

Rank 3

Your controlled flesh is now comparable to an adult human body in rough mass, or a 100ft length of twine that can be three times the thickness of the rope and as durable as a wooden branch. Generated flesh can now grow a sensory organ of any of the five senses, such as growing eyes that you can see from. You can link the nerves of your generated flesh to the nerves of another to share sensations. When doing so, you can now control their flesh to grow additional nerves where you please and reshape their flesh. Adding and subtracting mass, altering pigmentation to change their hair, eye, or skin color. With Necromancy you can even reshape their bones with this connection. With force you can cause someone to tear apart with this or just open lacerations. Your tendrils or tentacles have dexterity and speed of those of an octopus, while your launched gobs must be preprogrammed ahead of time.

Rank 4

Your controlled and generated flesh can now have equivalent mass of an elephant, or 300ft lengths of tendrils that can be the thickness of an adult limb and as durable as aluminum. You can now grow sensory organs of senses that exist in nature, such as eyes that can see other wavelengths, or ears that hear new frequencies. Or do something like make linked sensory organs unable to see a certain wavelength. You can mend or cause flesh-based conditions on a genetic level such as their offspring might have the same changes. You can resuscitate dead flesh, though a dead person would still lack their soul if you don't do it within ten minutes of their death unless it is a witch whose method to cheat death has yet to be invalidated. Your tendrils can immediately interact with nerves such that they are not felt on contact.

Rank 5

Your controlled or generated flesh is equivalent to three blue whales in mass, with your tendrils reaching 1,000ft lengths that can be as thick as an adult elephant's trunk and durable as steel. You now remain connected to flesh you generate from any distance, and the globs of flesh you launch can now have up to the speed and distance of a 9mm bullet. Your control over your tendrils is more dexterous and speedy now, being as fast as the movements of your own fingers and arms. You can now set autonomous conditions for growths to achieve some goal or passive responsibility, such as an eye organ that only gets your attention when it sees something specific.

Factional Magic:

Factional magic is magic that a specific faction specializes in or is otherwise well known for, and you get a discount on your respective faction's magic as if you had a matching Class (not stacking if you do match the class for that magic). Despite this, it is possible to learn these if you can find someone to teach you, though the rarity varies. Basically anyone can take classes at Hawthorne so a witch of any faction having Wands isn't strange, but Hespacia doesn't like to share so showing off Occultism while you aren't one of them will raise some eyebrows. Alphazon is particularly sensitive to others who aren't Cyborgs having access to Integration.

Some basic magics are so widespread that they have a Rank 0 that nearly every witch knows, widespread even outside the faction. While they are included here, Gadgetry and Integration are not actually magic and thus do not get Class or Affinity discounts (but still retain the faction discount).

Digicasting

[Academics or Arcadia] [Soul] [Mind] [Life]

Access to the worlds of imagination created over time from dedicated dreamers. The dream of an author giving birth to a new world line by line over years of dwelling on it, or the shared imagination of countless developers as well as players in a game. Some forms of this magic have existed in isolated cases focused on dreams, but Digicasting as a whole is a new specialization formalized in Arcadia and taught alongside Planar Theory.

Rank 1

You gain the foundational elements of digicasting, a minor ritual you use prior to sleeping using a medium (a book, game cartridge, CD, thumb drive, etc.). When you dream, instead of tapping into your own dreamspace, you instead host the world of the chosen medium in full lucid detail. Unlike a lucid dream, the dream is not in your control but running on automatic from the collective intentions of its contributors behind that world's creation. Including secrets not public knowledge that were side thoughts or wishful thinking that didn't make it into the final product. You can reset or return to where you left off with repeat uses. Time passes in real time, though you can skip by sleeping within the dream. World logic persists as normal, including leveling and class systems in certain games, alternative physics or magic of books, and so on.

Rank 2

You can bring others into a shared dream space, with or without a medium. While waking you can use a screen to pull digital constructs out from this world into your own. Such objects are either made of what appears to be pixels or ink. They are cosmetic, without special abilities or explosive properties, but the strange matter is as light as aerogel and strong as steel. They can appear as 2D, and slowly disappear with ink dripping away or pixels sparking off over about 10 minutes.

Rank 3

You can access an imaginary world through a medium without needing to dream first. You can travel through a screen or page directly, digitizing yourself to enter it instead of the reverse. Your body disappears and the object gains an inky mist or pixelated fog. You can also bring others with you. You can also enter the internet itself at large, and reappear at any connected device you can find. You can observe IPs and search, or seek out a known IP. Computers that are connected to Hex VPN stand out to you with strange identifiers that are unique but only visible to witches who are digicasting. Entering worlds in this manner connects you to the "true" world of that given work, and is shared by other digicasters who have visited the same world. It has persistence, and you could even leave things from the real world in that digi world to retrieve later.

Rank 4

You no longer need a medium to manifest digi constructs from imaginary worlds you've been to, but can instead directly manifest them within 60ft where you can see. Such objects can be spatially locked to remain set in the air or relative to you. Additionally, you can pull creatures from the medium that behave as that creature would in said medium, and they appear as they would be viewed in that medium. So 2D, stylized, or 'real' as the creator imagined. They don't have any special abilities that aren't comparable to a mundane adult human.

Rank 5

You can digitize yourself in the real world at-will, adopting a form of a given style. You resist harm as if made of steel and emit a candle-strength glow if composed of pixels instead of ink. You have no biological requirements for life like this, including aging. You are solid all the way through unless you desire otherwise. The form can be 2D or 3D. In this form, you can enter and exit screens or illustrations freely. When you exit you can assume normal size, or exit at the scale of the screen. A phone screen could see you at a few inches tall. A large theater screen could turn you into a giant. If you are 2D your edges are blade like and you can slip through cracks wide and uniform enough for you to fit, allowing for only slight bends as though made of stiff rubber. You can also reduce your 2D profile by doing something like crouching as well. Winds might be a slight problem, catching you as if you were a sail.

Wands

[Academics or Hawthorne] [???

Magical education at Hawthorne revolves around a refined and specialized form of magic called General Arcana, also referred to as Wands. It's partially based on the underlying magical potential of all witches combined with external Relic crafting that revolves around the use of wands. While Hawthorne issues specialty wands to their students, General Arcana applies to Rods that are available to any witch. Its usage revolves around finding intrinsic combinations of command phrases and wand movements that resonate with the magic inside a witch, drawn out and amplified through the wand. Wearing a point hat helps with resonance, but some consider it a placebo. There's a finite number of uses per spell rank for reasons unknown, getting 1 spell per 1 hour of sleep or equivalent rest of your highest rank, and x2 per rank less. So at Wands 5 you have 1 5th Rank spell, 2 4th, 4 3rd, 8 2nd, and 16 1st. As a Jumper, you can continue to boost your available 'slots' once you leave this setting. General Arcana spells cost no stamina or material components, and all aspects of a spell can be doubled per spell rank used above its original. You can also combine spell effects into a spell of combined rank, so a Rank 1 and Rank 2 magic combined would require a Rank

Rank 1

Rank 1 grants access to the beginner spells of; Illuminate (create light like a torch), Simple Mirage (static visual illusion within a 5ft cube), Burst (Generate a beachball sized pulse of force equivalent to a slap), Push/Pull (generate directional force equivalent to physically pushing or pulling on something, can be sustained), Spike (deliver a jut of piercing force from the tip of your wand or rod with a range of 1ft, equivalent to a dagger thrust and can cut if sustained), Marker (generate a resizable node at the tip of your wand that produces chalk or colored film on contact), Jump (enchanted creature's next jump is doubled), and Counterspell (deflect or suppress a spell of equivalent rank if you can intercept it during flight or when it is being cast. If interrupting a casting, stun the caster for 3 seconds, if deflected it can be re-aimed).

Rank 2

Rank 2 has access to the novice spells of; Flash (intense pulse of light), Clap (deafening bang), Suffocate (remove all oxygen from a 10ft radius sphere), Saturate (flood a 10ft sphere with high oxygen levels), Matchlight (create a flame the size of a torch at the tip of your wand, a flick tosses the flame in a line following its path for 60ft), Microbolt (a singular thin crack of electricity that is equivalent to a second of a taser within 20ft), Gardenspout (stream of water equivalent to a garden hose), Gumdrop (sling a dodgeball sized gelatinous orb that is either highly adhesive or highly slick. Can also be edible in any flavor but has no nutritional value and hardens into a stuff gum), and Sting (deliver a bead like spark the size and speed of a BB pellet that leaves a neon glow in its wake).

Rank 3

Rank 3 grants access to the journeywitch spells of; Levitation (reduce weight of an object fitting within a 10ft square by 150*Wands Rank in pounds, and if 0lbs or less it can be moved at 5ft a sec), Silence (create a 30ft radius sphere where all sound is prevented), Slash (a concentrated blade of force that follows the wand tip, equivalent to a strike from a sword and has a maximum range of 30ft and a length of 3ft), Stop (prevents all conscious movement in 1 target within 10ft for 15 seconds), Move Earth (move a 10ft cube of loose earth and stone that fits within it to an adjacent space), Daylight (create a beachball sized orb of white light that illuminates a 300ft sphere with bright light, dim light 300ft beyond that, and includes UV radiation), Lullaby (target creature within 30ft falls into a deep sleep), and Mage Hand (create an invisible flying second pair of hands that you can control within line of sight, has normal sensations of hands).

Rank 4

You can access the expert spells of; Slam (directional explosive force that could launch a car across a football field), Shatter (a thunderous pulse contained in a 20ft radius sphere dealing roughly the damage of a sledgehammer to every exposed surface within per second sustained), Major Mirage (dynamic visual and auditory illusion within a 60ft radius sphere), Antigravity (eliminate the influence of gravity in a 120ft radius sphere), Lifeline (mirror harm on one object/creature to another within 15ft for 5 minutes), and Gravity (a surface gains its own relative gravity once something makes contact with it).

Rank 5

Rank 5 grants you access to the master spells of; Permanency (make another spell or magic effect persistent or sustained indefinitely, if it requires material components you need 6x normal to make it permanent), Contingency (add a condition for a different spell you cast will trigger, or when a permanent spell is active or turns off), Eviscerate (a storm of micro Slash effects 1 inch long equivalent to a knife slash, on every exposed surface in a 30ft sphere or less per second), Torrent (120ft long 5ft wide beam of Water, Fire, Electricity, or raw concussive force. Electricity and fire are 6,000F, while water and force have the force of a 60mph car crash per second), and Genesis Fold (double the internal area of an enclosed space that fits in a 300ft radius sphere, can stack).

Ministration

[Warlock or Watchers] [Life] [Metal] [Soul]

The act of invoking Celestial entities to petition for their favor. Basically combining the mortal act of prayer with the practice of Consortation. Celestials, like demons, require a price for their favor called a service. The listed service is required within 24 hours prior to summoning the Celestial. Celestials identified as premortal are spirit beings that cannot be seen by most. Similar to Consortation you can summon Celestial beings in other settings similar in power to those of your ranks in Ministration. Due to your nature as a Jumper, actions that would disqualify you from summoning certain celestials are on a per-jump basis.

Rank 1

You can summon a Mediar, premortal celestials manifesting as a single ring surrounding an eye-like orb shrouded in sunlight. The ring is about the diameter of a baseball. Mediaries can produce sunlight like a torch passively or project it like a flashlight. This light causes lesser demons and spirits to freeze in place. While the summoner or their allies are within either light source, they can understand and speak any spoken language. Mediaries can intercept a projectile attack at the cost of disappearing after. You can have a max of three. Service at this level is an act of kindness, such as cooking someone a meal, lifting their spirits, consoling someone sad, or expressing genuine gratitude for someone.

