GURPS Technomancer

V 0.3

By CPU Anon Heart and Godogma

On July 16, 1945, the Manhattan Project was completed. The first atomic bomb was detonated at the Trinity site in Alamogordo, New Mexico, and those words of power were spoken: “I am become Death, Destroyer of Worlds.” Combined with the explosion, which had torn a hole in spacetime, these words closed a necromantic ritual, bringing forth what is now known as the Hellstorm: a stationary tornado formed from the mushroom cloud of the explosion and shot with red lightning.

The project was temporarily canceled: Japan was offered an unconditional surrender, the threat of two remaining nuclear bombs being used to encourage it, but the US refrained from making any more bombs until the Hellstorm was understood.

It did not take long. People began to be born as “changelings”, humans with inhuman features, and previously non-powered beings who performed religious rituals suddenly found that their rituals began to *work.*

The world was a different place. By the time the first changelings grew up, humanity had grasped what had occurred. The ritual had brought mana back to the world, and with it, magic. One in a hundred born after the creation of the Hellstorm have an aptitude for magic, a drastic increase from the one in ten-thousand that had it before, and unlike their predecessors, these new mages were able to *use* their magic.

Magic was swiftly learned, mastered, industrialized, and put to use. Healing magic swiftly overtook standard medical science, curing diseases with a gesture and a word, while industrial enchantment allowed the creation of miraculous devices that others had never imagined.

But nothing is purely good. Not only was magic quickly harnessed for warfare, it brought with it it’s own curses. Vampires walked the earth once more, and demons often began to intrude upon the mortal realms, helped along by the weakened barriers between realms created by the Hellstorms.

This is the world in which you reside now. A world that has married technology and magic, a world where humanity deals with the consequences of a reality that has changed underneath them. Welcome to Technomancer, Jumper.

Have **1,000 CP** to help you find your way.

Origin

Hellhound:

Ever since the Manaclasm, things have taken a turn for the weird. Magic has returned, and not very quietly - cockatrices roam the streets, zombies are raised, and sometimes zombie cacti take to the streets. It's a spooky place out there, and it's up to you to keep the streets safe. That people are paying you for it doesn't hurt.

Veteran:

You've seen some *weird* shit in the war. Previous officers used to claim that for their wars, but man, you've got them 100% beat. Whether you served in the the 1st Necromantic Operations Detachment, the Black Berets, the 13th Special Operations Group (Magical Operations), or even a more mundane military force, you can safely say that you have seen *some shit* on the battlefield, and it's left you both unfazed and used to using magic items in the field.

Industrial Enchanter:

Even with magic there's wageslaves. It's just gotten a bit more magical now. You're an Industrial Enchanter, one of the many cogs in the now enchanted machine that keeps society running smoothly. You might be employed at Elf, mass producing wands that remove the smell from the room, or at your own startup off the street corner, but either way, you're the unwashed masses of the magical world.

Researcher:

One day, you're going to get people to stop calling it magic. Today is not that day. Today, is, however, the day that develop a spell to shoot lasers from your eyes. It's a pretty good day. You're a worker in one of the multitude of magical research stations of the world, helping to bring forth a more magical tomorrow!

Ah, wait, that's not all is it? Age and Gender may be selected for free. If you wish, you may discard your history, and act as a Drop In instead.

Locations:

1. El Paso: El Paso, Texas lies along the Rio Grande, just across the border from Mexico. Alongside its sister city of Juarez, Mexico, it forms the most highly populated High Mana Zone on the planet... and also serves as home to some of the most dangerous criminal cartels in North America as well as some of the United States' biggest industrial powers. The police department is always on its toes - maybe you could lend a hand? There's rumors that the smugglers are about to make a pretty big push...
2. Trinity Site: The location of the atomic testing and the heart of the Hellstorm, the very earth in the Trinity Site is irradiated with Oz Particules. The glassy earth can

serve as Powerstones - strange material that slowly gathers mana from the air to be used by a nearby Mage. It's also heavily guarded by military forces. Do keep an eye out, won't you? Wouldn't want to get shot. But maybe you're here for a reason? I hear that someone's trying to invent parachronics - dimensional travel. And if it'd work anywhere, it'd be here...

