Alex Verus Jumpchain

By Ze_Bri-0n

Though Alex Verus has long since escaped the Dark Mage who taught him how to do magic in the first place, trouble keeps finding him. Despite his best efforts to just peacefully run his magic shop, ancient artifacts, old curses, and magical atrocities continue to intrude upon his life and thrust him into lethal danger.

Diviners are an uncommon and subtle form of mage. They can't create gates to other places, throw fireballs, heal people, or do anything like that. But the kind of information a diviner has at their fingertips is a power unto itself, if you know how to use it. And Alex Verus certainly does.

You have 1000 Choice Points to acclimate yourself to this world. You arrive the day that Lyle tries to hire Alex to open and navigate the "Tomb" of Abithriax - the beginning of book one. It's kind of vague when that is, but assume that it's sometime in 2012. You begin somewhere in London, and shall stay in this world for ten years.

**Origins**
Your age is 20+2d10, or 100 CP to pick. Your sex is the same as your last jump, or 100 CP to change it.

Drop-In - You arrive exactly as you are, no more no less. You have no new memories, no new allies, no stake in the ancient battle of Light and Dark, nor insights into the fragile peace between the two.

Light - Light Mages act as the ruling body of a given country by forming a Light Council. Conflict between members of that Council tend to be more political than physical or magical, but mistaking them for the "good guys" of the setting is overstating their benevolence at *best*. Regardless, you have just completed your journeyman tests, and become a full Light Mage, but already you've begun to ingratiate yourself into the power structure of the Council.

Dark - Dark mages believe that the only true thing is power, and that everything else is irrelevant. Your values only matter if you have the power to enforce them. This is what they call "The True Way," a philosophy that has guided some mages since prehistoric times. Dark mages are ruthless, tough, and deadly, but they lack unity or any formal organization. They also tend to kill each other as often as anyone else. Which is very often. As a brand new Dark mage, you are aware of many other local mages, but don't really have alliances, so to speak. You do know who to fear, however.

Independent - Not all mages feel the need to pick a side in the ancient battle between light and dark. They lack the resources and unity of the Light and the ruthlessness of the Dark, so they don't really measure up in terms of power as a group, but individually they are no less skilled. You have contacts among other mages, but they are relatively few and largely unimportant.

**Perks**

*Magic*

Adept (+400) While you can sense magic as well as a mage, your abilities to use it are a lot narrower. You have exactly one spell you can cast, and that's it. It can be a versatile spell - Luna's certainly is - but it's still just one spell. Technically. Incompatible with Mage.

Mage (Free) You are a fully realized, fully accredited mage, having completed your apprenticeship and graduated whatever training regiment your master set up for you. Like most mages, you are only capable of one branch of magic( see notes below for a list of possibilities), but you are appropriately proficient in it. As a benefit of your training, you also know magic theory and can also use general magic to do things like create wards, enchant items, and crudely imitate the powers of other mages. Incompatible with Adept.

Hybrid Mage (400) Not all mages are created equal. There are a few with partial access to two separate fields of magic. By paying 400 CP after taking Mage you can be one such mage. Unlike most "Hybrid" Mages, you possess full access to both fields of magic. You are fully trained in the use of both fields.

Legend (600) Mages have legends about mages that can use all the disciplines the same way normal people have legends about men who can move mountains. Congratulations - you're the mage equivalent of Hercules. Or you can be by paying an extra 600 CP after taking Hybrid Mage. Unlike every other mage in the world, you have the power to learn every branch of magic this world has to offer. That said, there are two big caveats. The first is that you need to learn each individually, and there's generally not a lot of carryover. Some disciplines will take months to years to master, even with a teacher. Those are the easy ones. The second caveat is that while you can combine spells to do things that other mages would need teamwork and ritual magic to replicate, you aren't actually any stronger than a normal mage. You begin with all the training and education of a normal mage, except you may pick three branches of magic to know already, rather than one.

*Origin Discounted Perks*
Discounts are 50% off, 100 CP perks are free if discounted.

