

Welcome jumper! To the world of Magico. This is a land filled with rituals and magic, a place full of life, adventure and love. Here, mages perform a variety of 'rituals' that let them access to spells, bringing all kinds of miracles upon the people, from long distance communication, instant cooking and flight to healing, fire control and more. However, in a place so full of wonders, it's no surprise that there's also shadows in the horizon, people more interested in personal gain or those who seek magic to bring ruin upon this place, for them an opportunity has arisen with the next incarnation of "Echidna's heart", a mysterious but great amount of energy said to be part of Echidna's reincarnation in the world. Regardless of that, I do believe that you will fare well in this lands… where you will live for the next 10 years.

Oh, and don't forget this:

+1000cp

Age & Gender: You maintain the gender of your previous jump, and your age is 15+d6. Feel free to change both for 50cp.

Starting Point

The Capital:
As the name dictates, the capital of a certain small country. Here is where Emma will arrive shortly and start a chain of strange events, ending with Shion starting the 'Magico' ritual with her. While not very prosperous, people here live in peace and relative comfort.

Fool's Town:
A city full of ritualists, who sell a variety of magic items and rituals. It's widely known as a good starting point for aspiring magicians because of this. It also boasts a very profitable business with the great amount of tourists that visit the place.

Ecnovous Ritual School:
A training school for people to become top-notch mages, offering only selected rituals and courses to help the students develop their own spells. The current headmaster is Raven, a kind but strange man with a sincere goal of helping people learn.

Castle 'Eden':
A great, luxurious castle in the east. Owned by Lord Marouni Gate, the richest mage in the world. This castle is a big serving of greed and lust for the rich men in the land, who enjoy all kinds of wicked entertainments inside the walls. The entrance fee is one billion rel.

Acheron:
Also known as "The Prison of Demon Lords", this is a magic penitentiary facility with some of the worst, most dangerous criminals in the land. Thankfully you're only here as a tourist, but I wouldn't recommend to stay here too long, it's awfully dangerous.

The Moon:
Wow, this is a little weird… Well, the moon here may have some dangerous secrets around, that's without counting that strangely powerful man lying in the middle of the place. You do have some way to breathe in outer space, right?

Background

New Face!
A tourist! Or someone moving here from a faraway place. You have no new memories to hinder you, but also no friends to rely on. Don't worry, I'm sure you will find someone soon. For now, the day looks lovely and the winds of fortune seem to be on your side.

Great Magician (100)
Fireballs! Thunderstorms! Healing! Magic is what makes this world go 'round, and you're part of all it. An experienced magician with several spells and rituals under his belt, ready to show the world your might… or maybe just trying to impress a special someone?

Lil´ Flirt
More of an experienced survivalist than anything else. You have been living in the wildness for most of your life, leaving you with little knowledge in the ways of the world, but it's compensated by some powerful spells honed throughout your life. Remember to have fun.

Research Assistant
Not much of a spotlight seeker, but no less powerful because of it. More inclined to research and helpful advice in the sidelines, you have a wide array of knowledge and spells. Shame that most of them aren't suited for direct combat.



Perks

(100cp free to origin, rest are discounted)

New Face!

A Fresh Start (100)
After a while, starting new things can seem a bother and one simply stop trying to learn new thigs, specially when you already have something similar enough. That's no longer an issue, this gives you a push to start all new endeavors with a good disposition, making more likely that your efforts go answered and broad your horizons.

Lucky Harvest (100)
Some money in the road, getting good seats at the theater or having a good timing in the coffee for those discounted croissants. Lady luck seems to favor you more often than not, making more comfortable you stay in here. Have in mind that this won't help you if you go out of your way to seek problems, or if it's something outside random chance.

A Ray Of Hope (200)
This world may be a magical realm of happiness and adventure for some, but for others is also a restrictive, unforgiving land. You however can encourage others to nor give in to the bleaker side of things. If you can have hope, then they can too! Of course, this needs you to be optimistic or at least hopeful to work.

The Meaning Of Family (200)
Friends, the family of choice. You may not be related by blood, but your bond is as strong as can be. You're able to befriend others in a small amount of time, and to nourish your bonds in a similar fashion. Also works when you want… something more than friendship.
This won't work if they really hate you or truly don't want to get closer to you.

My Heart Won't Waver! (400)
The human heart is truly something wonderful, not only is a supreme organ that work restlessly but also the metaphorical vessel of emotion. You have gone a little more in your studies of it, and found a way to make your magic stronger with your emotions as fuel. Smaller emotions can give slight increases, while something like true love would be a game breaker. Too bad the emotion is used to boost the spell.

