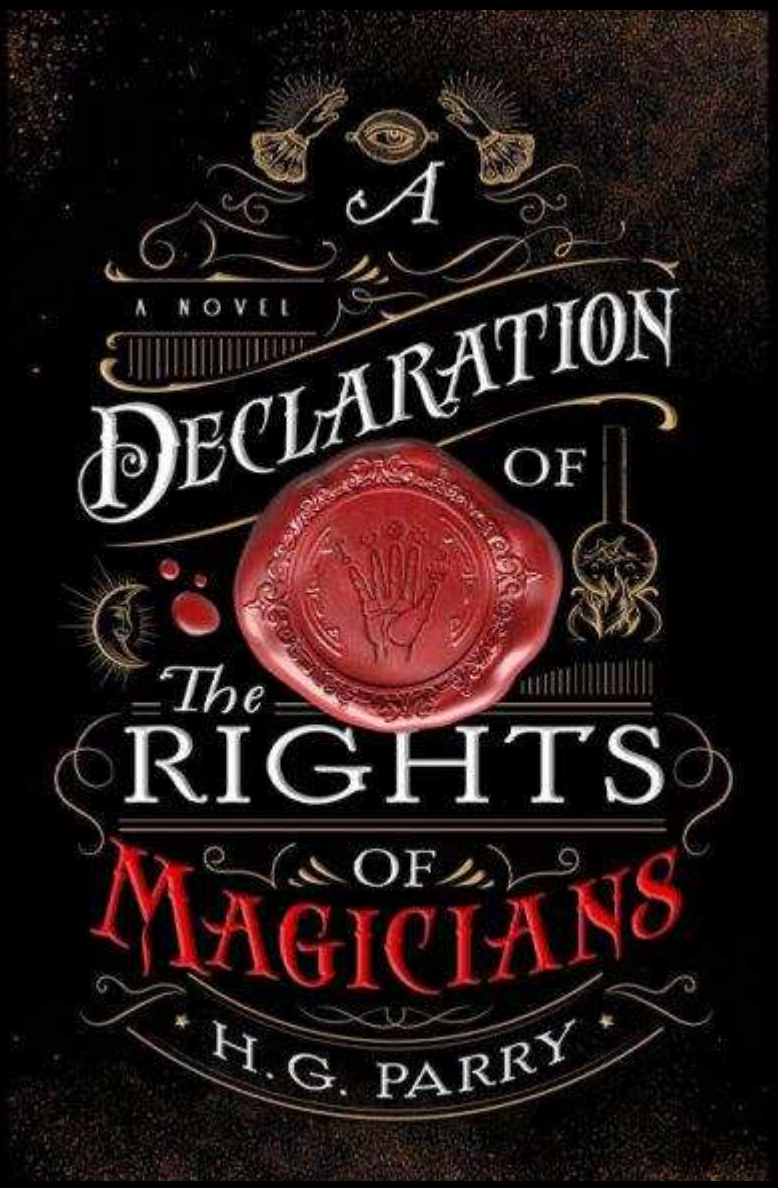


Jump by QafianSage

It is the Age of Enlightenment -- of new and magical political movements, from the necromancer Robespierre calling for a revolution in France, to the weather mage Toussaint L'Ouverture leading the slaves of Haiti in their fight for freedom, to the bold new Prime Minister William Pitt weighing the legalization of magic amongst commoners in Britain and abolition throughout its colonies overseas.

But amidst all of the upheaval of the early modern world, there is an unknown force inciting all of human civilization into violent conflict. And it will require the combined efforts of revolutionaries, magicians, and abolitionists to unmask this hidden enemy before the whole world falls to darkness and chaos.

Take 1000 CP

Age and Gender

You may be any gender between 14 and 90. You may also be whichever gender you choose, though bear in mind that these times have strong gender biases - though certain radical communities are preaching a gospel of gender egalitarianism.

Time and Location

You may begin this jump at one of the following points in time, or roll 1d6 to choose. On a 6, roll again:

- 1783, the year William Pitt the Younger and William Wilberforce visit France, and the young advocate Robespierre begins his work in advocating for those commoners accused of illegal magic.
- 1788, the year in which the French Estates General are called, and one year before the storming of the Bastille.
- 1791, the year in which the Haitian Revolution began, and two years before the execution of the French royals.
- 1794, the year in which Robespierre is executed by guillotine.
- 1799, the year in which Napoleon Buonaparte became First Consul of France.