Drop In Discounted

Odd Friendships (100) You're smart enough not to put too much stock in appearances. You are not subject to the halo effect, and no matter how horrifying or stunning someone appears, you can judge them on their own merits. You have no unconscious biases or prejudices. Befriending a giant spider is no harder than befriending a normal person.

Elsewhere Navigator (200) Elsewhere is a highly mysterious - and dangerous - plane of existence mages sometimes visit in their dreams. Getting in is easy, doesn't even require magic, but getting out is quite difficult. Except for you. You are uniquely talented when it comes to Elsewhere and other dream realms or alternate dimensions like it. You can, almost by instinct, navigate their unpredictable and dangerous terrain to find whoever or whatever you're looking for, including an exit. If you were to enter them physically you can even survive and function there, indefinitely, regardless of their ambient effects, so long as they aren't instantly lethal. Be wary of finding supplies and local dangers though. Just because you can survive somewhere without disintegrating or becoming a local doesn't mean the locals won't or can't still kill you.

Magic? Seriously? (400) Yes, seriously. Mages don't have to worry about the secret getting out, because most people are "mystically colourblind," and go into denial at a hint of magic, no matter how blatant. It's not absolute, but it's the standard response. You, however, need not worry about that, because at will, you can reveal the full glory of your magic to anyone and everyone who sees it. They won't automatically believe in magic, but their "colour blindness," or other mental blocks and automatic camouflages won't be preventing them from realizing it for what it is. You can also hide the nature of all your powers from those without magical abilities or supernatural sensitivity at will. Almostly flawlessly.

Master of All (600) The most powerful magical devices - imbued items - are somewhat alive, by necessity. As such, they have minds of their own, to an extent. They chose their own masters. For some reason they consider you to be a pretty get pick, or at least an acceptable substitute. You can use any and all magic items you encounter, regardless of normal restrictions, including those that would normally work for only one person, foci and imbued items included.

Light Discounted

Politics (100) Light Mages are expected to know how to dance, fight a duel, and which fork to use at the dinner afterwards. You know all of that. You also know how to negotiate and school your features to avoid giving away secrets. You will never forget a debt or favor owed.

Collaborative Magic (200) Magic isn't always a solitary effort. Ritual magic can be used to combine different disciplines into otherwise impossible spells. You are particularly good at that kind of thing, even in other magic systems, and with a little bit of help you can cast spells that are highly efficient and greater than the sums of their parts. In fact, if a magic system doesn't have some form of collaborative spell casting, you can invent one for it.

Career Politician (400) You have skills of a career politician: negotiation, organization, and public relations. In fact, you're among the best in the world at all of these. You could spin almost anything positively and take advantage of just about anything. Additionally, you can do paperwork like nobody's business.

Unity of Light (600) In you the promise of the Light Council is fulfilled. Wherever you take power, petty squabbling and political bickering ceases. Among your subordinates, personal grievances are set aside, feuds are forgotten, and self-interest takes a back seat to the goals of the group. Unity is achieved. Have you considered taking over the world?

Dark discounted

The True Way (100) True Power comes from within. Compassion is a weakness. Power is reality. These are the core tenets of a Dark Mage. You can completely deaden yourself to compassion and guilt. Even if you chose not to, your Master instiled you with a strength of will, a degree of courage, and a resistance to pain that may come in handy in its own right.

Dark Power (200) Dark mages are tougher, more ruthless, and apparently more powerful than other mages. Perhaps it's their training, or perhaps their way of doing things is just more effective. Either way, you take to so-called "dark magic," like curses like a fish to water, and once you've mastered them they'll be half again more powerful in your hands, even if they don't come from this world. Call up a demon? It'll be stronger than normal. Lay down a curse? It'll be that much mightier.

Battlemage (400) Every mage is deadly, but those that have trained specifically for combat are especially so. You have so trained. You can turn your magic towards violence or defense with great efficiency, and in the future you will have great success when learning any form of magical combat and combat magic. Apparently you're just a natural talent.