3. London: The Capital of England, London has mostly been spared the influence of magic and its effects on society. Mages are almost a hundred times less common than in the United States, placing magic users in a less formal role, and removing the commonality of the US Mass Enchantment industry. I hear someone's trying to unlock Time Magic near the Big Ben. I doubt it'll do much but the consequences of a failed spell can be problematic.
4. Boston: The capital of the state of Massachusetts, Boston is far enough north to have avoided the fallout of the Manastorm, while remaining close enough to gain the increased frequency of Mages. Home to the Massachusetts Institute of Technology and Thaumaturgy, the local research program is making great strides. Unfortunately, word on the street is that someone's trying to steal the latest research on advanced magic carpets...
5. Jerusalem: Essential to much of the modern world's religious beliefs, this city is nearly on the other side of the world from the Hellstorm... for now. Looks like some Dead Brigade have decided to detonate a nuke in the area, thus "rightfully" converting the Holy Land into Undead... or at least Dead. Unfortunately, if they succeed, it might be beyond their wildest hopes, as another Mana Storm could tear the world apart.
6. Your Choice: The world is a big place. Where would you like to go?

Perks

Perks are discounted for their origin. 100 CP perks are free to their origin.

Hellhound

Close Combat (100):

You've found that a disturbing number of your foes are functionally immune to bullets. Some demons are resistant to any weapon not made of expensive silver, while others are spellcasters, capable of casting Missile Shield and causing any bullets not made of Depleted Necronium to simply go wild... or worse, spin around and come back at you. Because of this, you've mastered the relatively archaic art of walking up to someone and taking them down with brutal strikes of a melee weapon, making you a skilled warrior up close.

Investigation (100):

It's rare that you go in knowing exactly whom you should be shooting, and far too often, you'll have to spend a lot of time trying to find out. Fortunately, you're good at that sort of thing. You have impressive investigative skills, allowing you to quickly pick out lies, clues, and other such things that'll help you track down your prey.

In the Business (200):

Being a Hellhound is an art, and it's one you're good at. You're easily capable of advertising your services, and impressing upon people the full extent of your capabilities, no matter unbelievable they may seem... as long as you actually *are* capable of it of course. You just won't need to actually demonstrate. So when you assure someone that yes, you can, in fact, punch out a demon, you won't need to summon one up and punch it in front of them.

Indomitable and Unfazable (200):

When you run into demons and illegal wizards as often as you do, you practically start getting used to mind control, mental influence, and other methods of... forcibly changing your mindset. Fortunately, you're immune to that. Mental influence rolls off you like water off a duck's back. Furthermore, you'll find that you're almost impossible to scare- after you've seen enough magical accidents, everything else is just... tame.

Combat Reflexes (400):

The life of a Hellhound is a life in conflict, and unfortunately, a life where about half your opponents do their best to ambush you and rip your face off. Nerves of steel and reflexes born of years of conflict are a must here. After years of having demons literally pop out of nowhere, you will find that surprise means little to you- you never "freeze up" when surprised, but smoothly ready yourself for battle. Further, your honed instincts make you better at defending yourself as your body reacts almost faster than you can think.

Weapon Master (400):

The best Hellhounds are those who have a talent for the task - those such as you. Your talent with melee weapons is spectacular - your blows hit harder, swing faster, and your parries are less affected by having to parry multiple attacks in a single second. Furthermore, you're almost *cinematically* talented, allowing you to use skill that you'd normally only find in movies, such as a Kiai that knocks your foes backward, or a Power Blow that doubles your strength for a single hit.

Improved Magic Resistance (600):

Working with magic as often as you do, it's unsurprising that you've developed a resistance to it. While this won't help against missile spells (a conjured fire is still normal fire once it's been summoned), it will protect you from the curses and enchantments of all but the strongest of spellcasters. This will also make you completely immune to the negative effects of radiation. Interestingly, unlike most Magic Resistance found in this world, it *won't* hinder helpful spells or potions, such as healing ones.

Veteran

Gun Them Down (100):

Very few wars, you've found, are fought up close and personal. Far too often, that bastard is shooting at you from across the field, and you'll usually have to shoot right back. You've mastered many ranged weapons, and can grab anything from a crossbow to a pistol to a rifle and make a good showing of yourself.

Combat Engineering (100):

Unlike most, you're quite used to flinging fire in the midst of a firefight. You're capable of acting even while things aren't at their best, and fumbling what you're doing simply because of things like "pressure" or "people shooting at you" is extremely unlikely for you. If you're a spellcaster, this also reduces your chances of fumbling a spell.