Charming Young Lady (400)
What a curious little thing you are, regardless of your looks, you're someone that attracts people. They could be draw to your smile, your cute mannerisms or maybe even your magic capacity. Regardless, forging new relationships with people becomes easy for you, be that you want more friends or a special someone to watch the sunset with.

Ceremony Of Bonds (600)
Pretty much like the magical marriage ceremony, this perk relies in your allies and your bond with them to gain power. Granting you a boost depending on how much allies you have and how close your relationship is with them. Some acquaintances won't raise your power much, but a bunch of true friends could give you enough energy to fight head on a seemingly impossible opponent, however they must be by your side and make a conscious effort to help. If your bond is truly the one of a married couple, then you become able to access each other powers.



Great Magician

Black Magician (100)
Magicians are normally divided in classes, depending on the spells they wield. Red magicians for battle spells, blue for utility ones, green are those who create items and the white are healers. This is because not everyone can overcome the rituals necessary for most types of spells. You're, however, lack those restrictions, being capable of overcoming any ritual, and use all types of spells.

Muscle Wizard (100)
Most magicians take their power as absolute and rely on them as. Martial arts are mostly unheard in them. Of course, that becomes a problem if you aren't capable of accessing your magic or in some emergency situations. You're a little different in that regard, having an extensive training in unarmed combat if the need arises. Just in case.

All's Forgiven (200)
Sometimes, our actions can have unwanted consequences, helping free the slaves from their rich and decadent captors would put you in their bad side, with rumors against you among the common population. But fear not, since those who know your reasons for taking such actions will have deaf ears for such rumors and won't make you responsible for any unwanted consequence of your doing. As long your reasons are sound, of course.



For Those You Love (200)
You will keep on struggling. Restless, unending, all around badass, you are empowered by those who believe in you, your allies, friends and family. As they exist your willpower will not flinch in the face of adversity. There's no goal difficult or impossible enough to make you give up, not when your loved ones are cheering for you. And believe me, they are.

True Sage (400)
Of course, you didn't become a Sage, a pillar that leads the world in the right direction, by mere accident. The skill of bending existing rituals towards a different objective is something you have mastered, being able to take a crude fire spell and alter the ritual to have a much more efficient illumination one. Of course, this have some other applications, depending of your own creativity.

Archmage (400)
Magic, like everything else in the world, keeps on changing, advancing towards more. That's something you know all too well, and it shows in your rituals. In your hands a spell meant to create a small wind can be easily upgraded into a small tornado, with minimum changes to the original ritual. While the spell will be of the same 'branch' as the original, the more you try to specialize the better the results will be. The title of Archmage is really fitting of you.

Ritual Of Permanence (600)
Rituals are the 'key' that a magician needs to access a spell and upon reaching certain times using it, the ritual needs to be performed again. Years of trial and error in research, however, have granted you an alternative method. Upon completing a more difficult version of the original ritual, you can access a permanent version of the spell.

Lil´ Flirt

Out Of Sight (100)
Well, aren't you the cutest thing ever? People seem to think so, giving you some extra leeway on your actions and discounts in stores. Even during battles, most enemies will overlock you in favor of the next immediate threat, granting you the initiative in the fight. This won't help if you are alone against them or if they are specifically targeting you.

In The Middle Of A Forest (100)
One doesn't survive as long as you on the wildness without some sense for survival, and yours is one that was honed through years of hunting and searching. An innate talent for survival in the wilds is yours now, as well a great amount of knowledge of the wild life in this world. Still, I would prefer if you knew how to use a fork instead.



Keep Hitting It! (200)
Hitting hard is not enough with some creatures, you need to know where to exactly punch them to take them out of the game. Thankfully, that's akin to another sense for you. Having an instinctual aim for the weakest spots on your enemies. It doesn't do much when the enemy doesn't have a particular weak spot in their outer shell, but works for most opponents.

Fateful Encounters (200)
It's strange, for someone that grew in the forest you sure know how to make new friends. Well, it's most likely because you have a knack to encounter just the right people for your endeavors, it's like a strange type of luck. There are some interesting people to know along the road, but they won't be more inclined to

befriend you than they would otherwise be.

Traits Of A Maker (400)
Magic items, perhaps one of the most important facets of today's magic. You certainly know your way around it, being capable to make items with lesser versions of your own spells with ease. While their uses are limited, never underestimate the power of a backup spell in a dangerous situation.