Rank 2

You can summon a Servitor, a premortal celestial that manifests as a beachball-sized sphere with two intersecting rings and an additional four small orbs orbiting it. They emit light similar to a Mediar, and creatures in this light heal the equivalent of a paper cut per second, including cellular and genetic repairs. Can only have one summoned at once. Service for this level are acts of charity, such as giving a meal to someone in need, donating directly to a person or institution that needs it, things similar to that.

Rank 3

You have the potential to summon a Cheraphim, though they will not answer your call if you have lingering grudges or resentments. They are premortal celestials with three interlinked rings, two angled outwards with the center around a golden orb surrounded by 3 white wings. While standing in the light of a Cheraphim, a creature cannot take hostile action, and creatures can't act on hostile thoughts against an affected creature unless it is in a Rank 3 or higher demon. The light is also a cleansing grace that prevents and negates direct magical effects such as mind control, curses, and petrification. Limited to one at a time. Services for this rank are Acts of Mercy, genuinely forgiving an action or even harm against you, with the more intense the offense the more meaningful your forgiveness. Instead of 24 hours before summoning, this act can be up to 6 months before summoning.

Rank 4

Potential to summon a Contemplar, who cannot be summoned if you have ever accepted a bribe or delivered a judgement you knew was unjust, unless you are repentant and resolved your mistake. Contemplars are postmortal celestial, similar to a living suit of armor with wings of blades and a spiked iron halo ringed with eyes, and a flaming sword. They can manifest a shield of light on demand that can shrug off anti-tank rifles. Their swords melt through steel like butter. Produce light similar to a Mediar. You are limited to one, and they can only be summoned unless you are desperate without alternatives in order to save your life, or the life of another. Thankfully its prayer is very quick. It stays until immediate danger has passed, but if it nears defeat or takes longer than two minutes two more Contemplars appear to escort innocents and allies to safety with equivalent to Rank 5 Portal Magic. The service for this rank is Acts of Justice, saving (or condemning) a life with justice. Truth is required, without casting judgement until full context is obtained, and without coercion. There is no time limit, once this action is performed you can summon a Contemplar once at any point in the future.

Rank 5

You can summon forth a Solarch, a postmortal celestial equivalent to an Archdemon. Your act of service at this level are Acts of Grace, choose an Abrahamic faith and/or the Watchers themselves (or equivalent in future jumps). You must establish a group (20+) of new souls dedicated to its practice. Once the Solarch is summoned, they will offer you a deal. Once a week you'll hear a prayer from someone of your chosen faith, a Watcher, or someone of equivalent moral similarity to you in future jumps, with said person praying falling in line with the above principles of Kindness, Charity, Mercy, and Justice as well as beliefs of faith. So long as their prayer is benevolent and honest (and allowable within the framework of your faith), it will be answered in the least supernatural way possible. By you. You must uphold the masquerade (or equivalent in other worlds), but you are acting on behalf of the Celestials and within the framework of religion, giving you more leeway thanks to the existence of miracles. Actions will be received as divine by believers, and those outside the faith will dismiss it as nonsense.

While carrying out this task, you can shift between the material and spirit world, becoming invisible and intangible to mortals. In exchange for this, the Solarch grants you agelessness until you refuse to fulfill a prayer, and if slain or seriously injured (relative to your own abilities), you awake in a bed somewhere safe at the beginning of that same day on repeat even if you didn't sleep there the previous night. Committing obviously evil acts in this time frame after you reset but before your previous death is many times more sinful, and returns you to death. You start with one reset stocked, and gain another every ten prayers granted. After 100 prayers answered, you may enter through the Silver Gates to the lower level of the Celestial Realm, and while no one knows for sure what is there, it is literally heaven. You can leave at any time, but you don't remember what was there. In future jumps, after answering 100 native prayers, you can enter its equivalent of heaven freely and can remember your time there.

Occultism

[Warlock or Hespatria] [Blood] [Necro] [Soul]

Also called the Shadow Arts or shadows, Occultism heavily involves access to the elemental plane of darkness, similar to the Proxima tapped by portal witches but access to shadow doesn't come naturally to portal mages. The plane itself seems to have an active will and consciousness of its own, and it watches you. Other planes are theorized to have sapience, but have their attention elsewhere or at a lower level. This consciousness, called the Shadowmind, appears to act as a mediator for certain ritual practices, control of shadows, and can become very possessive of its practitioners. Occultism relies heavily on rituals in order to utilize its magic, some require sacrifices of various kinds. Sacrifices made through this magic can be reversed, if you have the means to. Any ritual can also share its benefit with other participants in the ritual, at the ritual leaders discretion.

Rank 1

Rituals at this rank require privacy, and either extreme nudity or having absolutely no skin showing. Light cannot be more than a single candle, and rituals take two minutes to cast. You have access to the rituals of: Luck (something mildly lucky will happen within 24hr, stacks), Sleep (within 2 hours, fall asleep easier and achieve a deeper sleep), Desire (get a sixth sense for people you have a shot with, they'll feel a mild magnetism from you, lasts 24 hours), and Spider (climbing becomes extraordinarily easy, as through your own body weighed nothing and lasts 24 hours).

Rank 2

Rank 2 rituals have the same requirement as Rank 1, but include an animal sacrifice or a willing partner performing the ritual with you. Rituals at this rank are: Fate (hear whispers of vague information with insight into your or another's future at the time for five minutes), Silence (create no non-vocal sounds for 24 hours), and Muse (hear whispers giving creative insight to problems at hands, and a boost to motivation to follow through, duration of a week).

Rank 3

Rituals of this rank require the sacrifice of a goat, sheep, dog, or other medium to large sized animal. Or a tantric interaction with a partner (or multiple) in a ritual. You have access to the rituals of Darkness (imbue an object with darkness that results in a 60ft radius where light can't penetrate), Darkvision (ritual participants can see without light, in greyscale, for a month), and Fortune (business affairs are around 50% more favorable for you, sixth sense for market fluctuations and potential, lasts a month).

Rank 4

Rituals require the sacrifice of two large animals such as horses or cows, or a single human. Alternatively you can have a tantric exchange with at least three partners, with at least two witnesses. You gain two rituals at this rank. Shadow Passage, which opens a rift to the shadowrealm, which is a decayed mirror of the real world with no light at all.

Every living thing has a horrifying counterpart in the same general area they are in reality. They like to stare. Once you enter the shadowrealm for the first time, you are stained by this ritual and you'll see it in any reflection under a shadow, which can be entered or exited like an open window and allowing you to drag others with you. They can't escape the same way unless they are saved by someone who used Shadow Passage. You also gain Revenant, ritually separating a person from their shadow that seems to have a life of its own, capable of moving independent of light sources and even in 3D spaces. It can physically harm creatures or objects as if it had twice your physical attributes with claw-like fingers. It can be harmed by silver or contact with light-emitting sources. This shadow can hide in other shadows, or merge with a creature by overlaying them like an aura, influencing their personality.

Rank 5

A Rank 5 ritual requires the sacrifice of a willing human virgin dedicated to the purpose, immediately followed by a tantric exchange with the sacrifice, and over six witnesses.

Many families in Hespacia have such candidates available, so it isn't as hard as it sounds. You get a single ritual, the Ritual of Shadowbinding. You can ride the now departed soul directly through the veil of death to physically enter the spirit world of Limbo, the place of reaping where unclaimed souls rest until they are claimed. Within you can find gates to every other afterlife that exists, both known and unknown. You are also granted a harvester's scythe and the ability to reap souls. Each soul you have causes the scythe to become darker until it is as if it was a definitionless 2D void. When you return to the real world, the scythe merges with you, leaving your shadowed or void-black. Each soul up to 666 gives you a 2% boost to stamina, speed, strength, magical area of effect, and range. You can have your shadow grab the scythe from you and implant it in someone else, or hold it itself as a way to toggle off the effect. It can also be broken up into shards or bundles of souls to give a portion of the percentage buff to multiple entities at once. You lose three souls per day, leaking free to become lost wandering souls in the world somewhere. Toggling it off stops soul leakage. While you or someone else has the buff active, any kill traps the souls of victims to replenish back to 666. There will be a Limbo available in future settings as well as doors to local afterlives, but these may be guarded, and certain settings may not appreciate you stealing souls from Limbo.

Dominion

[Academic or Lunabella] [Nature] [Earth] [Wind]

The magic of creating bubbles of artificial reality inserted over the material realm. The true reality beneath remains unchanged as you control the nature of the artificial bubble of your own influence. This is your Domain. The domain is invisible to the outside as you see the true reality, and non-magical humans aren't affected, they walk through into the true reality while remaining unaware of the bubble's existence, and mortals inside of a bubbled area when created disappear not ending up in the domain. Though plantlife and other inorganic matter still carry over. Bubbles can conform to the area of a given room, or ignore it to fill its full diameter. Bubbles are immobile and you can only have one active at a time, but they can be maintained indefinitely. Witches can see a translucent outline of a bubble but can't choose to enter the true reality instead of the artificial reality, outside of rift mages and other teleportation tricks. Dominion is unaffected by warding, though warded individuals may be unaffected by imposed extremes in that bubble such as false gravity. It takes 10 minutes of focused meditation to establish a bubble. Mortals can be allowed into a Domain through the power of Portals. After this jump, you can instead have it so mortals can perceive the alternative reality instead of just passing through.

Rank 0

A skill taught to basically every witch in order to create "Combat Zones" with just a snap or clap. Instantly forming a 120 meter radius sphere of a basic bubble that provides no other effects other than just being a basic bubble, useful to separate the mundane to provide a safe area to engage with supernatural threats or combat with another witch. Can also just use it to escape mortals, or have a private chat with another witch. While Dominion is built off of this, it doesn't grant you knowledge that would allow one to learn the rest of the ranks of this magic.

Rank 1

You can create a 15ft diameter sphere, within which you can change the temperature to within thirty degrees of room temperature and generate enough oxygen to sustain one person indefinitely, so long as the bubble holds.

Rank 2

Your spheres increase in size to 60ft in diameter, and you can modify the lighting between -50% to +200%. Your ability to change the temperature goes to 40 degrees from room temperature, and your oxygen generation can sustain 12 people indefinitely. Time can be dilated by 10%, making things within the bubble appear 10% faster or slower to the outside.

Rank 3

Your Domain expands to a 240ft diameter sphere. Your manipulation of light levels is now between -75% to +400%, temperature can be 50 degrees from room temp, and your time dilation is up to 20%. Oxygen expands to sustain 144 indefinitely. You can now manipulate earth and water within your domain as though you had telekinesis influencing masses up to 1 ton at a time, and you can choose if your bubble allows water to exist within it or flow through it, with a bubble in a river producing a dry space.

Rank 4

Your bubbles are now 960ft in diameter, with complete control of light levels. Temperatures can be 60 degrees from room temp, and there is infinite oxygen at standard atmospheric levels. Alternatively you can have no oxygen at all. Time dilation is at 33%, and earth/water telekinesis is up to 5 tons at once. On Domain generation you can choose to include terrain or buildings within the bubble or not, allowing you to have a clear flat space, or a sloped crater with no earth. You can create any earthen terrain, stone, minerals, or water as you wish within your telekinesis limit, in shapes you desire (though scaling off of your artistic ability). This is false matter that disappears once it leaves the bubble, or if the bubble is removed.

Rank 5

The bubbles of your Domain now reach 15,000ft in diameter (around 4.5km), and temperature can be anything within 100 degrees of room temperature. Time dilation is boosted to 50%, and your telekinesis can control 20 tons of material at once. You can also channel Dominion into a crystal shard that can maintain a bubble independent of your limit. If the crystal shatters, the bubble will collapse. Shards can be created after a bubble is made to anchor it, and you can have multiple stabilizing one bubble, which can extend its area. While within your domain, any magic you use has a range equal to anywhere in your domain, and your magic only costs your natural stamina and fatigue to use instead of mana.

