By Ze_Bri-0n

The prestigious Belgrave University has a number of secrets, the greatest of which is that it is home to two distinct secret societies, the Hermetic Order of the Blue Rose and the Knight of Saint Christopher. Unlike most university secret societies, these two are quite serious matters, as the trail of bodies left in their wake can attest. The former is, in truth, a covert collective of practitioners of magic, and the later a smaller, even more secretive ~~brotherhood~~ gender neutral collective of heroic yet bloodthirsty werewolves who hope to curb the worst excesses of the Order and those like them. You'll spend a decade in this universe of secrecy and bloodshed, and probably get caught up in Jack Morton's revenge upon his magical rapist of a father, Edward Coventry. Particularly given the latter's aspirations of godhood. If you survive that, expect to get caught in the crossfire of the war between the Order and Praxis, a movement that hopes to bring magic to the masses, heedless of the very legitimate reasons that hasn't worked the last few times it was tried. Anyone remember Pompeii? The Plagues of Egypt? The Tunguska Event? All of them were direct results of previous attempts, as were other disasters

One thing I bid you remember: magic always comes at a price. You pay now, or you pay later. Later costs *more*.

+1000 CP

Origins

You may keep your gender or pay 50 CP to change it. You may freely pick any age from eighteen to twenty eight for free, or pay 50 CP or pick any age. You arrive somewhere appropriate at Belgrave University at the beginning of “Hell Week.” The same Hell Week Jack Morton arrives.

Townie

You arrive in this world just as you were. Apparently you’ve just enrolled in Belgrave University weirdly enough? The paperwork is all there, and the class schedule is right up your alley, at least. You’ve even got a dorm assigned to you, and a roommate you can mostly stand.

Acolyte (100)

You always knew you were smarter, *better* than everyone else, and you’ve got the scholastic record to prove it. The fact that the Hermetic Order of the Blue Rose - a secret magical order that includes Ian Ziering, Jason Priestly, and Elon Musk - invited you to join is just more fuel on the fire. You might just be starting, but you’re sure you’ll be running this place in a few years.

Knight of Saint Christopher (200)

You were an ordinary joe or jane, until one day you saw something that didn’t make sense, something *magical*. You didn’t really understand what it was, but you did understand that

someone was being attacked, and on instinct you tried to help. Afterwards, Hamish invited you to join the Knights of Saint Christopher, a ~~brotherhood~~ gender neutral collective of werewolf-knights dedicated to policing magic, you accepted, taking a non-canon sixth hide and becoming a werewolf, a Champion.

Praxis

You were working an everyday nine-to-five job, until one day a friend of yours told you they needed to show you something. At first, you were worried it was drugs or something, but what they told you that day changed your life forever. *Magic* was *real*. It wasn't long after that you learned that there were people hiding it from everyone, *hoarding* it for themselves when it could be out in the world *helping* people. That's not fair. And you're *not* going to let it stand.

Perks

Discounts are half off. 100 CP perks are free if discounted.

General

Basic Magic (100) Free to Acolyte and Praxis. You possess the knowledge, training, and skill of one of the Order's Acolytes, which mostly means parlor tricks and basic facts about magic. The Order doesn't trust you to perform magic unsupervised, and for good reason.

Medicum (100) Requires Basic Magic. After a year or so of training, you've reached the rank of Medicum, which is a fancy way of saying you're good enough to do simple magic unsupervised without getting anyone killed. You also know the basics of several languages necessary to use and translate spells and grimoires.

Magistratus (150) Requires Medicum. Where a Medicum teaches others basic magic, you're skilled enough to teach *yourself* intermediate magic. Self study is unlikely enough to kill you or anyone else that the Order will give you free access to their Reliquary, if you're a member. Fortunately, your mastery of languages has also advanced, not to the level of fluency, but enough to translate most books, given time.