Additionally, you may either choose one of the following locations to begin in, or roll 1d4 to decide. Within a location, you may start either in the metropole (capital city or other centre of power), or out in the rural provinces or other peripheral areas.

1. **France.** The birthplace of revolution, where the ideals of liberty, equality and fraternity are first openly championed. France's capital is Paris, and its periphery extends throughout the rest of the country, mostly inhabited by agrarian peasants.
2. **England.** A country which retains a king and is strongly dominated by aristocratic and wealthy interests, but where politics is conducted primarily in parliaments, rather than royal courts. The capital of England is London.
3. **Jamaica.** A colony of England, where spellbound slaves are forced by mesmerism to labour for the profits of their masters, and lucky escapees and free people, the 'Maroons', hide inland to launch raids to free their still-enslaved brethren. The capital of Jamaica is Kingston.
4. **San Domingue**. A colony of France, the island divided with the Spanish, where sugarcane is grown by enslaved people under the same spellbinding as on Jamaica, and which will one day become known as Haiti, after the name used by the Taíno people indigenous to the island. The capital of San Domingue is Port-au-Prince.

Origins

Choose one of the following. With any Origin you may choose to be a drop-in, though this may make gaining office within the establishment of the Aristocracy difficult.

Labourer
One amongst the unwashed masses, you make your daily bread - such as it is - with labour and struggle. You may begin in San Domingue or Jamaica for free.

Revolutionary
Whatever your profession, there is in your heart a dream - a dream for a world different from this one, where both magic and the human soul are set free. You may begin in Paris for free.

Politician
You walk the halls of power and shape the fates of nations with a whispered word - but so much of your power hinges upon the system that exists now. You may begin in London for free.

Templar
Since the dreadful days of the Vampire Wars, your order has worked to eradicate the dark magics of necromancy and vampirism, and keep the magic of commoners under control. Now, the dam threatens to burst…

Status

Choose one of the following.

Commoner (+100 CP)
You are one amongst countless numbers, those without the privilege of a noble family name to permit them the use of whatever magic they possess. If you have magic, it is illegal for you to make use of it in those countries where the Templars hold sway. If you are found to be using magic, you will be tried and sentenced harshly. Additionally, aristocrats will generally look down upon you to some extent, though wealth and privilege will help to counter this to some extent.

Aristocrat (200 CP)
You are of the privileged classes, granted permission to make use of whatever magic you possess as you see fit. You also gain a privileged status in society - not necessarily wealth, but you enjoy a certain degree of respect not given to others, and likely have some magic of your own.

You gain 200 CP which may only be spent in the Bloodlines section, or on the Property or Leadership Possessions.

Perks

General Perks

Unbowed (100 CP)

You have a great degree of determination, enough to continue a struggle - whether personal or political - year after year, even when met only with failure, to do what you must for what is right, even when it breaks your heart, or to endure great pain and suffering. After all, if you don't keep going how will you ever find success?

Alchemy (300 CP)
Though Europe's mastery of magic itself has somewhat stagnated since the Vampire Wars, their mastery of alchemy - the use of substances and objects which are not themselves magical to influence magic - has leapt ahead, at least in some areas.

With this perk, you are a proficient alchemist, capable of crafting all manner of charms, pills and potions to interact with magic. You can make charms of rowan, oak, silver and iron which counter spells or protect their wearer (or, on a larger scale, buildings and structures) against magic, brew potions which make their drinker particularly vulnerable to mesmerism (the spellbinding used to facilitate chattel slavery), or craft the enchanted silver bracelets which burn and scream when their wearer uses magic. You can also perform the tests to determine a person's magical bloodlines, though these are not infallible, especially where unawakened bloodlines are concerned.

Furthermore, you know of the principles behind alchemy, such that with time and research you could develop further concoctions. Perhaps you might discover alchemical brews which temporarily enhance a person's magical powers, or stranger processes, such as producing a quicksilver bezoar within a person's stomach to grant them great longevity and resilience to disease and poison.

Although alchemy does not require the magical talent of Transmutation, that talent does synergize exceptionally well with the craft.

Labourer Perks

Honest Work (100 CP; First Free and Further Discount Labourer)
Not everyone can coast by on an inheritance. You have the skill of a professional in a field of work, which may be anything from soldiery to blacksmithing to bakery to the profession of a lawyer. Furthermore, you have employment in this field, which will be secure and provide at least a living wage so long as you keep up your work.