Covenants

[Warlock or Alliance] [Nature] [Life] [Soul]

Magic pioneered by Elves long, long ago. Also known as "Pact" magic, it is the magic of deals and lawmaking used to form binding agreements as well as establishing magically reinforced laws and geas. Often used to make contracts with spirits to bind them to items or locations. This can be difficult to learn for those who didn't grow in the faewild with exposure to it and the social dynamics of the courts. Contracts require comparable ingredients to an Alchemical potion an equal rank. Inks, papers, and a surrounding ritual count.

Rank 1

To begin you can form mutually beneficial contracts using papyrus paper and elderberry ink written with a quill, which can be signed by any means of writing a signature by any involved parties. All those who sign the contract immediately know when any other party breaks the contract, and that name becomes a still legible but ashy stain on the contract paper. The effect ends if the physical contract is destroyed, which can also be felt.

Rank 2

You can now use normal paper and inks for contracts, but the contract will have a visible magic circle written into the head and corners of the page(s). You can also write into the contract whether or not any individual is given knowledge if the contract is broken by a party or not. The contract can now include spell effects from any other magic specialization you or a participant possesses, up to Rank 2. The terms of the contract specify how and why the magic triggers, triggering on either fulfillment of the contract or on it breaking. You can also instill a potion into the ink to provide a potion effect into the contract that affects any/all parties applicable with the potion effect. Likewise, Runes can be written onto the page. These effects are applied at any distance and bypass Warding runes or other similar magical blocking effects.

Rank 3

Contracts can now be formed using any medium, any form of marking, and any writing tool, and you can form verbal contracts 'signed' with a willing handshake. Your eyes will glow when you speak the terms of the contract and while waiting on them to accept the handshake. They instinctively know that the shake will cement the terms of the contract,

but if they aren't well-versed in Covenant magic they may not realize it is magically enforced. You are able to write contracts around any and all entrances to an area, and passing through that entrance indicates acceptance of the terms of the contract. If you have Dominion magic, this writing can be visible on the "bubble" of your domain, but only applies to those who enter it intentionally. This is how law works in most magical communities, though it can also exclude certain demographics. You can now write geasses into your contracts to force an action or compliance with the terms of the contract so long as it is willingly signed, which functions as a strong mental compulsion.

Rank 4

You no longer need to cover every entrance to establish laws, instead you need to only write a single contract in some manner and place it in the center to produce an area of up to 1 mile, which can be extended by creating contracts in the corners, similar to how one can stretch a domain. Extensions cost the same as a centerpiece and have all the laws written on them as well. Geas can now physically manipulate the contract parties to prevent betrayals of a contract or deviations away from it, regardless of mental resistances.

Rank 5

Your centerpieces now influence a 10 mile area, and extensions can boost it by a further 5 miles each. A central stone of laws created within an area that you own or have authority over, such as a country if you were king or queen, can influence the entire area regardless of size. People no longer instinctively know the contract is magically enforced and your eyes no longer glow when you form verbal contracts, and the contract can be made even if they are under duress or coercion. Covenants with Rank 3 magic effects or less bound to them can be created for free, and your laws now apply to those who are already in the area instead of them being exempted.

Monstrosity

[Warlock or Outsiders] [Beast] [Blood] [Body]

By taking this, your existence begins to strain against the framework of reality as has been influenced by powers beyond this universe. Creatures from beyond, either other spheres of Aether, or from the deep abyss crawling out of nothingness, or even heavily twisted infernal entities that have become alien even to demons and devils. It may be possible to have Monstrosity without being an Outsider, but it requires you having been corrupted by a Far God somehow, and you still empower that god. In future jumps, you can instead replace your dedication to one of these outsiders to a local equivalent.

Become the Cthulhu cultist you always wanted to be.

Rank 1

You can summon up to three lesser creatures with the size and effectiveness comparable to a mundane dog, snake, or octopus (or other similar creatures). The creatures can have any manner of appearance but never look natural. They appear to crawl out of unobserved areas that no one but you see.

Rank 2

You can now summon up to nine lesser creatures, and three minor creatures. Minor creatures have the effectiveness of greater predators like lions, tigers, bears, and giant squids. You can also call upon your Far God to manifest appendages within 60m of yourself, which can be claws, humanoid arms, tentacles, and the like. They can be up to 10m long each, and you have a limit of two limbs. They're as strong as a gorilla and as durable as the closest natural equivalent appropriate to its size. They'll loosely behave within your intentions, but may act on their own interests which often involves bloodshed, violence, or depravity. These appendages can manifest from any surface, observed or not.

Rank 3

You can summon 27 lesser creatures, nine minor creatures, or three standard creatures. These are comparable to the largest animals of the human world like rhinos, elephants, whales, and colossal squids. Your appendage-field extends to 200m of yourself, and can have up to six limbs. The appendages can now be up to 20m long and as thick as a barrel. You can now directly control a limb for yourself by giving up control of one of your own limbs. Your appendages and standard creatures can now have projectile attacks comparable to common firearms, which are styled differently depending on which Far God you are associated with.

Rank 4

You can summon up to 80 lesser creatures, 27 minor, nine standard, or 3 greater creatures. Greater creatures are comparable to Dire animals or Chimeric creatures. They can have unnatural attacks equivalent to Rank 3 elemental magic, one each. Your summons can be concentrated into actual chimeras that combine any number of your possible summons into one creature adding to the general health, durability, strength, and features of the individual parts that are added to the mass and effectiveness of a greater entity. Your appendages can be within 400 meters, 40m long and as wide as two barrels side by side, and the limit is increased to 18 at once. Working together, multiple limbs could easily lift normal buildings. You can divide the length, girth, and strength of limbs to split them into multiple smaller limbs.

Rank 5

At this rank, you are delving further into the nature of reality beyond the carefully layered and established framework provided for life by the Demiurge. You become a creature known as a Dark God, not actual divinity but a greater expansion of your mind and soul existing on a higher dimension. Your physical existence in this universe is now a you-shaped hole through reality, moving through it like the shadow of a greater entity. A fractional avatar of a newly minted lesser Far God. The powers granted by this are varied, from manifesting greater portions of yourself in a variety of shapes, gaining access to new mana charging methods like sacrifice, gaining greater magics such as manifesting geysers of boiling blood or spreading plague spores, allowing you to warp terrain around areas you are in control of, birth new minions, and even gaining your own underworld that exists somewhere in the Aether, the Void, or a spatially folded region in Hell. You can summon up to 300 lesser, 80 minor, 27 standard, nine greater, or one epic creature. Epic creatures can have the effectiveness of any one beast form from Metamorphosis, but reskinned as appropriate for your Far God type. You can summon any number of appendages or limbs within a 200m area around yourself, or up to 50 within 1 mile of yourself that you are aware of. These limbs can have functional mouths and eyes you can see from.

Gadgetry

[O.R.C.]

While laid out in the manner of magic specializations, Gadgetry is more along the lines of the training and clearance to be issued with special equipment. Humans use it to compete with witches and improve field effectiveness, but witches can also be issued gadgets as well. Some gadgets have been shared with Alphazon, Lunabella, and Arcadia, though most other factions can just steal them. Or maybe you're some kind of allied agent? Cyborgs with their upgraded racial skill have a discount as if this were their faction, and can produce Gadgetry at any time through their internal fabricators.

Rank 0

Agents of the ORC can request a utility belt tailored to their needs containing any mundane item, as well as things such as guns, notepads, and more. But the only real

Gadgetry at this rank is the Omnicom that comes fitted on these utility belts, a ghost-band radio for private communications with ORC headquarters and can link with traditional communications networks, from anywhere in the multiverse that isn't cut off and disrupted by abnormal means. They naturally route through the ORC, so these aren't that useful if stolen. Cyborgs obviously don't link to the ORC HQ, instead functioning as a highly secure cellphone.

Rank 1

The gear you can request upgraded to a basic military set, such as weapons with full auto, grenades, C4, and flashbangs. The Gadget at this level is the Grappling Hook, a handheld pistol with an extra grip, that fires a mythrill wire up to 350ft long with a head that splits into four separate threads that spread out to fuse to anchor into multiple points. At which point it pulls you along accelerating up to 60mph before slowing down so you don't overshoot. Can be reloaded with cartridges, disconnected the previous which disintegrates after 10 minutes. Can fuse to itself for strong bindings.

Rank 2

Gadgets at this rank include: Sealing Chalk, what looks like a stick of chalk that can be used to seal and reinforce doorways by tracing along the cracks, making metal foam expand out to seal them. The flat side can be used with broad strokes on the surface itself to reinforce it with a full metal backing, or simple cross braces. Universal License, a flip open slim leather pocket book that shows any observer the manner of credentials they'd expect to see in an acceptable form. Eat your heart out, Whovians. And finally, Glimmerweave. A simple canister with button commands that contains smart fibers that can, in seconds, deconstruct and reconstruct itself into any configuration of mundane clothing or costume your wish. They initially look like fine silver hairs before adopting a color and texture.

Rank 3

You gain access to: The Antithaumetic Tone Generator, a small die-sized cube that expands when activation to produce a shrill sound heard only by beings with magical abilities, that induces instant migraines, disorientation, and prevents the activation of magic. It also dispels active effects. Has a range of 60ft and lasts 30 seconds. You can only requisition two at a time due to how expensive they are to produce. The Pocket Flamer, a small micro flamethrower with 90ft streams that lasts 33 seconds per golf-ball sized canister and typically comes with a wrist-mounted nozzle. Can optionally have napalm. The Automaton Spider, a quarter-sized clockwork spider with a 12ft reusable grappling line, wall climbing, and can be remote controlled and has a camera. Finally there's the Automaton Hummingbird, a clockwork hummingbird with remote controls and cameras, that can be in other bird forms.

Rank 4

You can now requisition special explosives ranging from grenades the size of a pea, spidermines the size of ping pong balls, micromissiles, smoke grenades that create fogbanks, and more. Your gadgets expand to include Tesla Arms, pistols or rifles with high energy storage that deliver bolts of electricity at chosen intensity from a taser to a lightning bolt. And the xORC-09 Powered Armor, thick plate armor with an internal exoskeleton with a bit of golemancy. ORC Armor is a full enclosure and can withstand tank rounds without budging, converting some kinetic energy into electrical current to charge equipped Tesla Arms with more than it can be discharged harmlessly. They can jump from any height without stressing or cratering what they land on. Heavy warding prevents direct targeting by magical effects and obscures target locks. Internal life support can be used to stop bleeding, inject stimulants, adrenaline, and oxygen. Smart fibers deliver sealing chalk to any leaks. Opens at the back for entry and somewhat restricts movements. Weighs about 470lbs.

Rank 5

You have access to the Memetic Censor, a cigar-sized device that emits a flash within a fraction of a second that produces billions of patterns and colors that confound the mind, opening up for the implantation of ideas that settle deep within their psyche like a nervous tick, or remove ideas and access memories for alternation or suppressive of events via vocal cues delivered within a short window after exposure. We're looking into suing the MIB series. While it relies on some arcane aspects, they are purely physical and thus bypass magical defenses. Sunglasses do stop the effect, however. You also have the Red Telephone, the authorization to deliver a sentence to a city-sized area for judgement in extreme circumstances. You can call for a Quarantine order, which condemns it to a full military lockdown, a Purge order, which is the same but stormed by death squads hunting for designated targets, or an Exterminate order, which delivers a full nuclear strike. Less a gadget and more an authorization, meaning only ORC members get effect from it. Others might be able to use a channel to relay an emergency distress and formal request for consideration for one of the three options, but it isn't guaranteed. Misuse will result in penalties, up to capital punishment. As a bonus, the ORC has collected a number of anomalous artifacts over its lifetime held by a subdivision called the Librarians, and high-ranking members may be allowed to utilize one of the safer ones for field testing and study. These are things like wedding bands that empower the wearers based on the strength of their relationship, a golden lotus that blooms into a flower large enough to encase yourself in with full life-support that regresses your age, a golden chalice that makes any liquid poured into it an incredibly potent healing salve, and more.