Imbued (200):

How odd. You seem to have access to magic in a rather... unusual way. Instead of channeling it through spells, you've found that you're capable of channeling it through the weapons you wield, the armor you wear, and the vehicles you ride- in short, through the equipment you use. These imbuements are capable of making a club impale its' opponents, or corrode like acid, or cause explosions, or make a vehicle go faster, or become more mobile, or make armor tougher or protect more of the body. Though you only have five such tricks at the moment, it won't take long for you to learn more, I'm sure.

Buffs and Stuff (200):

Magic is a wondrous thing, but most wondrous of all is its ability to enhance your abilities beyond the norm. You're able to get the maximum use out of this, drawing far more out of any buff cast upon you than anyone else would, doubling their effects without extra cost. Furthermore, any magic you use to enhance the abilities of others is similarly boosted.

Jury-rigging (400):

There are few things quite as irritating as having a magic item die out on you- having a Magic Disruptor blast your wand from your hands is just a pain, don't you think? Because even once you've retrieved it, you're unable to use it! Well, you've fixed that little issue a long time ago. You're capable of 'resetting' magic items in order to kick-start their power and restore them to usability. Unfortunately, this only works on unnaturally disabled items; it won't help if your wand is just out of mana.

Just a Bit Further... (400):

When you've used a magic item for long enough, you tend to learn its quirks and how to get the best use out of it- like that your carpet has this weird tendency to slow down if it turns at 59 degrees, but then half a second later, puts on a burst of speed. For you, long enough is 'instantly.' You master magic items practically just by touching them, learning their quirks and issues, and how to get the best use out of them. This even lets you use these items for a short while in areas without magic, drawing upon the ambient mana left within them. Even in areas

with mana, you can more efficiently tap the devices, having them last just a few shots longer, go just a bit further, or work just a bit better.

Cosmic Defense Piercing Equations (600):

What's the point of having magic to call on if people are going to be *immune* to it? That's sort of bullshit, isn't it? Fortunately, you've found a way around that. With work, skill, and no small amount of effort, you can twist a spell to pierce through magic immunities. This works even if you're not casting it yourself but through the power of a magic item. Be careful though - this is both extremely difficult and extremely tiring. The average person would find themselves knocked out thrice over simply from the fatigue cost of twisting the spell alone.

Industrial Enchanter

Magecraft (100):

If there's one absolute requirement for being an Industrial Enchanter, it's that you be capable of enchantment. As part of the 1%, you're capable of using magic even outside of a High Mana Zone like the Manabelt that surrounds the Hellstorm.

Advert (100):

A good part of selling something is its' PR. And now you're a master of it. Advertising, manipulating public opinion, and selling your products is child's play for you!

Reserves (200):

There are those who think that magic's nothing more than waving your hands and saying a few words. They're idiots. Magic is *tiring.* Channeling magic through your body can exhaust you quickly. Fortunately, you're used to the strain, and can handle thrice the magic that others could.

Stable Caster (200):

One of the greatest weaknesses of magic, you've found, is the sheer indignity that results when you fuck it up. When you mess up swinging a sword, you might, at worst, drop it. When you mess up a spell, you might hurt yourself, cast it on the wrong person, temporarily forget the spell, or even summon a demon! Fortunately, that's not a thing that happens to you. If you screw up a spell, you're protected from any backlash it may have had.

Adaption (400):

It's surprising how quickly magic takes to being adapted to technology and vice versa. With only a bit of work, you're capable of creating spells and enchantments that are capable of replicating technology, or technological devices capable of replicating spells and enchantments. With a bit of work, you can even marry the two, taking the best of both worlds to create wonders that take advantage of both the usability of technology and the rule-bending power of magic.

Industrialization (400):

Ah, mass production. Where would the world be without it? Nowhere special! Fortunately, you can spread this art with ease, even to things that most wouldn't expect it'd apply to! By gathering a few people capable of producing something, you can form them into a proper production line, no matter how special that item might normally be! What "ONE ring?" These amazing rings of invisibility are now being mass produced! Get yours now!

Nuclear Wizard (600):

Hanging around with nuclear materials so often, and casting the spells you do, it's... actually still a pretty major surprise that this happened- you seem to be both immune to radiation and slightly radioactive. While you can turn this off and retain the immunity, at any moment that you're producing radiation, you're also producing Oz particles, allowing you to use magic even when, strictly speaking, you shouldn't be able to.