Wish Magic (600) Jinn are such dangerous things, and obscure too. But if you can contract one the benefits are incredible - often literally. Besides being one of the world's top experts on Jinn and their magic, you have somehow acquired some of their power for yourself: by making a wish you may reconfigure reality on the same level as a wish-granting Jinn can, to achieve almost any effect. Alternately, you may grant the wishes of others. There are two limits either way, however: you can never make something from nothing, and the longer and more complex the sentence used to make the wish, the weaker a "lens," it acts as for the magic, meaning that the magic becomes proportionately less powerful. Only the relatively simple sentences can wield the full power of this magic. Unlike binding an actual Jinn, however, your own magic won't try to kill you or twist the wish, and you can make as many as you like.

Independent Discounted

They'll Need Jumpers (100) If you can make yourself useful, then your enemies will prefer to recruit you rather than kill you. Particularly if they've already defeated you or your side of whatever conflict you are or were fighting it. They'll still do it, if need be, but they'll do it reluctantly.

Ally of Elementals (200) Weirdly, elementals and similar just sort of like you. It'd take significant effort to drive them away once you've befriended them, and they won't think anything of attuning a focus for you if you do. They come promptly at your calling, and have no issue doing you favors, especially if you pay them. If you look for them, you can even find minor elementals in later worlds.

Resourceful (400) Like Alex, you can come up with quick and clever solutions to difficult problems, often in unorthodox or unpredictable ways. Whether that means coming up with crazy but effective plans or making those plans work on the fly when they inevitably go wrong, your cleverness can make you a dangerous enemy and a valuable ally.

Masterful Craftsman (600) You're one of the best there is when it comes to magic items, regardless of whether they're foci, one-shots, or imbued items. Not only are your creations always a cut above the norm in every way, you could make twice as many in half the time it would take another mage. You'll be a legend in the mage economy if you reveal your abilities. Your talent makes you a quick study at other forms of enchantment, and you'll rapidly reach this level of skill in other magic systems. You could even invent a form of enchantment for a magic system without one. You also possess a limited ability to invent equivalents to technological devices and magic items that you know how to make for magic systems that lack them, so long as that item doesn't blatantly contradict that system's laws.

**Items**
Item discounts are the same as Perk discounts

Drop-In

Rent Money (100) Very few mages need to worry about paying the bills. It's easy to set yourself above that kind of thing with a little magic. This item is a monthly stipend large enough to pay for a small home, groceries, and other essentials like a phone, basic insurance, electricity, water, and the taxes on all of the above. The stipend takes the form of local currencies and will always be sufficient for all of the above as long as you aren't extravagant. The revenue services somehow never notice that you're getting money from nowhere.

Shroud (200) A magical device in a form of your choice that disrupts magical attempts to perceive you. Unlike a Mistcloak, however, the magic will be immediately aware of this and a strong enough mage may power through the shroud, but this shroud is good enough that it would take an exceptionally powerful mage to do so.

Gate Stone (400) A magical device in the form of a small rock that allows for the creation of a Gate through space with an application of magic. Unfortunately, it can only create a Gate to one specific location. You may choose what location. At the beginning of each new jump you may choose a new one. Can be bought multiple times. Purchases after the first are discounted, but discounts do not stack.

Fateweaver (600) A fateweaver is an imbued item used during the Dark Wars by Precursor generals. They could manipulate probability on a level to shame any chance mage. Entire battles could be decided with a fateweaver, though it's not entirely clear how Fate magic differs from common chance magic, except in sheer power. Fortunately for your sake, this one is much more stable than the originals, and will stand the test of time.

Light Discounted

Black Ties (100) Partying is often involved in politicking, but not it's not the kind of partying you can show up to in street clothes. Oh no, these kinds of parties are strictly black tie. Fortunately, you've got a wardrobe full of appropriate and high quality clothes, of whatever kind you need.

Azimuth Arena (200) A small area laced with enchantments to allow mages to duel without casualties. Unlike a standard Azimuth ring, this one does not require managers, and can make any form of duel non-lethal. Can be made into a warehouse attachment, merged onto another property, or otherwise imported into future jumps.