Integration

[Alphazon]

While it was thought that cybernetics were decades out, the discovery of magic by the corporations that would become Alphazon changed that. This is the result, integrated magitech. Magical cybernetics. This is rarely shared with others, most often ORC agents, and stealing it isn't exactly practical. Cyborgs with their upgraded racial skill have a discount as if this were their faction, with these making up integral parts of their body that are restored if destroyed by their internal fabs.

Rank 0

All Alphazon agents and high-level employees receive the Observer implant system that connects to your nervous system at the brain stem, with a direct uplink to their own 'ghost frequency', private direct channels using a microgate to Alphazon servers with 25 Exabyte transfer speeds. A miniscule neurocharm anchors your soul to itself through the microgate to a bound object, a private server storing your information the size of a vase hosting a complete ego backup. Every sensation you experience, sight you see, and thought you have. If you die, this backup can be used to restore your life, if the company deems it necessary. This is more likely if your body can be recovered and resuscitated. In some cases these servers are spun into digital environments for debriefing, reports, operating remote processes, or even being used similar to an AI. Many "Operators" managing agents are AIs in this manner. Integration cannot be taken without an Observer unless you are working for the ORC and Alphazon plays nice, and only those considered trustworthy can advance past Rank 3. Observers can connect to the internet, but not HexVPN.

Rank 1

At this rank you can be chipped, any financial card you have condensed into a little chip in your hand for use with contactless scanners as applicable, and contains your ID. You can also have basic prosthetics, artificial replacements for any organ or limb that performs equivalent to its peak human counterpart, with or without a skinmesh over it to make it indistinguishable from normal. You are also licensed to use Alphazon Virtual Reality chambers for leisure and certain digital tasks.

Rank 2

Your chip is upgraded with a sophisticated hacking program that can break into any wireless device and relay information to a display of your choosing. You can also get 'tooltips', one or more of your fingers replaced with dynamic tool implements for physical lockpicking or anything a swiss army knife could do, as well as adaptable USB connections. Also has laser microcutters to smoothly cut through thin metals or glass. Can make physical connection to a device not vulnerable to wireless hacking from your chip.

Rank 3

You can get a skinsuit, a synthetic replacement for your skin that is easily replaced, and can change colors and textures. Subsurface smartfoam can change apparent bone and muscle structure. Hair can be shed and new hair can be extruded with desired color to a desired length. You can also integrate sub-dermal armor, thin magitech armor plating beneath your skin strong enough to deflect small arms fire and kinetic dispersal that negates blunt force and shockwaves. Your chip now uplinks with your Observer for user experience improvements and some internal optics allow for information to be projected directly into your mind to overlay data in your field of view to show you information as if you had a HUD in real time. Includes things like facial recognition, names, and anything that can be found in a google search automatically filtered with your intentions and algorithms that determine what is relevant.

Rank 4

At this rank you have access to advanced prosthetics, made of sturdier material with titanium alloys, and each of your limbs can host a special augmentation. These range from hidden blades, cryolasers, pulse lasers, rocket launchers (3 shots), or 4 smartbombs (2x grenade effectiveness with a dynamic choice of napalm, cryo, EMP, or fragmentation). Synthetic muscles are four times as strong as organics with the same appearance. You can instead choose an animal limb and get an equivalent boost, such as having gorilla arms that are four times as strong as normal gorilla arms. Prosthetic eyes are upgraded with optical zoom between a precision microscope and a powerful telescope, with features like nightvision, thermal, microwave, X-Ray, and UV. Artificial organs would more effectively perform their function, such as filtering more toxins.

Rank 5

You can now be integrated with nanofabrication, small hive factories within you that produce a swarm of what are effectively nanomachines. They can break apart matter like a strong acid in an area of 2 cubic feet, which can double every second up to a controlled mass of 120ft that can be arranged into various shapes. They can repair objects such as your prosthetics, and restock spent munitions, and directly search and destroy microbes. There's also a final upgrade for your chip, which in conjunction with the nanofabs, allows your nanites to craft fully synthetic bodies for you, including a new Observer that you can remote link to. As a high-ranking member of Alphazon (presumably) you can read the thoughts of people with Observers at this rank.

Relics:

Relics normally require a witch to go on quests to acquire them, but you can instead buy them here, but nothing says you cannot acquire these in the world with effort. Relics do not have Affinity discounts. Faction Relics can only be taken by members of that faction, and are free.

Faction Relics

Master Wand [FREE] [Hawthorne] - A wand fine tuned to the results of your aptitude tests. Any numerical value from magic is boosted by 50% when cast through this wand, and your Wands magic has double its normal spell slots using this. You also get a House Uniform as a garment and hat, and are required to wear it while within Hawthorne. You can import any other wand you have into this, even multiple if you have a collection.

ORC License [FREE] [O.R.C.] - The X01-License, or License to Kill. This badge pings government servers automatically when in proximity with police. If an officer runs your badge they'd be met with a high level warning to dismiss no matter what is going on. While in this jump, the ORC will internally review usage of the badge with a degree of leniency, but will stop overt abuse. It can be used to request backup and assume authority over crime scenes under secrecy protocols. Continues to work in future jumps, if without the review process. Try not to abuse it.

Gold Card [FREE] [Alphazon] - The Nixium Gold Card, available to all who become agents and get their Observer implants. It has the benefits of the top ten most exclusive credit cards such as a dedicated concierge and exclusive access to travel lounges. More important is that Alphazon covers all expenses placed on the card that come from services, transportation, and businesses owned by Alphazon (Alphabet, Apple, Amazon, Huawei, Tencent, Samsung, Sony, and several more). This applies even in settings where Alphazon is not a thing, and in settings without those companies you will receive free services from their equivalents. You also receive a bimonthly paycheck of 1 million USD, automatically converted to any digital currency and being converted to local currency in future jumps without banking. You would lose the card if you turn against Alphazon during this jump, but once you leave the card is permanent.

General

HexVPN [50 CP] [Academic] - The ultimate in secure internet access! HexVPN routes your internet traffic through a literal blackbox, an ominous hovering cube with fractal engravings. It completely masks your connection in ways a mortal VPN can't; your traffic won't even be seen or register as a request, and it allows you to access any public website that otherwise has a paywall. Has a connection speed of 666 Tbps up and down, and if you ever get a connection stronger than that it will upgrade itself to equal that instead.

Yaga Root [50 CP] [Warlock] - A wooden carving of a gnarled spider. When placed under the floor boards, or buried next to the foundations of a small home. It will then animate and grow several hard wooden tendrils throughout the structure and foundation of the building. With meditation, you can give it commands that allow it to rise on eight spidery root legs to travel where you wish. It is surprisingly nimble and can use its legs to anchor itself in trees, and create basic wood furniture or stairs on demand. If you have R5 Witchery, it can burrow into the earth and disappear into your pocket space, and emerge anywhere within 10 miles of you or property you own.

Prosthesis [50 CP] [Sorceress] - Each purchase gives you a Gnomish magitech prosthetic replacing a normal part of the body with a rough mechanical replacement that clearly looks inorganic. Thankfully it is finely in tune with your intentions and can be used to work magic as though it was natural flesh. It doesn't give you a sensation of feeling, but you do have awareness of its position and a yes/no sense of it being touched. Alternatively, you can have an elegant Doll limb instead, replacing a part of you that looks really nice or looks natural with a visible stitch line, and maybe some skin color variation. It feels normal, but sometimes behaves oddly as though it belonged to someone else once in a while.

Violet Lenses [50 CP] [Warlock] - Pink-heart shaped sunglasses, these allow you to see into the hearts of intelligent beings, seeing a sort of 'flame' or ball of turbulent energy within them. The color and reactivity of the flame can allow you to judge their character and feelings towards others. If they deeply love someone on an intimate level, a small duplicate of their love's own flame can be seen burning above their own. Swiping a finger along the left arm of the glasses allows them to swap to X-Ray vision, selectively seeing through chosen objects or substances. Swiping along the right arm swaps them to thermal vision with accurate details. Any of these modes can stack with each other. Can disable heartsight by tapping the bridge.

Companion Brick [50 CP] [Sorceress] - A cube that contains an object relevant to any one potential companion, allowing you to bypass normal dynamics such as factional conflict or personality differences and giving you an 'in' with them, forming a bond with each other and enabling a relationship with that person, platonically or even romantically. It can be any manner of plot contrivance, even those that didn't exist prior to you opening the box. Just because they no longer care about such differences doesn't mean everyone else will... Can only be used once per purchase, but can be saved for future jumps. Instead you can just keep the cube itself, it's a good listener.

Servant Dolls [50 CP] [Warlock] - One of the first attempts to create Dolls resulted in these 2ft animated porcelain dolls that live to serve. They can emulate the intelligence of a human with low IQ and social difficulties, but can faithfully carry out tasks as directed. They bond to a single master, and can bond to a new one if their previous one has died for good. They'll do anything you ask, and might take initiative to do things to serve you that you didn't ask them to do, based on how you shape your relationship with them and how they get a feel for the things you want. If broken, they will become whole again at midnight. They're as strong as a full-sized human. The number of dolls you get depends on how many times you purchase this, multiplied by number of purchases. So one purchase is $1 \times 1 = 1$ doll, while two purchases are $2 \times 2 = 4$ dolls, etc. Only the first purchase has the discount.

Ritual Inks [50 CP] [Warlock] - A set of relic needles and a tome of ritual preparations necessary to create inks, paints, or blades that allow the direct application of Runes to the living body itself. Flesh isn't as durable as metal trinkets, but it can come in handy to always have a rune on your person. Can be applied as tattoos or bodypaint. While a rune can be disrupted with damage to the marked area, healing will restore a damaged tattoo (though not bodypaint, obviously) reactivating it. The inking or painting process is more cost efficient than normal runescribing, only taking about 50% the standard amount of materials or 50% the standard costs if you use Kisses instead.

Hydron [50 CP] [Academic] - These masterwork cauldrons are prized among potionmakers, made of a dark iron with six strange heads along its edges. These cauldrons are able to brew six different potions within the same pot all at once by pouring or inserting separate ingredients in through the six heads, with shared ingredients like water going through the main opening. The six heads can be lowered down and opened/closed to pour that batch of potion out like a nozzle. By starting with an empty hydron, you can pour functional potions in the heads to mix the potions into a singular potion with the effects of all the previous potions distilled into a single vial.

Storm Brew [100 CP] [Warlock] - This large glass jar can be used similar to a cauldron, but it brews storms instead of potions. It requires similar ingredients per rank of storm you brew. A rank 1 'storm' is a clear day or light drizzle. Rank 2 would be light mists or standard rain. Rank 3 is light snow, light hail, or a decent rainshower. Rank 4 allows for basic thunderstorms, heavy rain, thick snow, or basic hailstorms. Rank 5 would be heavy thunderstorms, torrential rain, golfball-sized hailstorms, blizzards, or heavy winds. Weather is influenced within a 30 mile radius, for up to six hours a use.

Golden Fish [100 CP] [Warlock] - A rare creature, a kind of evolved goldfish. Like how witches are evolved humans (sometimes). Hard to find, they have peculiar spirits that have a similar weight on the level of a human soul. You can use one of these fishes in place of a human for the use of any blood rituals. This comes with three fish, two females and a male. They require monthly water changes, swimming in a mixture of an R4 Stimulant and Curative. They reproduce once a decade, and live indefinitely.