Magus (150) Requires Magistratus. The highest of the Order's ranks are political rather than magical, but they do require a certain level of skill, if only because they mean leading rituals. You have these skills, and can cast some impressively advanced magic personally, and can even forgo sacrifices in simple spells without creating noticeable instability. You could even safely (ish) experiment with magic to invent entirely incantations and rituals.

"Magic" and "Magical" (150) There's really not much difference between a magical creature's abilities and the incantations of a practitioner, objectively. For you, this distinction is paper thin. Not only do your innate powers and spells always synergise well, and any perk or power that would only apply to one now applies to both, where possible. You couldn't modify your superstrength to do something unrelated, but it could serve as an energy source at least.

We Must Evolve (300) The world changes, and magic changes with it. The respondeo incantations that hide magic from the everyman can also scour the internet and photos, for instance. You take this to the next level - with but a little effort your incantations, from this system or others, can keep up with the march of progress, and with a lot of effort they can catch up with it, should they be left behind.

Double Agent (300) Everyone needs to pick a side sooner or later, but that doesn't mean you have to start out that way - or that you can't turn your coat later. Just ask Jack Morton, Lilith

Bathory, Gabrielle Dupress, and Alyssa Drake. In this and every later jump, you may purchase a second origin, race, species, allegiance, or whatever equivalent it has, and gain all of its associated benefits, including discounts, freebies, and mandatory drawbacks. This *will* affect your in-jump history.

Familiar Ground (600) The Order is a good show, but it has been accused of relying on tried and true YA Urban fantasy tropes rather than treading new ground. Maybe so. For you, at least, this is a good thing, because it makes this perk possible. You may treat different versions of different species as essentially the same in terms of weaknesses - like say, *burning* a local werewolf with silver if you've met one who has that reaction to it on a precious jump. Your abilities also treat them as interchangeable, unless they already applied to multiple versions. Finally, you can mix and match traits from different equivalents of the same species that you are or can create to produce powerful hybrid variants, and even mix in some of your own traits and powers (perks included) if they're thematically "fitting." You can then use use any ability that would create them to create your hybrids, or break them down into their original forms. For the purposes of this ability any variant of "practitioner" or "witch" does not count as a species.

Townie Discounted

Townie Magic (100) You've got a few skills that other people tend to overlook - stealing and lying. Whether than means picking a pocket, hotwiring a car, coming up with an alibi, or breaking through a basic lock you're proficient. Maybe this is why people don't like the locals.

Getting Away With Murder (100) Maybe you've got one of those faces, maybe you're just naturally likeable, but personal enmity is rarely directed at you. If you, say, infiltrated someone's secret society, they'll prefer to win your loyalty (possibly via mind control or other methods, depending on their character) and take advantage of your unique powers for themselves and

their group rather than eliminate you. If you run into someone whose heart you ate under the influence of a werewolf spirit while they were being weaponized by a murder spell during a visit to their (rather pleasant) afterlife, they won't hold a grudge. This won't hold up if you make it personal, but one way or another your enemies tend to err on the side of exploiting you rather than killing you.

Will You Heed the Call? (300) Something about you makes you very attractive to secret societies. Maybe it's luck, maybe it's your roguish good looks, but if there's an opening - and no personal enmity - you'll be at the top of the list for invites. You could very well infiltrate two opposing secret societies completely by accident. This is toggleable, in case you're happy with your lot in life.

Full Ride (300) You're smart, really smart. Or maybe you're just dedicated. Either way, when you put your mind to something you stick to it, come hell or high water, and the pieces just seem to fall into place. Nothing beyond the realm of possibility can come from this, but your dedication could get you, say, a full ride scholarship to a prestigious university, if you were to dedicate yourself fully to that goal.

Second Solomon (600) One day your name will be synonymous with demon magic. Not only do your summoning spells transcend jumps, you're as far better than is reasonably possible at them. You will never fumble one of their incantations, forget a protocol, be tricked, or otherwise make any of the other fatal mistakes a summoner needs to fearm no matter what sort of being you're summoning, invoking, or channeling or how complex the requirements, though this is no guarantee that they won't be willful, hostile, and do everything in their power to take advantage of any moments of weakness. You may also set aside this protection at will, and when you do so the dangers and difficulties involved - including the summoned being's cunning and

competence - scale to your own power and whatever superhuman traits and transhuman gifts you've acquired, but so do the potential benefits and rewards.

