Generic Alchemist

Jump By U/PriorPossibles

From the Egyptian Sages of old to the bizarre hidden experiments of the middle ages, surviving even to the modern era the mysterious craft of Alchemy has been an underpinning of civilization.

It's just a shame it doesn't work, despite the labors of Alchemists from across the sands of time no one has ever discovered the secrets of life and the soul, but that would be a downer of a world to spend your 10 years in so you'll be spending them in a world where the secret craft has a tad more... truth.

This is a world of secret lore, and immortals who jealously hoard their secrets but also a world of people who genuinely seek enlightenment all pursuing the same hidden knowledge, the knowledge of Alchemy!

+1000 CP

Take these to help you in the quest for a perfect self.

Location:
From the sands of Egypt to hidden laboratories of Europe Alchemy has appeared all across the world and so can you, you may appear anywhere in the world, at any time in history Alchemy is practiced.

Origin

To perfect the self one must first discover who the self is.

Scrivener

You are but a humble tradesman of no particular renown, but perhaps the perspective of an outsider is what is required to truly master the bizarre mysticism of Alchemy? This origin can be taken as a Drop-In.

Alchemist:

-Neophyte [100]

A new student of the secret art, perhaps you have a master of your own to teach you of Alchemy's lore or perhaps a simple book. There's a long road ahead of you but it is truly a path worth following!

-Journeyman [200]

You are now an Alchemist in truth! You have begun the path of mastery and already know many secrets, perhaps you have found employment in the courts of the nobility?

-Master [400]

Ah, a venerable sage indeed! No longer a mere student of the lore of Khem you are a wise practitioner of the arts, perhaps you may join the vaunted ranks of those to drink the Elixir of Life.

Suppressor

Those who call themselves Alchemists and believe themselves to be rivals to God are naught but fuel for the righteous fire! Whether an agent of the Catholic church or another body you are amongst those who wish to destroy the memory of Alchemy forever.

General Perks:

Alchemy (Free/200/400/600)

Alchemy asserts that all things in this world are alive and in possession of a soul, they seek to reach perfection through the purification of the soul of themselves and in most cases base metals. But I forget myself let us determine what you already know of the craft.

-Free (Default Suppressors)

You are able to recognize the basic signs of Alchemy, such as the scent of brimstone as well as the gauntness that working with strange chemicals can induce, ideal for one who seeks to hunt Alchemy

-200 (Default Neophyte and Scrivener)

You are aware of the basic building blocks of the craft, able to properly prepare a laboratory and handle the chemicals used without injury, this is an excellent foundation if you plan to continue on this path.

-400 (Default Journeyman)

You are well on your way now to the creation of the Philosopher’s stone! You are able to perform transmutations and even create soulless life in the style of Paracelsus' magnum opus.

-600 (Default Master)
All the secrets of Alchemy are laid bare before you! You can perform flawless transmutation, grant eternal life and even create artificial souls.

Scrivener

A Trustworthy Scribe (100)
You are a skilled scribe able to transcribe documents quickly and efficiently. The more useful part of this is that people trust you with important manuscripts, never dreaming you may keep a copy for your own personal use.

To Make A Name (200)
Fame just seems to be attracted to you. Word of your deeds spread quickly allowing you to amass fame with far more ease than usual.

The World's Greatest Alchemist (400)
Well maybe someday, you have the potential to become an expert alchemist even without a formal teacher. When you learn from a book you improve far faster than anyone else could even with an expert teacher.

Lucky Fool (600)
Sometimes the only truly important thing in a great alchemist's life is simple luck. When you perform a delicate experiment without all the information required or variables accounted for you find it working better than it would have if you dotted all the I's. If you went at it without half a clue you might even create the Elixir of Life!

Alchemist

To Hide An Art (100)

Alchemy must be hidden from the uninitiated not fit to learn. You are skilled at constructing secret codes to hide any knowledge you desire from the uninitiated.

Endless Resolve (200)

It can take truly immense time and hardship to learn the secrets of Alchemy. Your will is now equal to the task. You have the willpower to continue pushing towards a goal despite countless failures and setbacks.

Luminary (400)

Alchemist's are scholars and philosophers, the most intelligent people of the time. In order to be amongst their number you need to have a mind capable of pushing all boundaries of conventional understanding, you have such a mind. When you are on the cutting edge of a field of study your intelligence and research capabilities are boosted by an order of magnitude.

