Practical Magic Jumpchain

Version 1.3
by Bug

Can love travel back in time and heal a broken heart? For more than 200 years Owens women have been blamed by everything that's ever gone wrong in this town and looked upon with suspicion. Being inheritors of an hereditary curse that causes their husbands to die didn't help matters much. In a few years' time, this could change, as Sally Owens calls for the help of the community to free her sister of a spirit possession… if you don't change things up, that is. You arrive in this world at the same night Sally and Gillian kill and try to resurrect Angelov.
You have 1000 CP to spend, so be wise about it, always throw spilled salt over your left shoulder, and fall in love whenever you can.

Origins

- Drop-In

You just show up one day, with no background, history or memories to confuse you. You have the basic documents proving you actually exist in the system and you have the keys to a hotel room that's already paid for the entire month.

- Owens Witch

You are a third Owens sister (or brother, we never see one in the story, but you *are* the jumper after all). You come from a long line of witches and carry a terrible curse in your blood which causes anyone you fall in love with to be doomed to an untimely death.

- Trouble with legs

Wherever you go, people say you ain't nothing but trouble, and they are absolutely right. You've got a record, though the police has been off your back for enough time that you believe you can breathe in peace without anyone huffing down your neck… at least until they get wind of your recent moves… but you've been careful, haven't you?

- Agent of the law

You wake up from a nap in the passenger seat of a police car with your partner, Gary Hallet, driving you to Maria's Island from Tucson, Arizona, looking for a murderer on the run.

LOCATION, AGE & GENDER

You may keep your gender or flip it to female for free. Otherwise you can choose to be male for 50CP. Roll 1d8 + 10 for your age. You arrive at this world in Maria's Island, the place where most of the story takes place, unless you are an Agent of the Law, in which case you are on your way there from Tucson, AZ.

PERKS

General

- That chill day-to-day magic (free All)

You are a witch. No, I don't mean you ride broomsticks or conjure up fire or anything impressive like that just yet, but that only means you have a lot to learn. You do know a lot of homemade remedies that work like a charm, how to make poultices and ointments and soaps and you know a couple of small spells that make your life easier.

- One hot witch (free All)

Witches of this world are stunning! Even the aunts were quite the lookers in their time, and now so are you! You age gracefully and will never lose your figure, always remaining a 10/10, no matter the circumstances.

Drop In

- Kooky (100CP, free Drop In)

Yes, others call you eccentric, but that's just because you see things beyond what ordinary people do. You're great at shrugging other people's opinions off and rising above petty concerns. What they call being normal, you say it rather denotes a lack of courage. As long as you're not conforming to the common folk blasé standards, your will won't be broken and you'll be immune to bleakness, ennui, trauma and offenses thrown your way.

- Great teacher (200 CP, discount Drop In)

Forget all that silliness of A, B, Cs or multiplication tables or any of that pish posh modern schools are trying to massacrate children's creativity with! You can impart any skill in your own, often exotic manner (as long as they can naturally learn it). You're also great with children. Sure, they could go always do it the boring way, read dense books to learn statistics or meditate for a whole day to find their inner strength, but they could gain just as much from playing cards or dressing up as a angelic princess and playing statue a few hours, respectively.

- This is what comes from dabbling (400 CP, discount Drop In)

Whenever you analyse someone else's work relating to a skill that you have a deep understanding of, you are hyper aware of their missteps. It doesn't matter if we're talking about

magic, cooking or nuclear physics, you might (or might not) know how to fix it, but you'll be deeply aware of any mistake taking place. Whether you'll help them figure out how to fix their errors before they screw up too much or leave these dabbler to learn the hard way is up to you. When it comes to your own work, this becomes even more instinctual, you perceive where's you're heading before a mistake is made, allowing you to prevent it in the first place.

- Knowledgeable (600 CP, discount Drop In)

You are a very skilled and knowledgeable witch. You know many spells, herbs and their uses, potions and rituals. When it comes to magical knowledge, even if you're not a master at a particularly obscure branch, your educated guesses tend to be on the right track. Other magic users will never simply dismiss you as if you have no idea what you're talking about, and if they don't take heed of your words, or at least consider them, they'll feel as if they're being naughty for it.

Owens Witch

- Utility magic (100CP, free Owens Witch)

You've learned several cantrips by heart that make your life easier, like stirring your coffee spoon without your hands, making toast faster just by glancing at the toaster and lighting candles by blowing at them. Any magic you know (even, or especially, from other magic systems), you can adapt a small, utility version for it.

- Brassy and unapologetic (200 CP, discount Owens Witch)

You've got spirit and you're not afraid to show it to the world. Your confidence is off the charts, which could be intimidating for the timid, mousy people from this island.