Natural Necromancer (600) You are a rare talent with necromancy, enough that you could scare the Order itself, just from your own power, once you get a little training in you. It's got a great many applications too - beyond the standard raise-an-army-of-the-dead tricks, it is also the most powerful form of divination in the world, and can be used to lengthen lifespans and even contact the dead - though that last one is beyond even your talent. For now.

Acolyte Discounted

Silence, Subservience, Observance (100) Full disclosure, the Order is a pyramid scheme. Fortunately, you know how to navigate pyramid schemes. You always know exactly how to ingratiate yourself to your superiors and frame your actions in the most favorable light. You'll make it to the top - eventually.

Rules of Enoch (300) At some point in the distant past, a set of rules and etiquette was set down to allow various magical societies to communicate and negotiate with each other safely. You know them inside and out. As long as you go into negotiation intending to hold to them, or any other suitably ancient set of rules, in both letter and spirit, so will everyone else.

Quidquid requiritur fiat (300) Ever notice how the Order's members tend to make it big? Yeah, there's a reason for that. Fortunately, your time in it has given you a head for the same sort of magical schemes that the Order uses to line its member's wallets, and how to leverage whatever superhuman abilities you possess towards them, secretly or otherwise.

Spellcraft (600) A certain second-rate ethics professor put forth the theory that magic words don't *really* matter, it's all just visualization. He was wrong, obviously, or pronunciation wouldn't be so important, but he was right about one thing - magic can be *changed*, and you are a deft hand at it. Modifying incantations and rituals to fit your purposes is second nature, especially if you've got time to do a little research. You might be surprised how far this can go - I wouldn't have expected a variant of portal incantation to neutralize tartarus eruptions, but it did.

Magus Level Strategy (600) You've got a head for politics, manipulation, and tactics. You could easily handle logistics as well, but of course the really important part is *people*, not things. You can predict them with almost unfailing accuracy, put things to them in the most favorable way, find their blind spots, tear down their arguments with sheer weight of charisma, and of course come up with brilliant and byzantine plots that could put a whole magical order under your thumb, or win one over to your side.

Knight Discounted

Knighthood (Free and Exclusive Knights) You are a werewolf. Beneath your skin is a mystical wolf hide that grants you a wide array of abilities. The most obvious are regeneration, a heightened sense of smell, and turning into a massive humanoid wolf, but there are others like total fluency with any language that a previous bearer could speak or read (which, given their century long history, is quite a list), sensing the magic of hostile practitioners as a piercing ringing, extra magical power, and a secondary copy of your memories stored in the hide. There are also some vaguely defined anti-magical traits, like breaking spells by eating hearts, blocking transformations, developing specific immunities, surprising diviners, and dealing wounds that resist magical healing while in wolf form. You are a walking murder spell. Even a Magus should fear you. While the werewolf spirit inside you does have a mind of its own, it does not count as a companion so long as it remains in hide form, and post-jump it can be freely and painlessly

removed from your body, and potentially even attached to another person. You may freely design it's personality and what traits it looks for in a champion, however. Comes with a hide locker that provides a mystical link to your hide that the hide will return to if its champion dies.

I Give My Life to the Cause (300) Champions come and go, only the knights are eternal. But though they die, they die meaningfully, fighting bad magic. You gain a sort of plot armor - if you die, you'll die accomplishing things, or at least dramatically. You'll never need to fear dying in an accident, or without leaving some kind of legacy on the way out.