Favors (400) Since making ends meet is easy with magic, the real currency is favors. You're owed several. In future worlds, you'll find that there are several powerful and useful people already in your debt and willing to pay, or you'll quickly accumulate the same number of I.O.U.s, none of which will be reneged under normal circumstances. These favors are each valuable enough that the debtor will be willing to risk their lives to clear it, but not willing to outright give it.

Council Position (600) Congratulations, you've got a seat on the Light Council. A SENIOR seat on the Light Council. Thanks to this, you're one of the most powerful people in the country. In future worlds, you'll have an equally significant position.

Dark Discounted

Domino Mask (100) It appears to be a simple domino mask… because it is. It's shockingly good at hiding your identity though. Not quite Clark Kent levels, but as long as your masked and unmasked alter egos don't interact with the same people - and no one reveals who you are - it would take someone extremely observant to figure out who you are. It can even fool advanced facial recognition software.

Mist Cloak (200) An imbued item in the shape of a cloak. It has chosen you to be its master, and if you wear it it will act as the magical equivalent of active camouflage. Very good active camouflage that works on both magical senses and sight.

Mansion (400) A comfortable mansion that can be imported into future jumps. Besides being extremely well warded, it also has a torture chamber, its own sources of electricity, water, and food, and some method of overrunning itself with giant, intelligent badgers.

Envelopment Focus (600) Normally, a mage who wants to create an envelopment focus must painstakingly design the whole building it inhabits to support it and then do constant maintenance. By buying this, you may instead designate one property you own that is no larger than a mansion, and gain all the benefits of such a focus, namedly having all your magical powers made stronger and more flexible so long as you remain on said property. You may change which property benefits from this once every jump or once every ten years, whichever is shorter.

Independent Discounted

Magical Smokescreen (100) A one-shot magic item shaped like a marble. When broken, it creates a magical smokescreen. You have three. You get a new one a day after you use it.

Elemental Focus (200) A glass wand that can be used to summon a fairly minor elemental that is friendly to you. You may design this elemental's personality and choose its composition.

Arcana Emporium (400) It's a magic shop. No, really, an actual magic shop, well warded too. The obvious part is well stocked with crystal balls and similar, but in the back, however, is a special inventory filled with mystical ingredients and one-shot items. You may import this shop into future jumps, wherein its inventory will change to match the world's magic if there is any. If not, it will retain its original form. Either way, there will periodically be some legitimately magical customers, somehow. The shelves and inventory will refill themselves on a monthly basis, but you'll need to tend it yourself or find someone else to do it for you if you want to make a profit.

Dreamstone (600) A powerful magical object that provides its owner with a number of abilities such as creating gates, telepathic communication, summoning, dominating living things, and physically entering Elsewhere. This one is perfectly suited for your personality. Initially, physical contact with the stone will be needed to utilize it, but with practice you can do without. All of these abilities will require time to master, however, and you've only just received your stone.

**Companions**

Cabal (50/ 300) You may import previous companions at 50 CP each, or pay 300 CP to import eight. They get 600 CP to spend on perks and items. They can take as many points in drawbacks as you do.

Canon Character (100) You may select a canon character to take along on your chain. However, you must first convince them to come with you. Can be bought multiple times.

Apprentice (100/ 200) You have acquired a student. They have only just learned about magic and are in desperate need of a teacher's guidance. Once you've finished instructing them, they'll be more than happy to follow you on further adventures. For 100 CP they are an Adept. For 200 CP they are a mage. Can be bought up to four times.

**Drawbacks**
There is no limit to how many Drawbacks you can take, or how many points you can get from them.

Shout Out to Jim Butcher +0 - Did you know Alex Verus is on Jim Butcher's personal Must Read list? If you've read it, then probably, given the fact that one of his reviews features on the cover of every Alex Verus book. By taking this, you gain the right to mash the setting of Alex Verus and that of the Dresden Files together in any way you like.

Apprenticed +100 - You've only just discovered your magic, unfortunately, so you don't have the training and education needed to use it. Fortunately, you've already found an appropriate mentor to guide your way. For an extra 100 CP, your mentor doesn't have the same kind of magic as you, and isn't quite sure how to train you. For another 100 CP, you two have a very serious clash of personalities and values.