Necronomicon [100 CP] [Warlock] - The book of the woeful dead. With it, you can combine the disciplines of Necromancy and Consortation. Demons you summon can be bound like spirits into an undead body (or a Golem made from Hexes). Their personality remains the same, but they are now permanent and don't count against your limits. The body is itself a form of payment for their service, but demons like the Foliot are no longer invisible. Balors would be murder machines with thousands of years of combat training still, but limited to the capabilities of their given bodies. You can't put a Rank 5 demon into an undead.

Nymph Vessel [100 CP] [Warlock] - This ornate pitcher holds an endless reserve of water from the Faegarden, specifically the mythic baths of the Nymphs. Pouring from the left pours cold clear waters, purer water than you'd find anywhere else with the perfect mineral content for sustaining life. Pouring from the right pours out hot milky white waters saturated with minerals...and other stuff you shouldn't worry about. This water is extremely revitalizing, relieving pain on contact and releasing tension and stress while sanitizing and washing all impurities away. Leaves you with pristine soft skin. Drinking it can cure infection and replace a meal.

Longing Mirror [100 CP] [Warlock] - An arcane mirror that can alter its size from between a pocket mirror up to a full body standing mirror. You can utilize it as a scrying tool, operating a spirit eye that works as if it were a silent, invisible camera drone without range or battery concerns. Witches and mediums can see the eye as if it was visible, but it's the size of a literal eye. Flies as fast as you can jog or the max speed of your broomstick, whichever is higher. You can swipe your hand across the mirror to make a copy of it manifest (also as a spirit construct) where the eye is, and allow two-way communication through it if the other person can perceive it.

Heirloom [100 CP] [Sorceress] - It's rare, but it seems you aren't the first owner of your particular set of mothergifts, a witch in your ancestry perhaps. Choose one magic specialization that was their area of focus or that they were known for, and you have a discount on that magic entirely separate from both Class and Affinity discounts. On the downside, you cannot use this magic without wearing your full set of mothergifts (hat, garment, and rod), and your gifts have a preferred shape from your ancestor. Any changes only last one hour unless you reapply the change before then. Will eventually wear off, but may take a century or two.

Riftblade [100 CP] [Warlock] - Portal edges, as mentioned before, are the sharpest object known to witchdom. Normally portals are stationary, but some witches long ago managed to figure out how to convert proxima rifts into a sliver that acts as a blade. The result is this, the riftblade. Just a hilt in its inactive state, turning it on will see the edge manifest and render it a potent weapon. Able to cut through anything without resistance except other rifts, it also shares the effects of any proxima the witch has access to, applying a different effect for each on contact. This also changes the blades color, normally it is a mirror-like silver, while opening a heat rift turns it red, a storm rift turns it yellow, cold rifts are white, water rifts are blue, and void rifts are black. Can be shattered if hit on the 'flat' of the blade with its durability equal to your rank in Portals, or Rank 1 if you lack it, but turning it off and on again will restore it.

Thaumic Spikes [100 CP] [Warlock] - Long, crude iron spikes that have been infused with the immortality curse. A being pierced with one of these cannot die by any means as long as the spike remains within them. The spikes have a magnetic-like pull to remain inside, requiring around 800lbs of force to pull free. Those spiked feel pain as normal, including the pain of the spike itself. If an effect would kill an immortal, the spike instead would shatter into dust and save the life of the bearer. The spiked are also capable of regeneration, restoring a broken limb in a minute and limb loss in an hour. Bullet wounds close in seconds. You have three, and gain a recipe to make more assuming you have Curses 5.

Mythril Armor [100 CP] [Warlock] - Silvery white armor of your design, this armor is crafted from mythril. Legendary for being so lightweight it falls like a feather, while being nigh impenetrable. A dragon's tooth would chip biting into solid plates, at the cost of making quite a dent in the armor. It's supernaturally cool to the touch, moderating your temperature to stay slightly below room temperature no matter what conditions you are in, and granting resistance to cold and hot based attacks. It's light enough that it is like wearing a thin silk night gown even while in full plate, though the actual mobility comes down to design. While a chain shirt may seem like the easiest way to move around, keep in mind that while it would stop a bullet the mythril wouldn't dissipate the blunt force thus causing a broken rib from the impact.

Spell Bullets [100 CP] [Academic] - A special arcane reloading bench, allowing you to turn a single Witch Kiss into a magic bullet patterned after any other bullet. Your magical bullets are either a flat bonus of double effectiveness over a normal bullet, or you can imbue them with any Affinity you possess to cause a 1m elemental burst of that element that either adds the same damage potential of the bullet again, or converts the damage the bullet would cause into elemental damage. Every additional Kiss you use, you can increase the damage potential by 1% and add 1m or AoE or effective range. You can engrave the bullets with Runes or other magic effects you possess allowing them to be carried on the projectile itself.

Witch Pistol [100 CP] [Academic] - A peculiar form of wand in the shape of a pistol of your choice (roughly), though it tends to the more fantastical instead of realistic. This can be your Master Wand, if you have one, and can either be separate or merged into your rod from your mothergifts. Can be purchased multiple times, discounted only once, for multiple wand-pistols. Can be loaded with Spell Bullets, disappearing into the wand when pressed against it. By default, it is comparable to a 9mm with infinite ammo, but instead of buying multiple you can instead upgrade the caliber of the base projectile from 9mm, to .45, to .225, to .50. Using this wand, you can extend the range of your magic by 300m by changing spell to an on-hit effect, and granting it faster travel speed.

Pewter Crown [100 CP] [Warlock] - A cruel crown of spikes that empowers curses while worn, allowing you to deliver any curse you know instantly without needing to point to a creature you can see. It also grants you a bonus curse, the curse of Submission. This can deliver orders that the creature is forced to comply with that can be summed up in one word and enacted within a time frame. At Rank 4 Curses, you can add a second word to have to have a victim influence another creature or object. For example, 'Kill It' or 'Break That'. Lasts two seconds at Rank 1, four seconds at Rank 2, ten seconds at Rank 3, twenty seconds at Rank 4, and sixty seconds at Rank 5.

Sun Shard [100 CP] [Sorceress] - This jagged prism of light appears as a 2-dimensional reverse silhouette of light from any given angle. In the hands of a witch it can adopt the appearance of any non-projectile weapon it makes contact with, storing that form for later use. It weighs nothing to the owner, but strikes as if it weighed 3x as much as it should to others. It produces light like a torch, illuminating a roughly 30ft or 10m area around you when active. It burns enemies as though it were red hot. It can be bonded with your Witchery rod, allowing it to take on the Sun Shard's traits in any given form.

Nightlight [200 CP] [Warlock] - A black candle that actively produces darkness, repelling light and leaving an inky black haze. Those who close their eyes within the 'antilight' of the candle will open to find themselves in the Darkened World, also known as the World of Terror and the source of negative feelings and bad fortunes. Without Portals you may end up stuck here. Why bother? It reduces the component costs of all Alchemy by three ranks, even reducing it to costing zero.

Stained Silver [200 CP] [Warlock] - A ruby red obsidian dagger with a thin hollow injector in its core, once an ancient sacrificial dagger. It has two purposes. It can store a potion within to apply its effects on a stab, with the potion having three uses. Or, when it is empty and used in a ritual sacrifice, it syringes up the blood as well as the soul with it, refined and primed to be used later on demand for anything that would require a soul. While it holds a soul, wounds it causes refuse to heal unless the person is holding the dagger.

Jade Bolt [200 CP] [Warlock] - A heavy golden artifact resembling a handgun with a jade and emerald skull where the rear sights or hammer would be. It projects green quartz shards with the equivalent force of a .45 Long Colt, growing its own ammo. You can direct a curse at the skull to imbue its shots with the effects of that curse until you replace it with another. Injuries caused by the Jade Bolt do not heal or benefit from healing for one week, during which all means of cheating death are on pause so long as their body was pierced with the quartz shards.

Alchemist Stone [200 CP] [Academic] - A ruby gem that can be bonded to your rod from Witchery to augment it. It acts as a transmutation catalyst that works as a reusable medium for Hexes. Begins as a Rank 1 medium, you can upgrade it to let it work as a higher rank medium by letting it absorb one ton of materials of the higher rank. It can also store any amount of Witch Kisses for use in magic, even non-Hex magic such as Alchemy and Runes. You can feed it magical items to extract the Kiss value of the item directly. It can also transform Kisses into other Kisses of different values (see Notes). Kisses can be extracted when desired.

Hellrider [200 CP] [Warlock] - An infernal machine of chitinous wrought iron, constructed in hell itself. In the shape of a motorcycle. Unnaturally durable and heavy, yet it can travel at roughly 260mph. It has an odd effect where its ability to travel is subjective to its own point of reference, meaning that one could drive it up the side of a building, on a ceiling, or even on water. You can summon or unsummon it with Rank 0 Witchery, or you can bond it with your rod as an alternative form for your broomstick. This adds your broomstick's speed to the Hellrider's top speed, and the Hellrider form can now fly. It has a built-in flamethrower, and can leave a trail of fire behind which can vary in height from six inches to ten feet that lasts for ten seconds.

Alchemist Stash [200 CP] [Academic] - A set of belts, garters, and threads that allow you to store potions and similarly sized items beneath skirts, dresses, robes, and inside cloaks. Any item stored in the Alchemist Stash can instantly be called to your hand with no delay, appearing in the blink of an eye. When they are not visible, they leave no impression on your clothing, don't clank, weigh you down, and you don't even feel as if they weren't there at all, until you reveal them. They can't be damaged when not visible. If you have Witchery, this can be integrated with your mothergifts and appear when you call forth your garments. Stored potions are 20% more effective.

Gem of Renewal [200 CP] [Sorceress] - A unique gem with the sheen of a diamond, the many colors of an opal, and the smooth roundness of a perfect pearl. It catches any present light to glimmer perfectly to any viewer. When worn, damage no longer nears a visible mark on the body and you suffer no apparent harm. The damage is instead transferred to a miniscule replica of yourself stored in the gem in suspended animation. You take no damage until this replica is killed first, and any healing cast on you will heal this replica. Area healing separately heals the replica, allowing you to double up, and it double dips on any kind of regeneration. It takes an hour to rebind this to a new host.

Treasurer's Mint [200 CP] [Academic] - Your very own Kiss Mint, a small cube which expands to a room-sized chamber when in use. In the center of the chamber rests a large treasure chest which can be the focus of the ritual to mint a new Kiss. Instead of minting a single kiss, a 10-minute ritual will mint an entire chest full of Kisses, provided you have a chess full of copper coins first. Five chests of small coppers can be transmuted into a chest of large coppers. Five chests of large coppers produces a chest of small silvers. Four chests of small silvers produces a chest of large silvers. Ten chests of large silvers produces a chest of small golds, and finally ten chests of small golds produces a chest of large golds. You can skip steps by performing a ritual with an equivalent quantity of initial materials.

Life Record [200 CP] [Academic] - Dangerous keys about three feet in length made of a black iron, they are considered destroy on sight by Hawthorne and ORC. Watchers, Hespatians, and Alphazons are willing to kill to obtain them. So maybe keep it quiet you have this? One of these keys allows you to tap into any manner of depiction of a target individual in order to enter the Index of Everything. Specifically the All Archive wing in a research center, though you can't leave the center to go to another part of the archive. Here, you will find every single scrap of information about that person that has ever been written, drawn, photographed, or otherwise recorded. Even if nobody saw it. Every video, every clip, every diary entry, so long as it is about the individual it is here somewhere. This key only works on humans and witches, and in future jumps creatures of equal power levels. Can only be used once per month, and this area cannot be accessed by any other means.