Jungian Afterlife (300) Werewolves have an odd and profound connection to the collective subconscious that makes up this universe's afterlife. Why? No idea, but it's interaction with your nature has benefited you. Firstly, no one will find it unnatural for you to visit any afterlife while living, nor leaving while the same. Secondly, your soul is now and forever completely immortal, no ifs, ands, or buts, and inextricably contains your identity, personality, and memories. It can still be attacked and harmed by things that do such things, but never totally destroyed, and it will inevitably recover from literally anything. Even the contents of other jumps, like conceptual attacks, temporal paradoxes, and reality warping will at worst send you on to the afterlife, by default this one, but upon final death you may pick which world's afterlife you'd like to spend eternity in, variants of eternal ceasessance notwithstanding.

Free Will (600) Toss out your determinism textbooks, they're nonsense. All werewolves have some ability to confound divination, even necromancy, but you go beyond that. Any form of fate, prophecy, or other foretelling that can be defied within its native universe is totally worthless against you unless you chose otherwise. Ditto for those without supernatural backing, stable time loops and quantum computing included. Even amongst those that cannot normally be

overcome, it is within your power to change the correct interpretation, at least. Your will is free in the metaphysical sense, if limited.

Magic Cop (600) You're a natural at this. Between good instincts, occasional epiphanies, and being just plain talented at investigating anything supernatural, you are uniquely suited for policing the supernatural. You're also *very* difficult to meaningfully harm with magic. Whether you're a vigilante, an internal affairs officer, or any other kind of lawman, you'll surely be one of your side's most useful assets if your targets are magic users.

Praxis Discounted

Make Due (100) The Order strives to make sure that all of its incantations and sacrifices are utterly perfect, but without the resources of a secret society things are a bit harder. You have a talent for bridging these gaps - particularly, but not exclusively in regards to magic. Self-taught and cobbled together spells are almost as good as proper incantations for you, and deviating from the tried and true methods is never quite as costly or as dangerous as it should be, by a significant margin.

Magic Swirls All Around Us (300) It is in the air we breath. Or it should be, anyway. Which is where you come in. Whenever you enter a jump or universe without magic, monsters, or explicit metaphysics, you can rewrite its past and present to include whatever variety you want, including those you've created, so long as they're part of one "set," to whatever degree you like. Can't bring magic to the masses if there's no magic to bring them, right?

Social Justice Magic Show (300) You have a way with words. With but a small demonstration and a speech, you could convince an audience of magic's existence, and convince those with

more… anti-establishment tendencies to help you destroy the conspiracies that hoard and hide it.

Targeted Eruptions (600) A tartarus eruption is not easily weaponized - the closest thing most can do is screw up so much that magic itself becomes unstable, and anyone using it is endangered. Generally, anyway. You've got a gift for weaponizing the dangers of whatever abilities you wield. You won't be totally safe yourself, but you'll be much safer than whoever you're aiming at - or even an unprotected person.

Fors Factoram (600) In you, the Praxis dream is fulfilled. You now know an altered version of the Order's greatest secret: the Fors Factoram. This spell will allow you to - at will - substitute any reagents, sacrifices, or energies any of your incantations or other abilities with your own health and lifespan. I wouldn't recommend trying to game this via regeneration perks and powers. That way lies tartarus eruptions, but in moderation even that should be safe. Also, fair warning, even when Praxis *was* using sacrifices, their sheer numbers and lack of skills were causing dangerous levels of magical instability, so maybe hold off on the whole "magic for the masses" plan.

Items

Discounts are the same as they are for Perks. Members of Praxis may choose one item of each tier to get a discount upon.

Townie Discounted

Fake Essay (100) It's a blank sheet of paper, actually, but once per month you may present it to someone, and they will immediately accept it as either a large bill of legal tinder or an extremely

high quality piece of writing on whatever subject you like. You get a new sheet of paper every month. Even most practitioners will find themselves fooled.

Acceptance Letter (200) At the beginning of each jump, you may pick one exclusive group, whether a prestigious college or an occult order, to gain preliminary acceptance into. They will know your public in-jump past and not trust you any more than any other hopeful, but they'll give you a chance to prove yourself. If you pass, they'll let you in, no questions asked, regardless of how weird that would normally be.