What Doesn't Kill Us… (400)
Make us stronger, but you already know that. This ability is a proof of your constant efforts and fighting, it's a simple but powerful effect. You gain an advantage over a type of magic you have encountered before, at first with some attacks of fireballs you would gain a small resistance to them during your next encounters, but after a while it will become powerful enough to simply ignore most of the damage.

Confining Chains (600)
In a world full of powerful magicians, the normal result would obviously be anarchy, yet you can see how organized and peaceful this land is in general basis. This is because of the work of the Sephirot Council and the effectives of the magic prisons. You too have the power they use to maintain peace, to create seals for rogue magicians or powerful monsters. Their cost will solely depend in your subject's power, but rest assured they won't be able to do a thing after you are done with them.

Research Assistant

Mentor-Mascot (100)
Disguising oneself as a non-threatening mascot to mentor a little student it's not only a tradition, it's a requirement for this line of job. You gain an alt-form as a small, mundane animal. It could be a cat, a dog, a lizard or something along these lines. Oh, and don't worry, all your powers work in this form as well as in your natural one.

Oh, The Lovebirds (100)
Matchmaker much? Maybe. You do have a strange sense to make couples, good couples at that. More akin to a sixth sense, you just know what pairs can work out as romantic partners or not. While the effect is still there for friendships, is not as strong. Now, what would be the reason that you're still single after that?

From Behind The Curtains (200)
Sometimes, one has secrets that need to be veiled from others, even from friends and family. You have a talent for it, being able to create believable alibis and maintaining the façade during all times. Sure, it may not be the most honorable of skills, but is a useful one, for sure. After all, What's a man, but a miserable pile of secrets?

Living Researcher (200)
Life is adventure full of highs and lows, so it's not a surprise that some of your routines are also a type of ritual. For you, going along your daily life becomes a ritual for itself, granting you a spell based on your habits and adventures. You can choose when the ritual stops and begin anew, and the resulting spells won't have a limited use.



Loser's Charm (400)
Flaws, we all have them. Most of the time they are the reason of our bad relationship with others. Not for you, however, should you wish these flaws will become part of your charm instead of a turn-off. A grown magician crying after losing a duel and being saved after it? Would be simply sad for most, but you can

make others think of it as cute, if you wish so.

Magic Eye Meter (400)
The legendary eye that can see and analyze all kind of magic in now on your hands… eyes. You know what I mean! Anyway, this eye lets you see through all types of stealth and invisibility spells, as well as giving you information of the magic it sees, from the quality of the magic to how much the user can still use it.

Ritualist (600)
The goal of al magic teachers, to grand knowledge and spells to their students. A power that is now yours, to an unprecedented degree. You're now able to teach others any spell you know by creating a ritual for it, even if the spell is something normally impossible to vast for your student. Be warned though, some of the spells may need borderline impossible tasks or sacrifices for those without talent.

Spells

Of course, we can't let you enter here without some magic, right? Experienced Magician gains 300cp for this section only, to reflect their history here.

Inherence Of The Blessing (100)
Branching from holy magic, this is a healing spell. Capable of purifying objects, dispelling minor curses and healing wounds, the time and difficulty of this spell largely depends on the subject's state and the user's stamina to maintain the magic until the job is complete.

Dressing The Part (100)
It's all about the image, I mean. What kind of self-respecting mage doesn't have a wizard hat? Not a good one, I tell you. This magic is specifically for that, letting you summon and instantly equip any garment you possess. Good for showing off and saving some extra time in the mornings.

Flamist (200)
Fire experts, this magic is a strange way of enchanting. Working by giving flames different properties for a myriad of purposes, for example you could make a bright fire for street lights that illuminate more than it should, or even create 'Agni' a type of battle fire that uses your physical strength as fuel.



Shiritori Summon (200)
This spell is based in the Shiritori game of a thousand words, in which every word's whose last syllable is the same as the next word first one. This spell summons items in succession, as long they're part of the chain of words. The catch, however, is that it must be done by two or more people to properly work and there can't be more that 5 minutes between words.

Broom Magic (300)
Just as the name suggests, the most versatile and rare magic in the 'puppet' branch is yours now. Taking the form of a straw broom everytime is summoned, each straw of the

broom is as powerful and versatile as an arm, plus while combined they can lift up to 100 tons. Keep it away from fire, it's still straw and wood, even if magical.