The Perfect Being (600)

The goal of the alchemists was to become a perfect being, who would settle for that perfection coming from a stone? You are a living Philosopher's stone able to grant eternal life and remove material and spiritual impurities

Suppressor

Sniff Them Out (100)

Alchemy like all of Satan's arts leaves tell-tale marks, you are familiar with all the signs of Alchemy and Witchcraft and are good at figuring out fact or fiction when discovering new methods of witchfinding

Dogmatic (200)
You have the sheer strength of personality necessary to become a demagogue, you possess exceptional skills at rhetoric and all the other necessary skills of a cult leader.

The Knowledge Was Lost (400)
While Alchemists must be erased for the common good the root of the corruption is truly the art they practice. You are good at destroying all knowledge on a topic with your efforts you could potentially erase a whole branch of magic.

Divine Guidance (600)
God seeks that these heathenous scum be brought to heel and grants blessings to those who fulfill such a service! As you take action against the supernatural to grind it to dust and bring everything under the yolk of normality, you will find your political power, knowledge, and wealth growing as if it was a reward for your holy work.

Items
All origins get a **(+200 CP)** for use in this section only

General Items

Status [-200]
You hold the title of minor noble, while this comes with no wealth on its own it is useful in that it makes the courts of the time consider you a person.

Earthly Wealth [-200]
You wield what some would consider the greatest of mankind's earthly powers, wealth. You gain a large sum of currency at the beginning of every jump as well as several profitable business ventures and lands, perhaps even enough to pursue the master work in earnest...

Royal Blood (Requires Earthly Wealth and Status) [-400]
Where before you had the title of nobility now you are a direct relation to royalty! And where you had wealth now you have enough money to purchase a small country! What reason have you not to turn your mind to higher things...

Scrivener

Dusty Tomes [100]
A self updating collection of books that contain the very basics of any field you seek to study, enough to ignite your curiosity at least.

Humble Shop [200]
A simple shop in a bustling city that you are the legal owner of oddly enough you can sell anything here without experiencing legal repercussions.

The Elixir Of Life [400]
One half of the master work is already in your grasp... you possess an infinitely refilling vial of the Elixir Of Life which can cure any illness and restore the flesh from the ravages of time. It is also fiat backed to always be the best method of healing in any jump you visit and never downgrades from that peak.

Alchemist

Discrete Journal [100]
This book automatically records your knowledge in a series of pictograms and poetry that would be meaningless to anyone else.

Laboratory [200]
A laboratory perfectly suited to any experiments you wish to perform that provides all but the rarest ingredients automatically.

The Philosopher's Stone [400]
The second half of Alchemy's master work, it possesses the power of purification that is most commonly seen in Alchemy's pursuit of earthly wealth by transmuting base metals to gold. But its powers can also be used to purify any other substance transforming it to an ideal state. If applied to Vibranium for instance it would become a substantially more powerful version of said substance, with all of its properties elevated.

Suppressor

Tools Of Your Trade [100]
All the tools of an experienced witchfinder, everything the standard religious fanatic could ever wish for. If the witchfinders used it you have it here.

Holy Place [200]
A sanctified church of a religion of your choice, oddly enough no sources of supernatural power (including yours) that aren't holy in origin do not function in this place.

Flock [400]
You are a higher up in a global religion that gives you a great deal of power in the form of influence over your sheep, in countries where your religion is supreme even the king would have to kowtow to you! Use this power wisely.

Companion:

Import [100]

Export [100]

Drawbacks:

Power Lockout [+200]
Generic power loss drawback here.

Item Lockout [+200]
Generic Item loss drawback here.

Smell Of Sulfur [+300]
You have all the tell tale marks of Alchemy upon you, none but your fellow alchemists are truly able to trust you.

Known Book-Burner [+300]
You are a known suppressor of Alchemical secrets no Alchemists trust you and they will likely resort to the use of strange powers against you should you seem hostile.

The Master Work [+600]

You must by the end of your 10 years here create the Philosopher's stone without the aid of out of jump abilities.

Ending Choice

Stay Here?
[+1000]

Go Home?

Move On?

Notes:

1.0 done and Jumpable