Cretian Loom (400) Built by Daedalus, this magical artifact has the power to create portals, with the right incantation. Comes with an instruction manual, incantation included. With a few modifications, it can also help neutralize tartarus eruptions if you've got a great deal of skill and power.

Necrophone (600) A extremely rare magical artifact that looks like a record player. It has the much-coveted ability to contact any dead person in history, and compel them to speak and speak truly. In future worlds, you may find that certain afterlives may place certain restrictions upon what information can be revealed, but that's an issue for later. As long as some part of them exists *somewhere*, they can be contacted.

Acolyte Discounted

Ritual Knife (100) A small, easily concealable knife that is always as sharp as it needs to be to cut through a sacrifice, whether that sacrifice is a restrained animal or your own arm. It's a pretty normal knife if you try to use it in a fight, and it won't kill anything a normal knife won't, but this can be surprisingly useful.

Necessary Sacrifices (200) You have a collection of animals, such as goats, owls, and chickens, as well as other basic magical reagents. When sacrificed as part of a ritual or spell, even those from other worlds, these will significantly enlarge the margin for error and do a great deal to alleviate the dangers and costs involved, in addition to serving their basic role. Replenishes weekly.

Ritual Outfit (400) A black robe and a grey mask, just your size, perfectly fitted, and guaranteed never to prove hot, stuffy, or generally inconvenient. Not impressed? You should be, because while wearing it you'll find acting in synchrony with others significantly easier, thus making large scale rituals easier. Furthermore, it provides an aura of mystery and mysticism that will help you convince others that magic is real.

Temple (600) You have an entire temple underneath you, filled with roughly a hundred follower practitioners of varying skill. It also includes a library of basic to intermediate grimoires, a high quality ritual altar, an adequately large (self-restocking) source of animal sacrifices and ingredients, ritual tools and outfits, some moderately powerful artifacts, replenishing cleaning supplies, and magical defenses, including cloaking. It may be imported into any later jump, by default upon a university campus, but it can be placed upon any property you own, and it will bring the background magic field with it, allowing you to teach locals magic. If you aren't a fan of the Order and its magic style, you may also take the inbred plant cult (which imports in rural areas by default) if you really want to. Does not contain the greatest collection of artifacts and grimoires ever assembled.

Knight Discounted

Apre-Kill (100) You own a collection of high quality alcohol and a list of recipes. Drinking them together, particularly after success, draws people together abnormally well.

The Den (200) You own the deed for the Den, a run down but structurally sound two story building with enough room and amenities for four or five people to live comfortably. It's basement will serve as a safe resting place for most magical artifacts.

The Evidence Locker (400) A collection of grimoires and magical artifacts, albeit an eclectic one. Its most random bits of magic that the Knights have collected from various practitioners once they've finished eating their hearts, but it does contain some legitimately impressive objects. It's small potatoes to what's under the local temple, but rivals an average temple's reliquary.

Hide Locker (600) Yes, the same sort you got for free. Within this one, however, lies another werewolf hide, with a name and personality determined by you. If approached by an acceptable champion, the hide will jump from the locker and enter into them, transforming them into a werewolf. The process is disorienting for both knight and champion, but after killing something they should be fine. This may be bought multiple times.

Companion

Companion Import (50) Each imported companion gets 900 CP to spend on origins, perks, and items, and you can give them more on an individual 1:1 basis. You may pay 300 to import eight.

Canon Character (100) Pick any canon character who isn't a demon (Lilith counts as "not a demon."). If you can convince them to come along with you, they may join you on your journey as a companion, and their native abilities become fiat-backed. You can even pick one of the dead ones.

Drawbacks

There is no limit to how many drawbacks you can take or how many points you can get from doing so.

Not Quippy +100 - People in this world are funny, generally speaking. Not you. You couldn't tell a joke if your life depended on it.

Disliked +100 - You're not very popular with your group. Or anyone, really. Time can change this, but for now get used to being a cliqueless loner.