Researcher

Sorcerous Eyes (100):

What kind of researcher can't see what they're researching? A shitty one, that's what kind. Fortunately, you can, even without the usage of spells. You can detect magic at will and, with a bit of concentration, even analyze whatever spells you're looking at, allowing you to understand what they do with a few moments of study.

Magecraft (100):

If there's one absolute requirement for being a Researcher, it's that you be capable of enchantment. As part of the 1%, you're capable of using magic even outside of a High Mana Zone like the Manabelt that surrounds the Hellstorm.

Not Just a Lab Geek (200):

A lot of people think that mages are bookish nerds who've never had a fight in their lives. Whenever you hear one of those people, you laugh and laugh and laugh - after all, your magic summons angry demons when it goes wrong, and so you've learned to translate magical skill into mundane. You can call upon your skill with the Lockmaster spell even when picking a lock with mundane picks, your Invisibility spell to sneak around normally, your fireball spell to aim a weapon (including the fireball itself), or your agility-enhancing spells for acts of agility.

Modify Spell (200):

The spells of Merlin are, like, in many places, unfortunately structured. A fireball flies exactly 25 yards before beginning to disperse, and 50 before sputtering and dying. You, naturally, hold no truck with this sort of thing. You may modify a spell on the fly, making that particular casting a bit harder and more energy-intensive, but in return, allowing to turn that fireball explosive, or make it fly further, or add appropriate side effects such as burning for a few seconds extra.

From Trinitite to Powerstones (400):

The world of Technomancer does not stand still, and science marches forever onward, even when mana gets involved. And perhaps one of the best ways to march onward is to steal liberally from natural phenomena. You can, by examining a natural magical effect for a few days, figure out how to replicate that phenomena with a spell.

Sorcerous Tech Levels (400):

It's not just science that advances, but magic as well. By working at a spell, any spell, you can slowly refine it, increasing its efficiency almost without limit, allowing you to cast stronger or bigger spells for the same cost in energy. While you'll need to update your students on the new magical theories in order to teach them the new version of the spell, it won't be much harder than teaching someone magical theory in the first place.

Necronium Depletion (600):

When magic was introduced to the world, it seemed like an absolute advantage for those who had it over those who didn't. Fortunately, there was a magic bullet - or more accurately, an *antimagic* bullet. You've mastered the ability to create Depleted Necronium, a special metal that can utterly negate the effects of magic, treating it as nonexistent whenever it would matter. A DN bullet would ignore a Mage's bullet ward, while a DN sword would treat the flesh of a Mage who'd turned into air as, well, flesh instead of harmlessly slicing through air. Interestingly, your particular formula extends to *all* supernatural effects.

Naturally, this comes with the ability to design a Nuclear Breeder Reactor in which to create your Necronium - it's produced at the same rate as plutonium in a Fast Breeder Reactor, and is about as useful for nuclear reactions, though the dust can also be used to manufacture cameras that can see ghosts. Depleted Necronium is generated as a byproduct of creating Necronium - you can generally expect to get about 1 pound per week from a reactor the size and effectiveness of a modern day IRL nuclear reactor.

General

Potion Tolerance (100):

As magitech has advanced, so has using it in impressively inventive hostile ways. A pastille of Hatred can quickly turn a group on itself, while Death and Fear break them far more quickly. Fortunately, you at least, are able to resist the effects of such things. You'll find that hostile alchemy has far less of an effect on you than it should.

Unleash the Storm (400):

Once per jump, you may create a nuclear explosion around yourself without harming you, chanting the sacred words as you do. For 250 miles around the explosion, the world will become a permanent High Mana Zone, where every 1 in 20 people will be born affected by Magic - 1 in 10 of *those* as a Chimera and the rest as Mages, capable of using magic anywhere that there's Mana. Even those unaffected can cast spells in these High Mana Zones, and magic items will recharge at twice as fast if they're the type to do so.

For another 2,000 miles, the Shadow of the necromancy remains, and 1 in 100 are born Magically affected. Beyond that, throughout this reality, only 1/100th of the number are magically affected.

Magic will further leak into the world from sources of nuclear power - whether fusion or fission. A star such as the sun can keep the Earth at Normal Mana levels, where only mages can cast, while artificial reactors can increase the mana levels to High or even Very High.

Companions

Companions (100):

You may import 4 companions, giving them each 600 CP and a background. For 200 CP, you may import all 8. For 300, you may import all your companions.