- Prescience (400 CP, discount Owens Witch)

Perhaps the greatest asset a witch has to be aware of is her intuition. You know who's calling you without needing to ask, sometimes before your phone actually rings, you can tell when a storm is coming or if someone is bringing you good news or bad. You won't know all the details, but you can make pretty spot-on guesses about upcoming danger and events. For an extra 100 CP, undiscounted, you are also able to sense and interact with ghosts, regardless of their trying to manifest themselves or not.

- Maria's blood (600 CP, discount Owens Witch)

Your ancestor was indeed one powerful witch, so powerful that she was able to set a curse on her family that lasted for over two hundred years without losing any of its power. You carry that same magic in your veins and any spell, enchantment or curse you cast won't deteriorate with time. Also, you can use a single drop of your blood in ritual magic to break any curse, bypassing other prerequisites.

Trouble with legs

- Dark and unnatural charm (100CP, free Trouble with legs)

There is definitely a darkness in your eyes that puts people on edge, but your smile can melt hearts. You carry yourself with all the poise and allure of a dangerous bad boy/girl and people tend to be incredibly attracted to you at first sight.

- Are you even human? (200CP, discount Trouble with legs)

You have inhuman endurance and stamina. You can ingest immense amounts of alcohol with drunkenness being the only consequence and you can push off any basic human need like hunger, thirst or tiredness indefinitely. Your body will still require food, water and sleep, and your mind will suffer if you go without for too long.

- Livestock branding (400 CP, discount Trouble with legs)

This is not a nice skill. You have a symbol that you associate with yourself. If you ever use it to mark something or, god forbid, someone, nobody will be able to take away the brand, not even by acid, fire or scrubbing. Furthermore, you will always be able to find whatever you brand. If you purchase “White as light, black as night”, any person you afflicted with this perk will be much more susceptible to your possession, being completely broken in a couple of days instead of weeks.

- White as light, black as night (600 CP, discount Trouble with legs)

Once per jump (or every 10 years), when you die, you’ll come back as a dark spirit. Not much difference from your usual self, huh? While in this form, you’ll be able to possess someone and take over their life. They can fight you, but after a couple of weeks will be completely gone, broken under the strain your dark spirit will cause them. Being banished or exorcised before you take over completely will count as dying for effects of ending your chain unless you have another one-up.

Agent of the Law

- Hollywood law (100 CP, free Agent of the Law)

Without a search warrant, any evidence Gary collected would be deemed inadmissible in a court of law and thus could not be used against them. Not to mention that by repeatedly stealing Sally's mail, he is in fact committing a felony himself. Like him, you won’t be bothered by such minor obstacles in your way to justice, any evidence you get, no matter the source, as long as it you didn’t fabricate it, is seen as valid.

- Pancakes master (200 CP, discount Agent of the Law)

You can flip the best pancakes. What? It is a great useful skill and you are quite good at it. Plus the hours of practice left you with a great boost in dexterity that could make you a great archer or shooter.

- Mr Nice Guy (400 CP, discount Agent of the Law)

You are one of the good guys, the ones that brings in the bad guy because generally that's just what you do. You're a great judge of character and have a much easier time figuring out the right course of action (from a moral point of view at least). You can never be made to lose your moral compass, and will always know when the right thing to do is to forget about the proper thing to do.

- Curses only have power when you believe them (600 CP, discount Agent of the Law)

And you certainly don't. When fighting forces beyond your understanding, you don't freeze, you don't shy away; you fight harder. Curses, whatever form they may take, simply don't take hold on you, at all, and any other harmful magic effect (or not harmful if you actively resist it) is only half as effective.

ITEMS

General

- Maria's rope (200 CP)

A piece of the rope used to hang Maria that broke under her spell, protecting her from death. It still carries some of her protection and if used as a necklace will keep any foreign magic or spirit from being able to affect you.

- The House (400 CP)

What's the fun of being an old witch if you don't have a creepy/cozy home with a fireplace, a big garden and cauldrons in the kitchen? You are the proud owner of a Victorian manor that alerts anyone possibly in doubt at who's the neighborhood's witch. This house will follow you from jump to jump.

- Maria's Island (600 CP)

After this jump, you'll take a copy of the entire island with you, either taking its place in the new world or as an attachment to your warehouse, though it will look much like a ghost town without some renovations on your part.

Drop In

- Midnight Margaritas (100 CP, free Drop In)

This gives you an infinite supply of top shelf margarita supplies, counter and everything you'd need to partake on the fine witchly tradition of midnight margaritas! It is an attachment to your warehouse. Alternatively, you can change this to any other specific drink of your choice at the act of purchase.

- Belladonna bottle (200 CP, discount Drop In)

A bottle of this quite poisonous substance that can work as a great sedative in very small doses. Refills weekly.