Archaic Insults +100 - You use a lot of outdated language, like mixing phrases "plague scones" and "yaldsons" into your insults. Time can cure you of this, but you'll slip back into it when you're angry.

Zecchia Victim +150 - Your warehouse and everything in it is gone, stolen, where you do not know. You can track it down, but it'll take months at the very least. Anything you haven't found at the end of the Jump shall be returned.

Bloodthirsty +150 - Not only do you have almost no regard for human life, you're outright eager to kill those you consider your enemies. In battle this can be useful, but outside observers and even allies may find this disturbing.

Slow Learner +150 - You find it very difficult to learn new incantations and potions, maybe three times longer than anyone else. Your theory work and preexisting skills are unaffected, it's just practical yout application that suffers.

Daddy Issues +150 - You are very insecure, and it makes everyone but your closest friends dislike you. There's probably a reason for that.

Political Opponent +150 - There's someone who really doesn't like you. They're part of the same organization as you, and have a fair bit of power in it. They won't try to have you killed, but they'll make everything as inconvenient as possible for you. You can pick which one if you took multiple Origins.

Eruption Prone +150 - The whole magic thing is more dangerous for you than it should be. Almost every spell causes a tartarus eruption of some level. This won't become actually dangerous until Praxis starts pumping out instability on an industrial scale - which they will at some point during the jump, no matter what you do.

What *is* Life? +150 - Not unlike a golem, you have no idea what things are or how they work, not in the sense you're ignorant, but in the sense you're *new* and don't know what questions people have already answered or have learned to ignore. Such as "does it hurt when I tear you apart?" Asking makes you seem like a stoner, and you *will* ask.

Alcohol Aficionado +150 - You are a high functioning alcoholic. Emotional shock may knock "high functioning" off that title. Upside, you know how to make some killer drinks.

Temple Duty +150 - Like the grunts of the Order, cleaning up blood and guts is going to be a constant chore for you, even if you aren't doing magic.

Bad Credit +300 - You cannot use the local magic unless you make the appropriate sacrifice. No exception. The only result of trying is an immediate tartarus eruption, right in your face.

Painful Transformation +300 - Knight Only. Usually, a werewolf's transformations get easier with practice. You're still waiting for that to happen. It isn't going to. It hurts and its going to keep hurting all jump.

Freshman +300 - All your out of jump memories are suppressed until the end of the jump. Memory potions, werewolf powers, and out of jump abilities will be entirely and equally incapable of bringing them back early. You do, however, remember your out of jump powers, what they do, and how to use them, unless you want to get another 150 CP for forgetting those too.

Eyepatch +300 - One of your eyes should not be shown in public, being clearly inhuman and abnormally unsettling to look upon, and cannot be disguised. This carries over to any altforms you possess. For an extra 100 CP, you cannot see out of it.

Young Love +300- At some point during the jump, you and someone of your prefered sex will fall in love. It will not work out, and that's going to bother you for a long time. They may or may not die.

Eternal Knight +400 - Rather than your origin describing you, it describes your champion. *You* are a mystical pelt burrowed under the skin of said champion. You can only act in the most subtle ways unless you take over, they can and will - effectively - fight to prevent you from doing at least sometimes. If you like them then post-Jump they become a Companion.

It Went Wrong +400 - None of your plans go right the first time. Not the important ones. Pick a major? Turns out you hate it. Invite someone to your group? They're already a member of the

opposing side. Rob the secret evil Order? Turns out they need something you took to prevent the world from ending, and someone robbed you immediately afterwards. If you're quick witted and occasionally brave you can still turn things around, but it'll take some doing.

Pay Now, or Later +400 - All of your Out of Jump powers now require the same sort of sacrifices that local magic does, with similar consequences. If taken with Bad Credit, you may choose for it to apply to your Out of Jump powers and gain an extra 200 CP in recompense.

