



Generic Wizard 1.0 By Burkess

Welcome to Generic Wizard. You'll need these.

1000 Wizard Points.

Locations:

1. A setting of your choice, but with wizards.
2. A fantasy world filled with wizards.
3. The Wizard Portal World. It's a network of universes where wizards of some kind exists. You can freely pass through these places and return here when needed.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Wizard Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

You're A Wizard: Free! You've got the inherent potential to cast spells and learn magic. Likewise, you have a reserve of magical energy you can call upon to fuel your magic. You start off knowing how to cast a magical force projectile attack.

Sacrifice Magic: You can use the sacrifice of living things or valuable items as fuel for magical spells. The greater the sacrifice, the more temporary magical energy it gifts you. It lasts until you spend it.

Magical Skill Tree: Gain essence when defeating enemies. The stronger the enemy, the more essence they drop. This enables you to access a skill tree of spells which you can strengthen or used to purchase new magic. It also offers spells that are expansions of and alternate versions of ones you already know.

Familiar Bonds: You can turn any consenting or sufficiently weakened being into a familiar, and then they'll be enhanced by your magic. This grants them the potential to use magic, gives them human level intelligence, and the ability to speak any languages you know. It also strengthens and hardens their body to better survive combat.

Winning battles and having life experiences that teach them something creates an energy that empowers them, and also strengthens you. They'll learn new spells as a natural part of this process.

Imprints In Old Lands: Aids you when studying ancient magics in old places. The presence of magic leaves an imprint on things that you can sense. By exposing yourself to this magical residue, you can glean information on what kind of magic was used there and puzzle out the secrets of how it works.

Activity Link: You can choose to find any activity enjoyable, gaining an equal amount of pleasure that you'd gain from another activity you select. As an example, you could make reading books make you feel the same as when you eat gourmet pancakes. You can apply this to other people if they consent.

Themed Magic: Pick a theme. It grants you an affinity for whatever you selected, and improved power and flexibility in any similar ability you have that matches the theme. The more specific and specialized it is, the stronger and more potent it will be. This grants you access to a branch of magic entirely based around what you selected. You start off knowing 6 spells of your theme.

Awakened Animism: Locations and objects have beings who have been present since they formed. By speaking to them, you can learn good information and perhaps get some help. You can call forth these beings and give them physical forms, though this will not grant you their loyalty.

A Steel Trap Mind: Grants the ability to memorize information after seeing something once and have instant recall on anything you'e ever experienced before.

Keen Diligence: You can cast aside all temptation and put 100% of your focus into what you're working on. Distractions can be ignored. Annoyances fade away. Only your goal exists, and in this state you can maintain peak performance and remain in flow as long as you need to.

The Master And The Apprentice: Enables you to summon two allies. The Master is highly skilled with magic and filled with great wisdom. The Apprentice has endless curiosity and enthusiasm and leans things quickly. They're always ready to help you with anything.

Magic Tranquility: You no longer get bored, anxious, or experience self-doubt.

Magic Sustains You: Any of your biological and psychological needs can be replaced with consuming magical energy. You'll automatically run on magic if deprived of something vital.

Magical Regeneration: You can heal yourself and others by converting your magical energy and stamina into healing. When used on someone else, you can choose to instead use their magic, stamina, and energy as fuel to heal them. This is a potent regenerative ability that will restore your body and keep you alive automatically as long as you have magic left.

Drain Magic: Grants the ability to rip the magic from your targets. This is a gradual suction ability that lets you siphon the energy and add it to your own. It enables you to remove enchantments and break magical curses. The speed of the suction is proportionate to the size of your magical reserves.

Energy Reserve Training: By repeatedly exhausting any pools of energy you or others have, you can make them grow slightly larger each time you completely deplete them. It works on any and all energy resources, even ones that normally cannot grow larger.

Mind Resistance: A resistance to mind affecting attacks based on willpower. Any mental based attack can be overpowered if your will is greater than your target's. You can assist others in fighting off mental attacks as well via the same method. Also enables you to break magical mind control.