Dollmaker's Kit [200 CP] [Warlock] - A sewing kit with pitch black threads and a small box that always has a new button when opened, as well as a red-stained needle. This sewing kit can be used over a one-hour ritual to sew a living human or witch, to convert them into a Doll, replacing their previous witch race or any other race if applicable. Includes turning a human into a witch, though limited to the Doll race. This can also be used to replace parts of the person with parts of another, including missing or non-functional parts. The brain used determines the actual person that becomes the doll (including their soul), and you can use Hexes to resize parts or organs to fit the proportions better. Your created dolls cannot disobey your commands.

Witch Deck [200 CP] [Academic] - A deck of 60 blank cards, by having a witch or other supernatural entity sign the card and provide a drop of blood or equivalent will see it filled out with an illustration of them. You can summon a complete duplicate of that entity once per 24 hours until they are dismissed or slain, only one instance of them at a time. If whoever is depicted is ever slain in a way that would have been permanent (after all their methods to cheat death), they can hijack the next time you use their card (which will have a golden glow) and can return to life for 24 hours, albeit under your control. You can sign it yourself for a duplicate you. Personalities remain intact, but memories aren't kept.

Great War Rifle [200 CP] [Warlock] - Remnants of witch involvement during the World Wars, in a parallel conflict known as the Lockheart Schism. They look like mundane rifles at a glance, but they hide complex arcanotech engineering. They can generate a runic scope as effective as a full telescope in sync with your intentions to show trajectory calculations and distances. Spell Bullets fired from these are five times as potent with high velocity and have their base AoE bursts increased to 4m. Each rifle has a short 'chant, requiring R4 levels of magic, that imbues the rifle itself with power to add one mile of range to the projectile, and adding the force of a howitzer shell to the attack.

Jester Oni Mask [200 CP] [Warlock] - A bizarre oni mask with a strange smile, it has a mind of its own, a sliver of The Shadow. When on your head, its eye can be seen moving with a glimmer of a keen intellect. It has 360-degree perception within 120m, while its vision is telescopic. It can speak to you in a mirror of your own voice, within your head. It has great insights, but has its own goals and agendas, which usually include helping you out in most things. When worn over your face, the rest of your body becomes enveloped in shadows and you gain a doppelganger of yourself that shares the telepathic link but is its own entity. Infusing it with mana equal to a Rank 5 spell while removing the mask from your face causes the doppelganger to remain unshadowed like it was a twin of yourself. Can only have one at once.

Far Talisman [200 CP] [Sorceress] - A small shard from a high-level Outsider entity, shaped like an amulet surrounding a gem, except the gem is replaced with an eyeball. It is more like a parasite, it perpetuates its existence by bonding with your mana reserves. In exchange, it will protect its host. While wearing it, you cannot die, any injury becoming superficial, a bullet through the head no more lethal than a bullet through the hand. The entity can perceive anything you can perceive, and likewise you can see through its eye. You can grow additional eyes anywhere on your body, hard as stone and not sensitive like a normal eye. These eyes can also be placed on any surface you touch, including unprotected creatures. When closed, they leave no indication but a thin line. With an expense of mana equal to a Rank 2 spell, you can grow copies of any part of your body anywhere you can see.

Master Key [200 CP] [Warlock] - Enchanted keys that are highly prized, they don't merely unlock something, but bypass obstruction entirely. By placing a Master Key against any surface, you open up an entirely new gateway through that surface. This doesn't transmute the surface itself, but shunts through it to completely bypass it, the surface unaffected in any way. The key will become the doorknob on this new door, and yanking on the knob from either side will return the key to normal and close the gate without a trace.

Comfy Pocket [200 CP] [Sorceress] - Your personal Witchery pocket space have you down with how plain it is? Spice it up with this! Each purchase (only the first is discounted) will add either an isolated cottage with expansive nature around it, that seems to bring you a degree of inner peace and relaxes you over time. Or you can instead get a comfortable village that, while you might not directly rule, has a place for you and recognizes you as one of their own and you can have a house there. You can continue to buy this after getting both, adding more villages that become a greater region in your pocket space. If you lack Witchery Rank 5, you can instead add these to your Warehouse. People in your villages cannot leave your Pocket Realm, unless it is to visit places connected to your warehouse.

Magic Shop [200 CP] [Academic] - Congratulations, you are now the proud new owner of your own Magic Shop! What do you sell? Well, you have a choice from raw materials like herbs, mushrooms, ores, monster parts, and relics from across the world, delivered by reliable contractors. Or you can instead take these raw materials and create finished products and become a licensed alchemist, magical tailor, or cafe.

Archer's Bow [400 CP] [Warlock] - A bow that is normally no more than just a grip, when triggered it projects crystal arms and then a string between them. When draw, it will manifest its own crystal arrows. Each arrow strikes with the speed and force of a .50 caliber rifle. You can infuse any given shot with mana equivalent to a Rank 3 spell to cause it to explode in an area of 3 meters when it strikes something, or gets in proximity with something you mentally targeted. You can also use this mana infusion to cause the next projectile to seek the target with the agility of a hummingbird. By infusing it with mana equal to a Rank 5 spell, you can cause the arrow to split into two which continues to double in number every 200 meters of distance traveled, and can stack with the effects from the Rank 3 infusion.

Assassin's Edge [400 CP] [Warlock] - This ruby-like dagger holds a malicious edge that leaves aggravated wounds that actively draw blood out from the injury, bleeding ten times as much as it should. You can infuse it with mana equivalent to a Rank 3 to cause the next injury to violently expel all blood within a wounded target, leaving a desiccated husk. Infusing it with Rank 5 mana, you can create twelve rapiers with the same ruby appearance which also cause aggravating blood loss. Each rapier is a dancing blade, self-animating in sync with your own intentions as though wielded by a master swordsman. In a straight line they can move as fast as an arrow, and can go around 60 meters from you.

Warden's Maul [400 CP] [Warlock] - A gilded hammer of comical proportions, it should be impossible for nearly anyone to wield it. But in the hand of its bonded witch (you, in this case), it generates its own lift field with Levitation magic, and when swung it actively propels itself in short bursts. It weighs 950lbs, but strikes as though it weighed two tons. Infusing it with Rank 3 mana can generate its lift field propulsion on contact, making a struck target weightless and then propelled up and away with great force. With a Rank 5 infusion, you can make yourself and the hammer impervious to harm for three minutes, at the cost of 20% of your speed.

Devil's Trident [400 CP] [Warlock] - A black trident formed from star-iron, it glows with heat on command. Any contact at all with the head causes 100 times the sensation of pain you'd expect. Brushing against it, even when it is not searing hot, feels painful. The central point hovers in place, not connected to the rest of the trident, and can detach to remain fixed inside an injury, with barbs shooting out of its sides. A Rank 3 infusion lets you cause a struck target to experience time five times slower. With mana equivalent to a Rank 5 spell, you can make them experience time a hundred times slower, or make yourself experience time twice as slow without needing injury to yourself.

Guardian's Wall [400 CP] [Sorceress] - A black and red adamantine tower shield, it is capable of adjusting its own size from as small as a dinner plate to twice your own height and three times your width within a mere second of wanting it to shift. As it is made of adamantine, it is the only substance a riftblade cannot cut, impervious to harm. It has the added benefit of special anchors that allow it to resist knockback and other forces, though its resistance will wear out with overuse. It is capable of absorbing any magical effect, as long as you infuse it with mana equal to the rank of the effect you want to absorb. It can then replicate the magical effect at twice its normal mana cost. Can store four effects at once, and has ten charges for absorbing magic per day.

Mana Core [400 CP] [Warlock] - An amulet containing a finely tuned crystal (of your choice of color) that acts like a processor for channeling mana. It operates on its own to run calculations on probabilities and magical theory to generate counterspell effects on incoming hazards provided it has at least a tenth of a second to react. It has a backup defensive barrier visible when a hazard is within a few inches of the wearer's body, producing a crystalline weave that can shatter if overwhelmed, but is otherwise comparable to a 4-inch thick steel plate, resetting when the core resets every other second. IT can be used as a magic focus for performing magic as though using your rod. It also boosts the damage of Spell Bullets by 20%.

Secret Elixir [400 CP] [Academic] - A very illusive and rare potion about the size of a fingertip, the creation process only known to Alphazon executives and Hespasian Crowns. Somehow, you have managed to come across a bottle. Drinking the full thing, tiny as it may be, imbues you with the ability to craft the potion yourself if you have Potions 5. A single drop is an undetectable and untraceable poison that causes death in a completely random manner within a time limit of one month. Two drops will make a person turn inside out. Three drops will sever a witch's ability to use magic, or undo the effects. If used on a non-witch, it will turn them into a witch with a random class, race, and selection of powers they'll grow into. There are twelve drops in a bottle. Creation requires distilling five other Rank 5 potions into one, and activating it with your own activated blood.

Cosmic Pearl [400 CP] [Sorceress] - A pearl of great power, looking as if it has the Aether contained within itself. Less of a material object and more the tangible fold of crystallized probabilities. You can soak it in water and that water will become equivalent to a Rank 4 ingredient for Alchemy or other magics. Having it on your person buffs your elemental magics by 25%. There is a method to melt the pearl into a solution of molten gold in order to form an Elixir of Many Colors to gain a new affinity, but you can take a perk for the same effect.

Magic Talisman [600 CP] [Warlock] - Legendary relics of considerable power, these talismans contain Rank 5 magic within them. While it is on your person, you can use that magic as though it were your own. They're decently sized and not the easiest things to conceal, glowing when used, and actively requiring exposure to open air to function. Typically worn as accessories in various fashions. A person can only be linked to one at a time, requiring a full minute to rebind to a new talisman. The magic it possesses can be any magic specialization, with no penalty or restriction applying to it. The magic chosen and its affinity influences the appearance of the talisman. The magic chosen obviously cannot be changed after you buy this.

Battleship [600 CP] [Warlock] - How the hell...? Well, you've somehow come into possession of a legitimate arcanotech battleship. It has a zeppelin-like bulbous frame with a top like a military destroyer ship with ten cannons. It flies at 120mph at full steam, which drains its stored power after an hour, but it can cruise at 80mph without gaining or losing power. Has ammo bays that fabricate crystal cannonballs while keeping them in a stable state, storing up to nine each for a total of 90 shots, generating one per minute. The balls wink out of existence after 10 minutes of exposure. When fired from one of the cannons, they travel in a straight line until impact, at which point they explode into a 40ft diameter of armor-piercing crystal shards that can shred tanks, acting like a swirling meat grinder. The hull is a foot thick mythril plating.

Witch...Hut? [600 CP] [Academic] - Well, this is bizarre, even by your new standards. Apparently there is a construction company in the world of witches who focus entirely on constructing witch huts that resemble a classic trailer, or manufactured home. Though, if you have the Magic Shop, they will instead work to extend it instead if you wish, but will complain the whole time. You can also choose to add your Magic Shop to the trailer itself. Regardless of the quality the exterior would imply, the interiors of these are well worth the price point. From a workout room that quadruples your exercise gains, to a bar that allows the dead to visit for a pint worked by a reaper, your bathroom being an entire waterpark. The choices are honestly staggering, but nothing inside can exceed the power of a Rank 3 spell, with a single exception that goes up to Rank 5.

Companions:

Magic Heritage [50 CP, 300 CP for 8] - You can either import an existing companion into this setting or create an entirely new companion who will have a personality and appearance of your choosing, who have their own history in this world. They are witches themselves, able to choose a class, race, magics, and relics totaling up to 600 CP. They do get the bonus points from their chosen witch class.

Magic Friendship [50 CP] - If you have someone in particular you want to bring with you from this world, taking this will result in you having a favorable meeting, with several more in the future. They are also predisposed to liking you from then on out, but ultimately it is their choice if they will continue on your chain with you. Choosing someone from an opposed faction may make this...difficult.