Evil Dad +600- One of your in-jump parents is evil and intent to kill you to complete… something you've never heard of that will allow them to conquer the world or the universe or something of that nature. You're kind of hazy on the details, but they've got the power to make it happen. The good news, however, is that they don't know you know about their plan or your Out of Jump powers, though they're strong enough to overcome them and paranoid enough that you can't easily take them by surprise.

Ending

At the end of your ten years, you face a choice. You may chose from the following three options:

Go Home.

Stay here.

Move on to the Next Jump.

Whatever you pick, any magic you or your companions have learned here becomes fiat backed for them, and will work in other worlds, even if you didn't buy it.

Notes

The Jumper and their associated Companions and followers *cannot* complete the Vade Maecum Infernal. At least not until Post-Spark, at which point it will be largely redundant.

The tl:dr on tartarus eruptions is that incantations cast without sacrifices - or poorly - create magical instability. Since the secret societies of the magical underworld keep their numbers low and don't tolerate incompetence, there's usually very little of it, and the world returns to equilibrium after some minor but random thing occurs, like someone stubbing their toe or a weird coincidence. I imagine that it's less "casting without sacrifices" as much as "forcing humanity as a whole to pay." Either way, a large increase in the world's (incompetent) practitioner population creates more and more instability, and as instability increases it decreases the margin for error around other incantations, resulting in exponentially more instability, until it reached the point where even properly performed incantations that use sacrifices create more instability. When the background magic field is too unstable, it causes sudden and chaotic events called tartarus eruptions which follow no internal logic beyond how chaotic they are and how proportionate that chaos is to the instability. They can turn people into puppies, or inside out, or into inside out puppies, or almost literally anything else. There are no known examples of positive results from a tartarus eruption, unless you count killing and disfiguring someone stupid/ untrustworthy /whatever. And they keep getting bigger until they've returned the world to equilibrium, a process which includes words like "blast radius" and "casualty levels." They can be sealed away, but most explode long before they can be found, much less sealed, and the only time it's been done was when a very rare magical artifact made by a literal legend was used by an accomplished practitioner who had stolen the magic of the Grand Magusand had access to both the most powerful grimoire ever created, *and* a custom incantation while under the direct instruction of said Grand Magus in a process that they weren't sure would work and took several minutes, while most eruptions happen within one minute. The

size of the eruption may account for some of that, but I would recommend not trying it if I were you.

Using Familiar Ground on things that don't share the same name is fine so long as they're equivalents, but what that means precisely is up to you. Some species may be equivalents to multiple other species.

Using Double Agent means that If there are perks or items banned from specific origins in later jumps, you can still purchase them so long as they aren't banned from both of your origins. In jumps without fixed and discrete lines of origin-discounted perks, wherein a set number of discounts that may be applied to whatever perks you chose, then you instead receive twice as many discounts.

Double Agent lets you buy an extra race or species even when it doesn't provide discounts, if whatever jump you're doing has them.

Taking Jungian Afterlife means that you will eventually regain your memories if your afterlife of choice is reincarnation. Probably at adulthood. And it preserves your perks and soul-based powers, as well as your warehouse, altforms, etc. That said, it does have limits, and one of them is that while it can preserve your *soul* in the face of reality warping, existential deletion, conceptual erasure, ontological attacks, and temporal paradoxes, it cannot save your *life* unless you've got some general purpose, blanket protection from death, preferably an automatic self-resurrection power. The examples that spring to my mind are Aspect of God from UNSONG and The Ancient Contract from American Gods - with either of those you should be fin e against all the above except for time paradoxes, though of course the later won't save you if they eradicate your *following.*

Magic Swirls All Around Us makes the smallest possible changes to history to accommodate the alteration, and will set up the same kind of status quo the original universe had, if at all possible. For instance, this world's magic will create secret societies in modern universes (though in more primitive jumps the magic may appear openly if it did during this world's most equivalent historic periods), and magic systems that exist openly in their own universes, like the Force, will do so in the rewritten universe. The Force would result in Jedi-like government institutions, while something like bending from Avatar would simply be integrated into daily life.