- Spell Book (400 CP, discount Drop In)

A very old book of spells that appears to have been passed down through the generations. It holds recipes for love potions, spells to change someone's luck, amongst a whole barrage of incantations and rituals. One particularly finicky and dangerous spell to revive the dead can be found there, but be careful when messing with those sorts of forces, for one error could bring back a dark shadow instead of your true target. For the duration of your chain, the resurrection spell will only work once per person, per jump.

Owens Witch

- Tiger's eye (100 CP, free Owens Witch)

A small stone that can be set on a necklace or a ring. Whether or not it will bring you good luck is up for debate, but you will always feel safer with it.

- Telecom tree (200 CP, discount Owens Witch)

You're on top of a phone tree for your local community, which is a serious symbol of status. Whenever you have a problem, all you need to do is call the next people on your tree and they will take it from there. Next thing you know you'll have a whole group of people ready to have your back. All sorts of people can answer your call, but they will all be part of the common people from whatever city you are in. They also don't like to come empty handed, and unless you direct what they should bring (as long as it's something accessible) they will bring food.

- Verbena (400 CP, discount Owens Witch)

You are Sally Owens' partner in the Botanical Shop. From this jump forward, you'll always find a version of the shop in whatever world you're in, always partnering up with a local. Your partner will take care of everything business related and you only need to worry about picking your share of the profits.

Trouble with legs

- The Cowboy collection (100 CP, discount Trouble with legs)

Hope you're a fan of the western genre, because now you own the entire work collection of Louis L'Amour.

- Jelly doughnut, with cream (200 CP, discount Trouble with legs)

Naysayers might try to convince you that "jelly's not a cream," HA! You know better than all these morons. You now have a box with a dozen doughnuts. It always has twelve of them in the flavours you wish for whenever you open it.

- Oldsmobile (400 CP, discount Trouble with legs)

This is the car for you. It is always parked nearby when you need it, you'll never need to worry about gas or maintenance and the police will never think to stop you or investigate it, as long as you are not deliberately doing something to call their attention.

Agent of the Law

- Recording machine (100 CP, Free Agent of the Law)

Comes with an infinite supply of tape and doesn't need to charge.

- Motel Door Key (200 CP, discount Agent of the Law)

Just flash this at reception and any motel will set you up with a room for free. Don't expect any luxury rooms or meal plans to be included, as the "department" is only covering the room itself. Any extras will come from your own pocket.

- Personal Talisman (400 CP, discount Agent of the Law)

A badge is supposed to keep the bad guys away, no matter if he is a guy-guy or a ghost-guy. Your ring is the symbol of your commitment and will fend off any town minx or love spell. Any small object you possess can be empowered by the symbology you attach to it, though you have to truly believe wholeheartedly in this for it to work… half-assing will get you nowhere. It is usually a badge, but you can create or import any one object to impart this power-up to.

COMPANIONS

- Because I sent for you (50CP)

Import/Create your ideal lover through the Amas Veritas spell. Maybe you, like Sally, tried calling up someone who couldn't exist so you wouldn't get hurt. Maybe you just really really wanted to meet your soulmate. Be that as it may, you called out to the universe, and the universe decided to answer. Sometime in your first year, you will meet the person of your dreams. They will be a regular person, without access to magic, but otherwise, you decide everything about their looks, beliefs and aspirations. You can import any companion to this slot.

- Create/Import Companion (50CP-200CP)

Import/Create a companion for 50 CP each, or 200CP for up to 8. They each gain an origin of your choice and 600 CP to spend on perks and items.

- Canon companion (100CP)

You bonded with someone in town and decided to bring them along? Or maybe you got used to being an Owens and cannot part from your family? You may convince one canon companion to join you on your travels.

DRAWBACKS

- Start at the beginning (0CP)

The usual arrival time is at the night Gillian and Sally perform the ritual to bring Angelov back from the dead. Taking this allows you to be here before that, either when the children move in with the aunts or back when Maria first came to this island.

- Gossipy hens (+100CP, mandatory drawback Owens Witch)

The folks in town relentlessly gossip and spread rumors about the Owens women for more than two centuries. You won't be spared from their judgmental bigotry.

- Hereditary Curse (+400 CP, mandatory drawback Owens Witch)

A family of witches whose powerful ancestor put a curse on the female line. All the witches in the family are cursed in that anybody they fall in love with is doomed to die an untimely death. Any time someone becomes romantically involved with you, the clock will start running. There is no way of telling exactly how much time you'll have together, for the curse works differently for every case, but in your case it will never be longer than a full year. On the days preceding their death, you will hear the deathwatch beetle ticking for them. No matter what, even if somehow the curse is broken for the rest of your family, you won't be free yourself from its effects until your last year in this jump at least.