Drawbacks:

You may take as many drawbacks as you wish, but be careful of the interactions between them. Certain combinations may render your stay particularly unpleasant, or even fatal. World Shift Drawbacks modify the world you are entering instead of just yourself, these may impact the 'genre' of the world and cannot be changed by meta perks that would otherwise allow one to change them.

World Shift: Brutality [+100/400 CP] - The world becomes a much more brutal place, with killing being commonplace, and your enemies are more likely to kill you outright. Witches in general also tend to value life less thanks to their ways to cheat death. For even more points, the world has become downright grimdark, most people knowing several others who have been killed and in witchdom it is common practice to block or otherwise disrupt another witch's way to cheat death.

World Shift: Masquerade [+100/200 CP] - The Masquerade is important, far more important than most realize. Something like a Cosmic Court date isn't enough of a penalty, instead when they wove the curseplague the enforcement of the Masquerade is now much more stringent, applying Curses to a person who violates it. Attempting to reveal your magic to people who aren't close to you will result in increasing levels of pain for how unfamiliar they are to you, while utilizing magic in mortal businesses besides basic conveniences will result in erasure of your products and/or facility. For more points, this Masquerade is even tighter than before, telling those close to you will cause you pain and using basic magical conveniences in a business in the mortal world will see it erased.

World Shift: True Names [+100/600 CP] - You ever hear the legends and myths of things like True Names? Turns out these have a bit of truth to them if you take this world shift. True Names have greater power, with a person who knows yours able to affect you much more easily as if they had the Suggestion perk, and making you more susceptible to acting against your own interest. Witches learn their own True Names when they awaken, and they can be coerced into sharing them. This has resulted in witches being a bit more paranoid than they were before. For additional points, knowing a person's True Name allows you to use magic against them regardless of distance, while warding magic may block it; a person will not be notified if it fails.

World Shift: Monsters [+100/200 CP] - Monsters, basically supernatural or magical animals, will now become more widespread. The Veil still hides them from humans, and humans from monsters (mostly), but interaction is more common thanks to their greater numbers. Cities now have dozens of monsters, while towns can have a handful. Monsters that can (and do) target normal humans are uncommon but not unheard of. The world more resembles urban fantasy, though with a clear distinction between magic and nonmagic. For additional points, the monster population further grows, with cities becoming near infested. Monsters that target humans are now common. This is more in line with World of Darkness or Buffy, if not necessarily to their upper levels.

Rejection [+50 CP] - Nature just doesn't seem to be a fan of you. Animals who aren't felines will flee the area, while domesticated animals will get agitated and may bark (or make other vocalizations). Predators may even attack you. Plants seem more sickly near you, flowers don't bloom, and bugs bother or sting you more often. Doesn't affect your Familiar, thankfully.

Restriction [+50 CP] - You are incapable of learning any magic from one chosen specialization. This includes a magic's Rank 0 effect that would normally be available to all witches. You can only take this for Elemental or Faction magics you qualify for. You can take this up to three times.

Spell Sink [+50 CP] - Born under the Atronach? Wait, wrong setting. You're like a hole in magic itself, magic disappearing within you. This renders you immune to direct magic, both harmful and beneficial. While somewhat of a boon, it does mean that magical immortality is likely beyond you, and things like potions or runes will do nothing. Attempting to perform magic of your own takes more effort, making them twice as costly and fatiguing.

Like A Duck [+50 CP] - You're lightweight, about as light as a duck. Yes, of course that movie was historically accurate. This also renders you supernaturally buoyant in water, as if it was rejecting you. You find it much more difficult to dive underwater, and on land you are easier to manhandle or get knocked around, especially on windy days. A Sylph with this would be like a balloon, and may make life much harder.

Like A Rock [+50 CP] - You're twice as heavy as before, and sink through water as if it was air. Yet moving through it twice as slowly as you normally walk through water, like you're trying to move through jello. If taken with **Like A Duck**, you are lightweight to your enemies but heavy in all other situations, including water.

Eye Catcher [+50 CP] - You draw heads wherever you go, Jumper. You may not necessarily be more attractive with this, but something about you is just magnetic. Anything you do draws significantly more attention, making you easier to track as you leave an impression on people. May render certain stealthy habits all but impossible. Even just trying to blend in would be supremely difficult. This works even in alt-forms or other transformations, people thinking you are a particularly elegant cat or majestic dragon.

Silly Goose [+50 CP] - Your true form is now young, much younger than normal. Somewhere between 6 and 14. Normally not the worst, Changelings often deal with this, but you go a step further. Something about you makes it harder for people to take you seriously, seeing you as a kid. You melt hearts when people see you, and people seem to just get...dumber, when interacting with you. Like you're a particularly adorable kitten. They tend to talk down to you and dismiss your abilities, with any accomplishments being seen as exaggerations. They'll also tend to not believe you did something wrong, at least. On top of all this, you are slightly more excitable and have an overactive imagination as if you were that age again. You will slowly grow out of this over the course of the jump, but parts of it will linger up until the end. Alternatively, you can instead choose not to grow out of this.

Cold Heart [+50 CP] - Oh, Jumper, you poor thing. Your awakening as a witch has changed you. While it isn't entirely gone, your empathy is certainly... Muffled, from what it used to be. You find it harder to see things from the perspectives of others, and find it harder to recognize their emotions that aren't immediately obvious. You are quick to see people in black and white, they're either allies or enemies. Those who aren't as strong as you, you instinctively think less of.

Witch Mark [+50 CP] - How embarrassing, don't show this in public. You have a peculiar birthmark that resembles a third nipple somewhere on your body (it's random and you don't get to choose). Those in the know can identify you as a witch from it, if you are trying to go incognito be sure to cover up. And yes, before you ask, they're as sensitive as a real nipple. Trying to remove them just sees them reappear. Thankfully some skilled Hex witches can move it if you end up with it in a bad spot.

Addiction [+50 CP] - Why would you come here and make your life similar to your original world? Well, whatever. You have an addiction of some form, unable to go longer than a week without it willingly, though that is rare. It is more of a daily habit, with you not feeling like yourself without having engaged with it. It can be as simple as substances like caffeine, stimuli like lewd actions, or a combination of both like drugs. You have a harder time resisting your addiction if you are exposed to it in your life, from seeing someone else drinking coffee, to seeing an attractive sight, and others. You cannot choose a productive or healthy 'addiction'. Can be taken up to three times.

Sensory Shock [+50 CP] - One of your senses is now hypersensitive. Your vision may be very sharp and you can see a great distance, but you tend to get overwhelmed with complex colors and patterns, or too much movement gives you a headache. Or maybe you have excellent low-light vision, but sudden bright light blinds you. If your sense of smell is potent, you may be able to pinpoint something like a campfire from far away, but foul odors may completely incapacitate you.

Adoring Fan [+50 CP] - Well, it seems like you're famous. How? Who knows. Either way, you have a fan. He's a bit of a simpleton, but completely devoted to you, or at least the idea of you. He's unattractive to you, but really wants in your pants even if you hook him up with someone else. He will consume media with you in it religiously, while stalking you in his free time. Telescopic cameras from the tree kind of stalking. He will also try, to the best of his not insignificant ability, to break into properties or online accounts you have just to observe, or maybe steal personal effects. If he dies, he'll be replaced with another like him, and if you were directly involved in their death the next will be more daring than the last, stacking. You might be able to manage to keep him in line?

Very Tsun [+50 CP] - However you actually feel inside to someone, you find it difficult to express your positive emotions regarding them. You're also not great at taking compliments, are much more easily flustered, embarrassed, or cheered up by others. Your natural response to these is to appear agitated, then reject and distance yourself from the scenario. In short, you're a classic tsundere. Alternatively, you can become a different -dere archetype, such as a kuudere or yandere, with the appropriate emotional responses.

Fit Witch [+50 CP] - Hope you're ready for the grind, Jumper. Your magical ability is more closely intertwined with your physical ability now. In order to grow your magical ability, you have to maintain physique in the old fashioned way. Exercise. No, work-out perks don't help here. While other methods may change how your body looks, this has no impact on your magic. Every day you don't exercise an hour or more, you lose 10% overall magic effectiveness (damage, range, area, duration, etc.). Every five hours of exercise of minimum thirty minute intervals raises this back up by 10% to your normal of 100%. You need strenuous exercise, something that'd make you sweat (you don't have to actually sweat).

Fixation [+50 CP] - You have a particular fixation that influences your thoughts to a great degree, shaping how you view the world and others around you. You can be fixated on: Violence, often thinking about what it would be like to hurt people or destroy things. Eroticism, focused on lewd thoughts and behaviors. Curiosity, driven to extremes by simply wanting to know secrets. Or Paranoia, a constant feeling of not being able to trust those around you.

Inadequacy [+50 CP] - No matter how strong you are, you are plagued by feelings of inadequacy, feeling like you don't belong where you are or that you are nothing special. You tend to suggest others to do things that you'd be better suited for, or step back and cheer someone else instead of handling a problem on your own. If you actually manage to succeed at something you'll tend to dismiss it as a fluke. People who you truly love can pull you out of this mindset, but only temporarily.

Dysphoria [+50 CP] - Something went wrong with your awakening, while your true form was brought forth your brain didn't get the memo. Seeing yourself in the mirror just makes you sick, you desperately feel like this new body isn't your own. You are unable to shapeshift into your past form by any means. You feel like an imposter in your own body, suffering from phantom limb sensations in places where your new body doesn't align with your mental body.

Vulnerability [+100 CP] - You have a serious weakness, one that is 'traditional' to witches. These will go past any resistance granted by your magic specializations.

Pyre: You catch fire as though you are made of dry straw and lint.

Melt: Water melts you as though it were an incredibly potent acid, but only when it is recognized as water. Something like beer is fine.

Iron: Iron and all its forms that could still be called iron sear you as though they were white hot, capable of burning through you.

Crutch [+100 CP] - You are incapable of using magic on your own, you have to rely on a specially prepared magical medium such as a wand, stave, tome, or other 'mystical' items.

Dislikeable [+100 CP] - Something about you just tends to rub people the wrong way, you find it harder to find wholesome true friends, lovers, or even just get to know people on a real personal level. It is possible to move past this, but most people aren't willing to try. Companions you imported, as well as any canon companions you selected with Magic Friendship, are not affected by this.

Sensory Disability [+100 CP] - One of your senses doesn't function properly, limiting you in various ways. This could be something like being severely nearsighted, unable to read text further than a foot away, or hearing could mean you can't hear whispers if they are near you, and conversation further away is straight out. Touch, you'd only feel about 10% the pleasure or pain a normal person would. It may be possible to find workarounds like glasses, but this cannot be permanently cured while here. Just managed. Can be taken up to three times.

Unveiled [+100 CP] - The veil, the passive field that helps uphold the Masquerade, doesn't hide you. Humans see your form as clearly as any witch, and any acts of magic you perform are also completely visible. Your mortal ID no longer changes with your appearance, and people will now notice your new appearance if it differs from before. While there are some magics that can make you look human again, you will likely find it exceptionally difficult to continue your mortal life.

Blood Feud [+100 CP] - You are part of an ancient magical lineage that seems to have been feuding with another magical lineage for longer than most people are aware of. Long enough that the feud has nearly become part of your bloodline at this point, echoes of your ancestors whispering every flaw and other thing about them that'd annoy you in some way as if it was working to make you hate them. Don't worry, they view you the same way. Resisting this is difficult, as it is a deep emotional response on a visceral level. You'll feel a near-constant urge to hate them, and try to undermine them at every turn. Even when they aren't near, they are often on your mind as you wonder what they are up to.