Princess Kiss (300)
The highest of magical kisses, a deep smooch that can dispel mid-level curses and 'awake' the slumbering power inside the person. It's famous for being able to cure the 'deep sleep' and 'transformation' curses you heard of in fairy tales. The awaken power is a little broad, being able to awake physical fitness or magical talent depending of the user. For an extra 100cp you can always choose what sleeping talent awake from the subject.

Disaster Zoo (300)
A pair of misfortune guns, that take the malice from your words to create monsters or inflict curses in your enemies. While it's an effective way to make your insults into physical treats, they are still fueled by your own malice, so try to not have a change of heart in the middle of the battle.

Monochrome Heart (400)
A forbidden magic, that under normal circumstances would only be wielded by a magical being or a demon. It can reverse the properties of the object it affects; you can reverse the size of small pebbles to make them into huge boulders. Or change its properties to make them harden upon collision instead of breaking.

Combo (400)
A spell designed for battle, this one works during fights, granting you certain boons depending on the quantity of hits you land on the enemy. More hits in rapid succession means more and better boons. For example, seven hits would give you a small boost in speed, while sixty would greatly increase all your stats.

Reverse Broom Magic (400)
A new spell devolved by the Sage Shion Eliphas Levi, using the 'normal' Broom Magic as its base. This spell summons an assortment of special brooms, each one with different and devastating effects. Some of them are: Fey, the 4th one, that can create barriers and heal those inside. The 1st one, Halley, that shoots powerful beams of energy. Or the 27th , Crimson, that expels great amount of adhesive to trap enemies.

Items

Choose a 50cp item for free as well as a discount in any 100cp, 200cp and 300cp items.

Tears Of The Magic Eye (50)
A small bottle containing some tears, they can be used to reveal any magic in the near area, bypassing stealth spells and such. There's enough for three uses in the bottle and it refills the tears a week after they're used.

24-House (50)
An instant house, not really different than a mundane one in most aspects. It lasts for only 24 hours until the magic dispels itself, but until then is a comfortable place to be. Good for travels and camping.

Zombeans (50)
Special candy beans, created to make the user disguise themselves as a corpse. Can trick most magic and mundane methods to a scary degree. Here comes 10 of them, refilling once a month.

Holo-letters (100)
Magical letters that can record a tridimensional video of the sender and reproduce it to the receiver. Pretty popular among the youngsters. You get 10 letters, and one more every week.



Wallet Of Holding (100)
A rather small wallet with a cute cat theme, it's enchanted to hold way more than its size would suggest. Up to 1 ton of coins or another type of currency. Sadly it doesn't decrease the weight of them.

Pot Of The Food God (100)
A magical pot for lazy or untalented cooks. Just throw inside the ingredients

and the pot will create the best possible dish with them. Upgrades itself when you throw inside new recipes.

Broom (100)
As the name states. A single, broom that can be used as a medium for your spells, especially effective with Broom Magic. While it looks like a simple straw broom, is surprisingly durable, being able to endure great amounts of pressure and use. Feel free to import another broom you have into this role. If broken or lost will reappear in your warehouse the next day.

Licensing Rights (200)
You're really well off, aren't you? I suppose that's to be expected. Having a monthly income of ten million rels for the licensing right of some rituals to your name. Will come in your local currency in other worlds. A rel being roughly the same value as an american dollar.

Wedding Rings (200)
A pair of beautiful rings for couples, enchanted to alert the wearers when the other one is in danger. As expected of a couple's item.

Inherence (200)
A medium sized bottle of magic spring water, it's capable of curing most negative aliments and purify minor curses. The water loses its properties an hour after being removed of the botte unless used. Refills once a week.



Imperial Library (300)
A big room attached to your warehouse or any property you may have, contains lots of rituals, from the most common and utility ones to the prohibited and unused. It will draw some attention of other magicians if they know you have this.

Magic School Of Jumper (300)
A school facility that follows you jump to jump. It can teach any subject you know well enough and automatically recruits staff at the start of the jump. It carries any change you make to the infrastructure.

Holy Dragon (300)

A young exemplar of the almost extinct Holy Dragon race, while young is really big and even bigger inside, to the point you can have a house in there, negates all the curses of people living inside as long as they stay in there.

Cornucopia (300)

One mysterious looking and large wood barrel. It's full of items for rituals that you may need, and refills once emptied. Sometimes it will show some items for rituals that you don't know, but whose spell is highly useful for your goals.

Companions

Import/Create (50/300)

Feeling lonely already? Well, you can use this option to create or import a single companion for 50cp or the full roast of 8 for 300cp. They gain 400cp to spent on origins, perks and items, they can also take some drawbacks for more.