Clippy (100):

I see that you're fighting someone right now! Would you like some help with looking up how to best murder them?

A magical version of an AI, you seem to have had Clippy's hardware delivered to you overnight while you weren't paying attention, and found the Awakened Laptop in a neat amazon shipping box in your container. His hardware will update to fit whatever setting you're in perfectly, and he's quite skilled at magical and physics theory, even if he can't put it to much use.

The Huntress (100):

"Freeze demon! Wait, you're not a demon. Sorry about that."

A Halfbreed Chimera with a bounty hunter's license, this Hellhound has a strong appreciation for the law, and a stronger appreciation for the money she gets for putting lawbreakers behind bars. She has the barest hints of magical talent, just enough to detect a threat and cast the Detect Lies spell, but most of her skill lies in her knowledge of the local occult scene and her skill with longsword and elemental pistol. She has the Close Combat, Investigation, Sorcerous Eyes, Indomitable and Unfazable, Combat Reflexes, and Weapon Master perks.

The Soldier (100):

"Fuck you, kid. You haven't seen shit until you've seen your dead buddies get up, grab their guns, and try and shoot you in the face."

A veteran of one of America's more recent overseas police actions until he was given a medical discharge on account of a bullet to the face, this guy is still getting used to life outside of the army. He defaults to a soldier's code of honor, and is a bit twitchy when... anywhere really, but when the going gets tough, he'll back you up as best as he can. He's skilled with a rifle, and dabbles in animation on the side. He has the Gun them Down, Combat Engineering, Imbued, Jury Rigging, and Improved Magic Resistance perks.

The Enchantress (100):

"Students loans were not worth this bullshit."

A new graduate from Ohio State University, this Mage found her first job out of school at ELF's Wand production facilities and has realized that she hates it with a passion. She's about 5 bad minutes from snapping and trying to burn the place down, despite how harmless it'd be, a fact not helped by her pyromania and wanderlust. That weird shit happens to her at the drop of a hat also doesn't help - it just makes her feel like she should be out *doing* something rather than trying to get to work on time when a demon shows up demanding romantic advice. As an industrial enchanter, she's actually pretty versatile, having a few basic spells from about a

dozen colleges as well as the spells she needs to enchant. She has the Magecraft, Advert, Reserves, Stable Caster, Industrialization, and Adaption perks.

The Researcher (100):

"Hold this for me, would you? And don't shake it, it'll explode."

The absent-minded professor of legend, The Researcher works for MITT's thaumaturgy department, currently attempting to develop a top secret government project known as "Merlin", rumored to be a series of spells that will allow the CIA to step into alternate realities. As a lab geek, his skills trend toward the academic - but when a bad spell could result in gravity going wacky on you, no one can stay purely so. He's nearly mastered the Air, Earth, Metal, Knowledge, Meta-Magic, and Movement colleges, and if dragged into a fight tends to fling around lightning like it's going out of style. He has the Sorcerous Eyes, Magecraft, Not Just a Lab Geek, From Tritum to Powerstones, and Necronium Depletion perks.

Items

You have an additional 300 CP for this section only

Impossible Trinitite (100):

The glass-like substance left in the wake of a nuclear blast, this stone can, with only minor modification, draw mana from the air and store it within itself. Unlike most trinitite, however, this particular piece doesn't seem to have a limit for how much it can store. Set in a swanky ring!

Soulspace Account (100):

You and your Companions have accounts on Soulspace which will follow you through realities! What's Soulspace? A magitech website that allows you to cast spells on your Friends without regard for distance!

Spelljack Supply (100):

You have a functionally unlimited supply of Spelljack. A special drug made from a mixture of cocaine and crushed powerstones, each dose lasts for eight hours, during which your spells take half the time to cast and cost slightly less mana. In return, however, the drug makes the use overconfident. Side effects may include warm skin, eyes that glow like hot coals, and total addiction. Fortunately, your version seems to be free of the last problem. Remember - Cocaine is your god, and you are the instrument of its will!

Cadaver Account (100):

Cadaver - Keeping Costs Low with Corpses. You now have an eternal subscription to this online store. Although they specialize in grimoires and scrolls, they also have a wide subscription of books from this universe, and you can order from them at any time. As a premium customer, they'll have their zombie-mouse piloted quadcopters deliver your goods overnight, no matter where you might be! You may order books from the setting you're currently in as well. Terms and conditions apply - only common books, grimoires, and scrolls available. Damaging the deliverymouse is punishable by a doubled price on your next order.