Mind Barrage: This magical technique assault's your target's mind with a constant barrage of stimuli and disorientating sensations. A prolonged attack can enable you to make your victim a prisoner in their own body, as you gain control over them. The strong-willed will require extra effort to break and may need to be weakened first.

Symbiotic Magic: A form of magic based on forming bonds. You can establish links between people, and then they'll see quick growth and supernatural teamwork when cultivating

their partnerships. When one improves in an area of expertise, the other will as well. You get out what you put into it.

Analyze Magic: Enables you to identify magical items and learn about any magic you examine. You can access a state of magical sight, which lets you see effects that are usually invisible and further examine magical auras.

Detect Magic: Offers the ability to sense magic, magical beings, and magical objects within what starts as a 15 foot radius. Use of this power expands the distance you can sense things.

Divination: Grants fortune-telling skills. You're able to divine information about the future through a medium of your choice, such as cards, crystal balls, bones, and so on. Each method brings slightly different results, and your accuracy improves with skill.

Magic Speak: By entering a meditative trance, you can draw in the knowledge of languages, both written and spoken, and quickly learn them. If it exists in the universe you're in, you can gain this knowledge and become fluent with a brief practice session.

Blessing Of Pestilence: Grants an affinity to vermin of all kind. Unwanted creatures, both animal and humanoid, feel a kinship with you, and will aid you if you provide something of value, even if that's just friendship.

Herbalism: When examining a herb or plant, you gain knowledge of what medicinal effects it'll have, both on its own, and when mixed into a potion. The more plants you examine and learn, the more combinations you'll discover.

Read Magic: When witnessing a magical ability being used, you gain a detailed readout of precisely what the spell is meant to accomplish, as well as how expensive it is and what costs are associated with it.

Stage Illusions: Grants access to a personal pocket dimension with infinite storage space, and the confidence and skill of the greatest stage magician. You're also an expert at card tricks, too.

Muscle Wizard: Your magical power scales to half of your physical power. This alone would make you a powerful Wizard even if you never cast a spell before, if you were a strong warrior.

Magic Warrior: Your physical prowess scales to half your magical power. This could make you a strong warrior, even if you never held a sword before, if you were a powerful Wizard.

Daily Casts: You can always cast a spell as you have a number of daily casts. You start with 5 and gain more as you grow stronger. They're separated based on power level. A daily cast

enables you to perform a spell rather than consuming a resource, such as mana. Used daily casts refresh 24 hours from when they're used.

All Magic Is Magic: You can adapt any magic system you encounter into a system of magic you already know. At the most basic level, this means you can learn any spells you encounter, even if you'd normally lack the needed bloodline or gifts to do so. On a higher level, you can merge spells and systems you know and create something greater than the sum of its parts.

Wizard Time: This enables you to compress time when traveling to ensure you're always on time, and comes with a few spells of teleportation for further assistance. With this, you are never late, nor are you early, you arrive precisely when you mean to.

Soul And Life Creation Magic: This ultimate technique enables you to create life and souls. One application of it is that it lets you breathes life into inanimate objects and grants said object a humanoid form, with accompanying abilities based on what it previously was. It also enables you to give an alternate form to any living beings, such as letting you turn a dog into a human.

If used on something that's dead, it will be "resurrected" but with a new soul inhabiting the healed body. The corpse will be reshaped as it's brought back to life to better match the new being inhabiting it.

Harvesting And Hunting: You're a skilled hunter and expert at harvesting magical pieces from the remains of your quarry. When you examine part of a living being, you'll gain insight on what uses it could have when mixed into a potion or what it can do if eaten or specially prepared.

Alchemy: Grants the ability to brew magical potions. You start off knowing how to make several common ones, such as potions of healing, mana, and fatigue restoration.

Non-Magical Chemistry: Gives you a PhD in chemistry. You know all about non-magical chemistry, but can also analyze magical substances and figure out their properties.

Quick Caster: Skip magic words and physical gestures when casting spells. All that matters from now on is if you have the magic needed to cast the spell or not. If you do, you can do it. If a spell has a casting time that isn't instantaneous, you can make it instant by spending more magic.