- Hopeless romantic (+100 CP)

What wouldn't you do, for the right person? Too bad you are really bad at picking them. You'll always be attracted to the wrong people, the worst of the worst and will believe every single one of them is *the one*, until you are absolutely proven they're not. You better have someone you trust set you up for your time here, or better yet, keep you from going on dates to begin with.

- Blood on the moon (+100 CP)

A sign of trouble not far behind. Or maybe it's just bad luck? Coincidence? Somebody up must hate you, because that sign will follow you for your whole decade there. Your life won't be in direct danger just because of this alone, but you'll be very superstitious and will become increasingly more paranoid over it.

- Really real bad liar! (+100/+200 CP)

You are a terrible liar, who can't bring any credibility to your tall tales. You can certainly deceive people with half truths, but whenever you are trying to outright lie, you choke on it, or stutters or blanks. For +100 CP, you cannot utter a lie at all and will feel guilty if you don't come clean completely about everything people ask you.

- Issues (+200)

You have serious abandonment issues, on top of your privacy issues, boundary issues, co-dependency issues and a whole assortment of problems. If it was up to you, your friends and loved one would always be together, yes, even when they one of you went to the bathroom.

- Not real. (+200 CP, barred for Drop In)

There is something wrong with your jump memories. You'll never know how much of yourself is real and how much of is just part of your chain's fabrication. All your new memories feel forced and fake, yet the emotions behind them are very real. Do you really love your lovers / friends / companions? Who can tell for sure? You certainly can't.
Not sure why you'd want such a massive identity crisis, but for 100 CP more, this drawback will apply to all your memories, including the ones from your original life.

- No nonsense, okay? (+300)

You've had it with all this crazy shenanigans. Magic? Jumping across dimensions? All you want is to feel normal! The problem with that is that nobody is truly completely normal. For the duration of your stay here you'll have an aversion to anything supernatural and you'll deny you have any part of it. Accessing your Warehouse or using any magic at all will make you feel disgusted with yourself.

- A real Bitch! (+400 CP)

"Witch! Witch! You're a bitch!", how many times have you heard the freaking song? or heard about you selling placenta bars or making deals with the devil? Fine! The people want a witch? You'll give them a witch!
Although there is usually none of that in the craft, and there still isn't at large, you will make it your mission to torment the people in Maria's Island with your powers, playing on their ignorant comments and offensive and making them hurt and regret ever so much as looking at you funny. Hope you can live with your actions after the drawback ends, because it's not going to be pretty.

- Fighting for control (+400 CP)

There is a dark, tormented spirit inside your body, constantly vying for control. You won't be able to use any of your powers to banish, destroy it or manipulate it and willpower enhancements are only half as effective. If he ever manage to keep himself in full command of your body for longer than a straight day, you will die and your chain will end. If, on the other hand, you manage to make peace with one another, you'll be able to take them as a companion. Mending this broken and tormented soul is not going to be an easy task.

- Maria's touch (+400 CP)

When her lover does not come to her rescue, Maria Owens tried to cast a spell upon herself to stop from ever falling in love again. Instead, she managed to curse her entire bloodline.
Likewise, all of your magic will bring about unintended consequences that are detrimental to you and others. Cast a spell for a sunny day and get a massive drought and heat waves, call for rain instead and expect a flood.

- Amor Veritas (+200/+500)

Such an innocent spell, to call for one's true love, to ask the universe to introduce you. It sounds great right? The universe wouldn't bring you someone that didn't wish for you back or didn't have the potential to be a great partner, right? Maybe the ritual was screwed up, maybe it was a darker version of the sweet spell from the movie, either way it took hold of you. You are head over heels in love with the caster, would do anything for them, be anything for them. For 200 CP they are actually worried about messing with your emotions like that and didn't intend for such a powerful reaction. They will refuse to be with you because of it, which will make the both of you miserable, unless you can somehow break the spell (which you don't want to, but will try if they ask). For 500 CP you are bound to someone Evil with a capital E that has no compunctions over using and humiliating you, knowing you'll take it in stride with a smile on your face out of your love for them.

The spell can be broken, but it would take dedicated effort for at least half your stay here in order to do that.

Ending Options

Stay: Let's be honest, '90s witches gifted us with an aesthetic we're still trying to achieve today. And you got to be a part of that! Of dessert before dinner and dancing naked on the solstice and midnight margaritas and love, big sweeping you away kind of love. Who wouldn't want to live all up in that?

Continue Jumping: Come on, there was some darkness there along with the light… and being Practical, you'll always be able to come back once you get your spark, so it is time to move on.

Go Home: Homesick? Sometimes, we need to travel the world to see that happiness was by our side all along. Good luck adjusting to your old life.