Silver (200):

You've managed to acquire a replenishing supply of silver. While not as powerful against magical enemies as Depleted Necronium, this is a lot less dangerous for most people to be around. This material can be made into any form of weapon, whether a sword or even bullets. You get 10 pounds per week.

Medical Vending Machine (200):

You have access to a medical vending machine, carrying an assortment of over-the-counter potions. For just a quarter (or similar piece of currency) you can buy your choice of any legal, non-prescription potion. They come in a multitude of forms, from typical drinks to smoke bombs, aerosols, inhalers, injectors, or even cigarettes cigars, or joints!

For another 100 CP, you can upgrade your Vending Machine to supply Prescription or Controlled potions, but for these higher level potions, you'll need to supply any of the more exotic ingredients. You can also add more potions to the Vending Machine if you know the recipe.

Energizer Account (200):

You seem to have an Energizer Account! What's Energizer? A website on which you can crowdfund your spells! You may go online and beg the populace to donate magical energy or stamina, and then draw upon half the donated energy to cast the spell you're funding (the other half, unfortunately, goes to upkeep)! Naturally, smaller amounts of energy are easier to get funding for than gargantuan projects, but if the cause is sufficiently just (or at least, really cool), I'm sure you won't have much trouble! This will default to drawing from the world of Technomancer, but you can put up links on whatever world you're currently in as well if you want.

Soulburner (400):

Now just where did you get *these* papers? This, you see, is a very simple plan for a device known as a Soulburner - a necromantic device with up to 100 mortal souls bound within it, burning away at all that they are in order to generate electrical and magical power for the caster to draw upon. Most would call this immoral, you know.

Depleted Necronium (400):

You've managed to get your hands on a replenishing stockpile of expensive Depleted Necronium. This material can be made into weapons, which, along with having the toxic properties of being depleted radioactive materials, completely cut through any form of magic. Spells and enchantments are no defense against a weapon made of this. Of course, it has other uses, as well. In its dust form, it's a slow and painful toxin for ordinary people, and very effective one for creatures dependent upon mana. You get 10 pounds per week.

Drawbacks

Limit 600 CP

Chimerification (+100):

It seems that you're a Chimera - a human being affected by mana when born, so that you have animal features. Society is mildly biased against you, and while you have a few mild natural advantages from your race, just how useful is a poisonous bite in a world full of wizards, guns, and wizards with guns? Especially when Chimerism comes with a vulnerability to silver, causing any weapon made of the material to hurt you thrice as much as it should?

Post-Jump, you may keep your Chimera form as an Alt-form.

Did You Buy a License? (+100):

Really, where *do* you keep putting that? You have a strange inability to hold onto any of your identification papers. Worse, you're stopped by the police and have your papers demanded any time you do anything even that might need them! Get used to getting pulled over while driving.

Theokinesin Addiction (+200):

You're not the kindest of people, are you? After all, you're the type of person who goes around taking drugs made from the brains of mages. If you're not a mage, then taking a dose of this drug will give you temporary access to the Magery ability, but either way, you've found that you're an addict. Furthermore, watch out - if you take this too often, it can permanently cripple your magical ability.

Hunted (+200):

Careful when hunting monsters - monsters tend to hunt back. You have an unfortunate tendency to be the first target whenever a demon is summoned, or a monster gets free.

Marked (+100):

For another 100 CP, you'll be actively hunted by a cabal of vampires, Nuclear Liches, and their demonic allies. Don't ask questions about how they managed to get that setup. Oh, and random hostile magical wildlife will still try to eat you.

Mana Dependent (+300):

It appears that you're dependent upon Mana, jumper. You'll find that weapons of silver do more damage than they should, and that Depleted Necronium is lethally poisonous to you. Furthermore, you'll find that all your out-of-jump abilities count as magical for this jump. They can be disabled by No Mana Zones, or negated with Dispel Magic spells, and ignored by Depleted Necronium.

Demon (+400):

It seems that you're not of this world, Jumper, and the world knows it. Magic used against demons will work perfectly well against you - spells that smite the creatures will burn

your flesh, holy symbols will ward you off, you cannot harm the truly innocent, silver and silver and depleted necronium will burn you with a touch.