Dramatic Caster: If you were capable of casting a spell without gestures, a staff, or saying the magic words, but you followed those steps, the power, and versatility of your magic will be greatly enhanced. You can take this to the extreme by intentionally complicating your spells with a variety of steps for a bonus for every unnecessary step.

Items:

Magic Staff: A powerful magical staff. It can channel spells you know and works well as a melee weapon. It directly uses your magical power and adds that to your strength when you strike a target with it.

Great Grimoire: A sentient, talking book of magic. It records spells that are used against it in battle and enables you to learn these spells by studying its pages. It has a combat mode where it grows arms and legs and fights at your side.

Wizard's Robes: These robes decrease the cost of magic you cast by a flat 25%. They're very comfortable and feel like you're wearing nothing.

Spell Sword's Blade: A grand weapon for anyone who wants to mix sword and sorcery. The sword has the ability to deflect magical attacks and flow spell effects across its blade.

Components Case: This is a collection of parts that assists in the creation of golems and other magical protectors. With it, you can create automatons who will do your bidding.

Steepled Hat: Placing this hat on someone's head turns them into a wizard, granting them magical potential and a one time gift of a Themed Magic of their choice. If someone who is already a wizard wears the hat, they can cause magic users to spontaneously appear in the setting and rapidly spread, becoming commonplace.

Magic Bow: This bow can stockpile spells and fire them as projectiles, attached to arrows. It also creates its own arrows if the user is magical, with the arrows having the shape and effects of a magic type the user knows.

Alchemy Lab: A fully stocked alchemy lab. If you add an ingredient to the shelves here, that same ingredient will begin to respawn.

Wizard Tower: A fully functional wizard tower. It has all the amenities you could hope for. Of note is a set of 10 two-way teleporters, which enable instant travel once setup at the end destination.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Wizard tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you feel like it and go to the next jump. Unless you have a drawback that conflicts with this. You have to settle the drawback first, if so.

Longer Stay: You'll spend 10 more years here.

10 Tasks: You are given 10 tasks before entering this world, each of which would require a year to complete if you took your time. You can't leave until they're finished.

Call To Adventure: The universe will create a series of epic plot lines for you that will take you across the world and experience adventure and challenges. There will never be a dull moment as something is always drawing your attention.

100 Tasks For The Locals: You must find and help 100 people with an important task in their lives, which you'll do with no expectation of a reward. It's fine if they pay you, but you'll help them without requiring they do so.

A Great Story: At the end of every year, you'll meet with the spirit of the world. It's a physical manifestation of the setting itself. You'll then tell the tales of your exploits, as the events are replayed for everyone to see. The more exciting the story and the more the spirit enjoys what you did, the more years they'll subtract from how long you'll be staying here.

The World Answers: Upon entering the setting, you'll meet the spirit of the world. It's a physical manifestation of the setting itself. They will send a series of obstacles, events, and challenges your way that exemplify everything you can find within this universe, both physically and thematically, with the goal of you getting to experience what this world can offer.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Long Plot: Plot events are stretched out far further than they normally would be. Events that took days could take place over the course of months.

Time Skips: You blink out of existence after every plot event and only reappear when it's time for you to act again.

Filler: Dozens of side stories will take place for every one canon event you experience.

On The Rails: Canon events will go their usual course, but have interruptions in ways that work against you. Your allies won't gain as much strength as they usually would, your enemies will be more competent. Unless you directly intervene, events will go how they typically would, but in a way you'd hate.

Warehouse Lockout: You can't use or access your warehouse.

Scattered Warehouse: Other people can use your warehouse stuff, as it's been redistributed across the setting. You have an updating radar that'll guide you to your items and must reclaim them if you want to use them.

War For The Warehouse: An unclosable portal has been opened to your warehouse and the location has been broadcast to everyone in the setting. People have been led to believe that valuable treasures reside within.

Fight Your Warehouse: When you want to enter your warehouse, you'll have to fight it. It knows every magical art every practiced inside of it and wields copies of any items within it. If you win, then you've earned the right to use your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Wizard points as you spent. They don't like you and want to defeat you.

Casting Times: It requires all of your focus to cast spells, and if someone so much as nudges you, you'll have to start your spell over again.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?