Marked [+100 CP] - Shortly after you enter this world, you'll find yourself with a bounty on your head. Depending on who you are aligned with, the specific factions responsible vary based on a loose law/chaos axis, with Watchers, ORC, and Alliance forming law and Hespacia, Alphazon, and the Outsiders being chaos. The other factions are unlikely to care unless you mess with them directly. This bounty will make your life quite chaotic as multiple bounty collectors come to try and claim the money by capturing (or killing) you, but it will diminish over time as you show that you aren't weak and become more trouble than you're worth.

Monster Bait [+200 CP] - Something about your awakened soul is like a siren's call to the monsters of this world, as well as its surrounding realms. The exact interest monsters have in you varies greatly from both the monster and your own race. Monster encounters are greatly above what a normal witch experiences.

Black Swan [+200 CP] - You've got some kind of rotten luck. When things can go wrong around you, they often do. You often end up at the wrong place at the wrong time, or otherwise inserting yourself into situations far greater than you'd originally expected by accident.

Physical Disability [+200 CP] - You poor thing. It seems like your true form is missing a limb as a core part of your identity. Your true form is the manifestation of the reality of your existence, so this is quite a bit worse than you'd think. Healing will not restore these, neither will shapeshifting of any kind, even alt-forms. Even stitching someone else's limb where your own was will result in it not working. Inorganic prosthetics do work, as do symbiotic lifeforms that can operate on their own. You can take this up to four times.

Nightmares [+200 CP] - Your soul has been split (again, if a Gemini), and torn from this current universe somehow. When you sleep, which you now require at regular intervals, you'll 'wake' in the other world. A mundane universe where magic doesn't exist, and Soviet Russia conquered the world after first developing nukes. Those who aren't useful to society are considered parasite, and you're a bit worse off than normal. Your 'past self' had a habit of rambling about this world and magic before you started waking up as them. Dying here doesn't end your chain, it just means that your dreams 'reset' back to when you first woke up here.

Defeated [+200 CP] - No matter what you do, during your adventures in this world you are doomed to suffer a major defeat at some point and you'll be at the mercy of an enemy for some amount of time. Your death during this is predestined, even something like an Immortality Curse will be overcome. Thankfully, they are not destined to overcome your method of cheating death. You'll need to make preparations and plans so that you can safely resurrect at a later date, with companions seizing your body, or making sure that your egg as a Dravir is saved.

Witchknight [+200 CP] - Turns out, you're not actually a witch. You are a being known as a Witchknight. A true witch who may not have even awakened yet subconsciously rejected their witchdom, resulting in their powers being funneled into another being. In this case, you. You get powers and the like as a normal witch, but the source of your powers is a completely mortal human. If they die, you would lose your powers until they could be resurrected (if possible). Once the jump ends, these powers will become your own in truth. You may choose a companion for this, but they will be completely depowered. If you'd like, you can take this person as a companion for free if you become friends.

Betrayal [+200 CP] - It looks like your future has quite the betrayal in it. A figure you trust and will not expect will completely blindside you with a serious betrayal that will come with a heavy cost to you on multiple levels. They did not necessarily do it for ill intent, perhaps they were forced or made a mistake, but redemption may not come easily. It will be random among your closest relationships, though your companions are immune to it. You forget you took this drawback, and you will find yourself forming a personal and deep connection with at least one person in this world in order for this to trigger.

Hunted [+300 CP] - Oh dear. You're being hunted by a witch hunter. He has somehow bonded to you as his next target. He bonds to a single witch at a time and relentlessly hunts them from that point on until killing them, inflicting their True Death. He knows that many witches can cheat death and is fully prepared to put you down multiple times. He's killed many witches before you, and he tends to stalk and take notes on you and your habits until he strikes. He will 'respawn' every full moon with a map capable of diving your location. Perhaps you can find a way to strike him with his own True Death?

Hard Lessons [+300 CP] - Magic is hard. Like, really hard. Something about it just doesn't really click with you, meaning that you will have to work or study twice as hard to keep up with the rate of growth other witches around you have. Don't think Warlocks get out of this easily, either, as they will often find themselves displeasing their patrons with this and earning less Favor than they normally would. Even the magic you buy within this Jump just takes a bit of time to understand and get down, instead of instant mastery.

Hideous [+300 CP] - Oh god. Sorry, I just threw up in my mouth a little. Your appearance is just really unfortunate. You look positively ancient, and other such great features like a hunched back, a hooked nose, numerous warts, ratty hair, gnarled limbs, jagged teeth, crooked jaw, and more. Your skin has the particularly unpleasant texture of decaying leather, and you seem to have a mushroom or two growing between your toes. This is persistent with shapechanging, making any form you take look old, worn, and particularly disgusting.

Nemesis [+300 CP] - Your awakening, or entry into this world, has provoked a paired awakening in someone else in this world. They will be someone you are close to, someone you'd be hesitant to do violence towards. A close family member to your background, or something else. This overrides a choice to be a drop-in, giving you a history in this world. What makes all this so bad? They deeply resent their new life as a witch, and recognize you as responsible for it. While they don't want to kill you, they do want to ruin your life. If you have something good, they'll want it for themselves. If you are good at something, they want to be better. They will have every perk, magic, and relic you obtained from this jump, as well as companions comparable to your own if you imported some. They also have your drawbacks. It may be possible for you both to reconcile, but it isn't guaranteed and will be quite the difficult endeavor. If you do manage, you can take them as a free companion.

Branded [+300 CP] - Yeah, you remember how you could be a drop-in or start outside of Penelope's shop? Not anymore. You see, you aren't actually a witch, or at least not a natural one. You're an experiment conducted by Penelope in order to create a witch that may or may not be more powerful than most. While it did grant you witch powers, it came with a brand on you with an inbuilt slave crest. Penelope treats her things very well, and you'll have some autonomy, but ultimately you are under her control while you are here.

No Privacy [+300 CP] - It seems like someone was performing some kind of divination ritual when you arrived, and somehow they ended up with your information. All of it. Your history (if you have it), specific intimate details of your body, and perhaps more importantly every single choice you made for this jump. Naturally, the first thing they did is sell this to all available parties, so it seems like everyone knows who you are loyal to, your magical abilities, and even your drawbacks.

All Natural [+300 CP] - Good news! You're a witch. Bad news! We can't artificially trigger your awakening, the modern method of turning a person into a witch. Painless, and easy. That doesn't work for you. Your awakening into a witch will have to be natural, and witches of the past have compared it to childbirth. A few may have it easy, but many struggle and go through great trauma. Some, you included now, have extremely traumatic awakenings that put them at the brink of death. You'll face hardships upon entering this world that'll push you to the very brink, your abilities dramatically awakening on the verge of your death. You also forget you took this.

Dysfunction [+600 CP] - Oh dear, this is quite the conundrum. It seems your powers are far less than they should be, making you weaker than just about every witch out there. You are unable to use any magic over Rank 0, and any perks that cost 100 CP or more are also unavailable. You aren't restricted from buying them, you don't get access to them while here. Doesn't impact Relics, Gadgetry, Integration, Class Perks, or Metamorphosis.

Requirement [+100/600/800 CP] - Something above an addiction, you have a requirement that is necessary for you to continue to live, outside what normal humans experience. This includes discomfort with its absence, and the more you lack of this the more mana you lose over time. This can be any stimuli or substance as long as you would need to go somewhat out of your way to satisfy this requirement, and how many points you get is determined by how often you need to satisfy it before dying. At +100, you need it as often as food, for +600 you require it as often as water, and for +800 you need it as often as air. Good luck with that.

Compulsion [+50/100/300] CP] - Perhaps best thought of as a more advanced addiction, you have a particular compulsion that you can overcome with great need once in a while. Your compulsions have to be something actively detrimental, not something like taking a sip of water after working out. More like you feel a burning desire to eat a whole pie when presented with one. At its lowest level, this is a compulsion you may encounter once a month, then one you may encounter once a week, and finally a compulsion you'll run into daily on average.

A Familiar Store Awaits:

Fancy meeting you again, Jumper. I hope you enjoyed your time learning magic in our world and exploring all it had to offer. Sadly, your time is up and it is time for you to make a choice.

Go Back

Being somewhere so close to what you left behind made you nostalgic? You can return to your original world with everything you've collected on your journeys so far.

Stay

Oh, have you perhaps come to love our own little slice of paradise? How sweet~ You can instead choose to stay here with everything you've earned, and for being such a sweetie you can get four bonus canon companions.

Continue

Still have a bit of wanderlust left? Your chain continues, just try not to forget us after becoming all important.

Notes

Converted from the Witch Awakening CYOA by OutrageousBears which can be read [here](#).

The Veil

As previously mentioned all factions, minus the Far Gods, are interested in keeping a sustainable population of mortal humans who believe in the rigidity of reality. Why? Because this collective unconsciousness of mankind acts as an anchor to all of reality. Massive shifts in public understanding greatly destabilizes it, so magic and the confirmed existence of things like gods are kept from people. Enforced by the Treaties of the Masquerade, principles that nearly every supernatural entity is beholden to as if under a great covenant. The curseplague was also deployed onto humans to help keep up the masquerade, making it exceptionally hard for humans to see the supernatural. A dragon flying overhead may instead just be seen as a plane. But this only goes so far, and some humans are resistant to this and may see bleedthrough of various kinds.

Some general rules are:

- The Veil can only be stretched so far, and you never know when someone resistant is watching, so avoid obvious magic among mortals.
- Using magic to help an individual human can be fine, but don't push it. Doing too much to upset the way of things strains the Masquerade, even if it isn't magic at face value. You aren't the first person to think of ending world hunger. Run a charity like everyone else.
- You can sell magic items, in particular consumables, as long as you keep it to niche markets and don't explicitly call it magic. No outright supernatural effect, but something that can be attributed to a placebo or luck is fine.
- You likely have several other abilities that are supernatural from other jumps, they will also stretch the Masquerade in various ways and may see you dragged to cosmic court regardless of it being 'magic' or not. You can freely use these in places where witches don't have to worry about upholding the Masquerade.

Witch Kisses

The closest thing witchdom has to a centralized currency, Witch Kisses are basically condensed mana. Any witch can tap into Kisses as a source of mana or as a ritual reagent, spending them for practical purpose and giving them intrinsic value. A single Witch Kiss is equal to about 100 USD for currency conversion purposes, and thanks to holding magic you can tell who forged a particular Kiss before it is used up. Kisses are divided into three ranks, Gold, Silver, and Copper, each with two sizes each. Small coppers are the smallest denomination, with a single one being one Witch Kiss. A large copper is 5 Kisses, small silvers are 25 Kisses, large silvers are 100 Kisses. Small golds are 1,000 kisses, and large golds are 10,000 kisses. It takes about 25 Kisses to fully restore your mana to max if you have a Low capacity.

Animal Familiars:

Cat, crab, crow, cow, bat, butterfly, dragonfly, frog, toad, hawk, horse, lizard, octopus, owl, snake, fish, rat, raven, sea horse, spider, weasel, goat, sheep, dog, or 'equivalent animals' (Mockingbird instead of Raven, Squid instead of Octopus).

Vague options:

Some options may seem a bit vague, such as Rank 5 Monstrosity, or the Witch...Hut? This is due to them originally linking to other CYOAs, and obviously I wasn't gonna convert them all. You can use them as inspiration for these options, though. These options are:

Monstrosity Rank 5 - **Dark God**

Gadgetry Rank 5 - Golden Relics from the **Value of Life**

Comfy Pocket - **Solitude** and **The Village**

Magic Shop - **Magic Item Shop** and **Starfall Cafe**

Witch...Hut? - Celt's **Comfy Trailer**

Item Imports:

You can import items into your relics and/or mothergifts, as long as they are already similar. You cannot import a gun as your rod unless you have purchased **Witch Pistol**.