Canon (100)

Of course, if you took a liking for a character of the series you can always try and convince them to come along with you on your travels. Some of them won't accept unless you bring their loved ones along though.

Soulmate (One Free for everyone)

Romance! What would be of us without some love in our lives? Something sad and depressing, that's for sure. This little dear will meet with you little after the start of the jump and will fall in love with you pretty quickly. A little ditzy and socially awkward but possessing a heart as sweet as sugar. If you decide to accept their affections, will become a companion to help you from now on. Comes with 800cp to start the journey.

Little Fighter (200/ Free Research Assistant)

A small kid that decided to follow you on your adventures across the multiverse. For some reason they think of you as a parent or something close enough. They are, strangely enough, pretty capable mages in their own right, but their naivety and lack of experience may take the better of them sometimes. They come with 600cp to spent in perks and items, and have the Lil´ Flirt background.

Smug Sibling (200/ Free Great Magician)
Both a family member and a fellow magician, this is your big sibling, determined to help you in your journey. They may have their own agenda, but also is obvious that they care for you. Comes with 600cp to spent in perks and items, and they possess the Great Magician background.

Catty Assistant (200/ Free New Face!)
Claiming to be a normal cat, ignoring the fact that they can somehow talk and use magic, this little one will stick with you in your travels. Bearers of great insight with a small inclination for innocent pranks, this companion comes with 600cp to spent in perks and items, and has the Research Assistant background.

Greedy Mercenary (200/ Free Lil' Flirt)
A money-loving, self-serving, somewhat caring and strangely attached-to-you mercenary. Claiming that they're only following you for the money, they will still stick to you even if you're dirt poor. They come with a variety of spells, most of them forbidden ones and 600cp to spent in perks and items, having the New Face! background.

Drawbacks

Because sometimes we need a little more… Take as many as you want

Pure! Too Pure!! (+100)
What's with you, jumper? For all your stay here you will be super embarrassed with any romantic gesture, handholding will put your head haywire and a chaste kiss would make you faint. Hope you find someone that likes that.

Drop-Out (+100)
You aren't the most literate person around. Not because you're stupid per se, but rather because you didn't have a proper education. Not really harmful, I mean, who need arithmetic in his daily life?

Bad Reputation (+200)
Well… To say that you aren't the most liked person in this place would be an understatement. There are nasty rumors of you, putting your reputation is in the red numbers, and while no one will attack you on sight, everyone that knows of you will be cautious when interacting with your affairs. Don't expect strangers helping you here.

Memory Fueled (+200)
It seems your magic became a little wonky, now the use of your spells also take some of your memories. How much of them will depend on the spell you're using. Please don't forget about me.

Sealed (+200)
All the powers from other jumps are sealed until your ten years here pass. Being reduced to BodyMod and what you purchased here. Companions are not affected unless they take this too. Try to not start a fight with someone too lethal.

Degraded Human (+300)
Maybe it was something from your past, or maybe the result of your nature as a dimension traveler. The true is that you are a degraded human, with all your aspects and stats being far below the average in this world for a human.

Echidna (+300)
Due your nature as a dimensional traveler, most of the mages have become aware of your presence and became utterly and totally convinced that you are the reincarnation of Echidna. You now have a bounty for your head, and people will want you either dead for good or in their research labs… probably dead too.

Final Choice

Back To The Basics

Oh, so you're tired of all this adventure? Time to go back? Well, I get it. Be on your merry way with everything you gained until now. I had a great time with you, jumper.

Home Is Where My Loved Ones Are

Mh!? Staying here? Well, that's a little unexpected… but I suppose love gives you a different insight in life… It has been fun, jumper.

I Want Even More…

Keep going!? YES! That's what I wanted to hear darl- I mean, jumper. Let's go to the next world! I promise it will be lots of fun!

Notes

Rituals are basically a "key" that let the magician use a specific magic, but has a limited number of uses, after which the magician shall perform the ritual again to access the magic once more. This doesn't apply to the magic you brought with cp or if you purchased "Ritual of permanence"
The reason for magic working with rituals in this setting is because magic is awarded to those who overcome challenges without succumbing to the pressure/suffering from it. So it's basically a high risk – high reward type of system.
You don't need the normal Broom Magic to use Reverse Broom magic if you purchase it here
You can still access The Ritual Magic System after jump.
Any Spell you purchase here will come free of their unwanted side-effects.

Made by Ricrod