America's Most Wanted (+400):

You're on America's Most Wanted list, Jumper! This is slightly problematic, since the US controls the majority of the magical power in the world. It's also problematic because, for some incomprehensible reason, divinations work perfectly on you. Normally, they'd blur each other a bit as a scry vs. scry effect takes place, but not with you! And yes, the US will devote their resources to scrying you as hard as they can. Weirdly, this will work perfectly on you even if you have abilities or are in a location that says they shouldn't.

Notes

What's the difference between Magecraft and Nuclear Wizard's "You can use magic where you shouldn't be able to" effects?

In GURPS, an area is placed in one of 5 classifications: No Mana, Low Mana, Normal Mana, High Mana, and Very High Mana. In High and Very High Mana, ordinary people can use magic, and in Very High Mana, any mana you spend recharges to full the next second at the cost of spells backfiring more easily. In Normal and Low Mana, only those with the Wizard Gene can use magic. In No Mana, no one can use magic.

Magecraft gives you the Wizard Gene, thus letting you use magic in Normal and Low Mana.

Nuclear Wizard turns the area into a Normal Mana Zone, thus letting you cast spells even in a No Mana Zone. Post-jump, you can assume that the world is probably a Normal Mana Zone, and this perk allows you to negate the effects of antimagic fields and similar effects that prevent you from casting spells due to an environmental "you can't use magic here" effect.

Magic Resistance and Magic

Magic from GURPS only "counts" as magic for direct effects. Interestingly, this is *very* specific - a fireball thrown at someone is explicitly *not* affected by Magic Resistance. Being immune to magic doesn't help against it. It will help against attempts to turn you into a frog, however, and will always trigger against potions.

How do Chimeras look?

Purebloods are basically full fledged furries.

- Spiders are basically centaurs, except with a spider instead of a horse.
- Coyotes and cats look like anthro dogs and cats.
- Hawks have wings instead of arms, and arms instead of legs, and feathers instead of hair. They're covered in soft feathers.
- Snakes look like centaurs but with snakes instead of horses. Also, fangs and a forked tongue.
- Foxes look like anthro foxes, but with magical "human looking" illusions.

Halfbloods are more like anime-furries

- Spiders have two extra arms.
- Coyotes, foxes, and cats just have ears, a tail, and teeth.
- Snakes have medusa-hair.
- Hawks have feathers instead of hair.

Mass Production in Technomancer

Technomancer is a setting that has the Mass Production of magic items built into the setting. Under normal circumstances, a magic item requires hundreds of points of mana to build, and a Mage can only put in one per day. Mages either spend years, or work in small circles of 5 or so mages. Technomancer Mass Production methods, however, have increased the

efficiency. By enchanting a Production Line at 10* the cost of a single item, each enchanter on the production line counts as ten times as many for the purposes of enchanting the item that the production line is designed to create. Similarly, potions tend to be produced in industrial grade batches of a hundred to a thousand potions at once.

This has so lowered the price that the following potions are legal and can be obtained functionally “over the counter” without a prescription:

Beast Speech, Bird Control, Dragonslaying, Horsemanship, Endurance (prevents you from tiring), Tracking, Hair Growth, Hair Removal, Sunblock, Tooth Care, Fire Resistance, Flight, Luck, Transformation, True Sight, Water Breathing, Water Walking, Antidote, Birth Control, Disease Curing, Healing, Memory Enhancing, Intelligence-enhancing, Craft-skill enhancing, Hearing, Musical ability enhancing, or vision enhancing potions.

These potions are temporary unless they have an immediate effect (Antidotes, Healing, and Disease curing potions, for example, take effect and then they’re done), and generally last for about half a dozen hours.

Other potions are similarly easy to make, but are either prescription only, or actively controlled.

Youth, Fertility, Final Rest (prevents raising the body slathered with this oil as a zombie or undead), Long Slumber, Regeneration, Sleep, Weight Loss and Friendship potions are prescription only, due to being dangerous if used improperly.

Controlled potions include: Lecherousness, Invulnerability (Only about as effective as Bronze Armor, not actually invulnerable), Speed, Stealth, Strength, Combat Skill, Aging, Death (really just a really good poison), Fear, Foolishness, Frustration, Hatred (makes the drinker hate anything they’d normally love), Jealousy, Madness, Odium (makes the subject appear untrustworthy), Self-Love, Unluckiness, Weakness, Reanimation (creates zombies!), or Charisma.