Nightmares +100 - Some traumatic incident in your past has left you with frequent nightmares. Not every night, maybe not even most nights, but frequent.

Sensitive +200 - While you can sense magic just fine, you can't actually use it. Regardless of what you purchased in the Magic subsection above, you don't actually receive your purchase until post-jump. As a benefit, you experience *everything* more intensely and clearly, your own emotions included.

Strega Curse +200 - You share Luna's curse, but unlike Luna you cannot learn to control it. Bad luck is deflected away from you, magnified. While this means that you will rarely be in real danger, it also means that you must live alone, without pets or friends, unless you're alright with them dying.

Trust Issues +200 - You've got em. You've got quite a few of em. Some incident in your past left you incapable of trusting anyone *completely*. This might save your life a few times, but…

A Rakasha's Revenge +300 - An ancestor of yours was part of a strike team of mages who stormed the palace of a rakasha and killed them. Unfortunately, said Rakasha had a mate who made it out, and rakshas have long memories. The survivor has already used their vast

resources and dangerous abilities to hunt down and assassinate every other descendant of the strike team, including your family, which has understandably left you with a few issues. You're all that's left, and you're next. For an additional 200 CP, you have no idea about this grudge.

Elemental Enmity +300 - Elementals sense something off about you, either your nature as a jumper or something from a previous jump. Either way, it offends them enough that they attack you on sight. Even a minor elemental can turn a man into air with zero effort, and scatter that air across a city's space with even less, so be careful.

Don't Rely On Magic +300 - Being a demigod's not worth much if you aren't smart enough to capitulate on it. Which you'll have to be, because this world's magic and magical creatures are power scaled to you and your powers and those of your companions, but only when it would be inconvenient for you. Get smart fast or get dead fast.

Good Old Days +600 - Rather than the normal starting time, you begin your just a few centuries or millennia early( no we don't know precisely when - mage history is vague). Still after the end of the Darks Wars and the collapse of the Old Council of the Precursor Era, but before the rise of the modern Light Council. Besides being cut off from modern conveniences like electrical lights, toilet paper, cannons, Western medicine, and egalitarianism, this world is a lot more dangerous, as the cullings and wars that made man and mage the kings of the world haven't happened yet. In this era, life is like a monster of the week show, except the heroes often lose, and a lot of people die when they do. The Dark mages of this time period also make the 21st century's look positively friendly, and vampires are still a thing. Oh, and many of the rituals and spells that future mages rely upon - like spacial bubbles - haven't been (re)discovered yet. The only good news is that in lieu of centuries of peace, complacency, supremacy, and corruption, the Light mages are genuine heroes these days. Er, mostly genuine heroes. They're still human. And mages.  As a mercy, you may choose to spend your jump in an AU version of the canon world where the events of the series are taking place in *this* time period, with ancient versions of the same characters. That way at least some of your metaknowledge will still work.

Jumperbreeze +600  - You are as smart as Starbreeze, with a memory and attention span to match. In other worlds, you are as dumb as a sack of rocks and forget what you were saying as you say it.

**Ending**

After your ten years here, you must make a decision.

1. Go Home
2. Stay Here
3. Next Jump

**Notes**

Canon forms of magic include: divination, shapeshifting, life, death, fire, water, air, earth, ice, mind, charm( emotion manipulation), space, time, sound, force, illusionism, lightning, light, shadow, chance, radiation, and summoning, though that last one is apparently sort of extinct in the modern day( the endangerment and extinction of most magical species has reduced it from its former stature. Now, summoning is generally only done through rituals and general magic, so it's comparatively more tame. To reflect this, summoning will let you summon the locals of whatever jump you're in at the moment, but not creatures from previous jumps or other worlds until Post-Spark). There are undoubtedly others, so you can probably come up with whatever you like.

For Wish Magic, assume that your abilities can match the Jinn Richard Darkh contracted.

Depending on the magic systems involved, it may or may not be possible to study the items translated from one system to the other with Masterful Craftsman and invent new spells with the same effects.

Speaking of the Masterful Craftsman perk, note that I used the word "invent," not "create." This was intentionally.