Finally, if you're a **Commoner**, you know how to keep a house and perform all the little practical details of life, from darning and mending clothes to cooking a meal. If you're an **Aristocrat** you won't have such basic knowledge, but your position in your profession will be of a more exalted rank. You'll be an officer rather than a mere soldier, or a tailor to the wealthy, rather than the masses. If a Commoner, you may spend an additional 100 CP, discounted to Labourers, to get this same increased prestige.

This perk may be purchased multiple times for multiple skill sets. Though you will only have one 'active' profession, references and other details will enable you to easily get employment in other professions which fit your skills.

Beneath Notice (200 CP; Discount Labourer)

There are countless men and women like you throughout the world, and the mighty pay little attention to any one. In many ways this is a curse. In others, it can be a blessing. So long as you take no overt action against the current status quo, or work to conceal what actions you do take, the attention of the law and the powerful will not fall upon you, and you will weather tumultuous times relatively unscathed. An army might requisition your grain, or the Revolution some portion of your wealth, but they won't take your head or your house. If such crimes as you commit are in aid of nothing more than your own subsistence and that of your loved ones, even if you are caught, any legal system will be inclined to be more merciful and understanding to you than others - though that doesn't guarantee things will be pleasant.

Kindred Spirits (400 CP; Discount Labourer)
While revolutionaries dream grand dreams of human unity, you are immersed in an altogether more practical solidarity. You know all the little gestures and acts that can bring people together in hard times, forging them into a force of incredible loyalty and unity. By sharing beers after work in the factories, stories in the dark of the slave-barracks, or dreams for what you want to do when your service in the Navy is over, you can build groups who will kill and die for one another. If you were an officer, this kind of loyalty would be invaluable in battle. If you were a revolutionary, you could forge a core of friends and allies that no troubles could split apart.

Unconquerable Soul (600 CP; Discount Labourer)
This world and its masters want nothing more than to dehumanise their lessers. This is most stark in the case of chattel slavery, but the labourers and peasants of Europe aren't that much better off. Your spirit, though, is unconquerable. The control of others, where magical or mundane, slides off your spirit like foam from the bow of a galleon. You're not totally immune, but your will to resist pain, enthrallment, peer pressure, brainwashing and torment either mental or physical is tremendous. The mesmerism of the strongest magician would be able to only lightly influence your mind, and even if you were subject to the spellbinding drug or other, stronger means of control, you would slowly become resistant, then immune to their effects.

Moreover, those under your leadership or guidance, or who feel inspired by you, will experience a lesser form of this ability, your will alloying with their own to better resist the control of others. This effect is strongest when you are present and actively encouraging them to resist, but even if they remember your words and focus upon them, they will find strength they did not know they had to assert their own individuality.

Revolutionary Perks

Widely-Read (100 CP; First Free and Further Discount Revolutionary)
You are widely-read in all the latest legal, political, economic and philosophical theories. You've read your Voltaire, your Spinoza, your Descartes, David Hume, Adam Smith and so on, and can discourse at length on their thoughts.

Additionally, you have scholarly knowledge equivalent to a respected late 18th-century academic in a particular field; biology to chemistry to history. This perk may be purchased multiple times to gain such proficiency in additional fields.

What Must Be Done (200 CP; Discount Revolutionary)
A revolution isn't a kind thing. Necessary, perhaps. Required for the betterment and freedom of all mankind, even - but not kind. Fortunately, you know what must be done, and when the time comes you will be able to do it. You can hold your nerve in all manner of stressful situations, from battle to a courtroom hearing on which your life depends. More than this, you have the will and moral fortitude required both to stand up for what you believe, and to do terrible things in pursuit of good goals. You can bear the weight of committing sins and atrocities for the greater good without warping your moral compass - but beware that necessary pragmatism doesn't become brutal expedience.

The Exigence of the Centuries (400 CP; Discount Revolutionary)
The success of a revolution is all about timing. Striking at the moment when the fervour of the populace is highest, while the regime is most weak. With this perk, you have an incredible sense of timing - you know exactly when to act to be the most successful in your ventures, whether trading stocks, attacking in combat or organising a revolt for the greatest effect. Moreover, when acting in accordance with your goals, your allies gain a similar sense of timing - messages make their way through just in time, or they simply intuit the perfect moment to act, so that you act as a well-oiled machine.

Flowers of a New Day (600 CP; Discount Revolutionary)
A revolution without ideology is merely violence - just what the establishment accuses you of. Luckily for you, you've quite the flourish with the pen.

You're an eloquent writer, able to easily lay out your thoughts on paper for any and all to understand, to evoke the emotional responses you're after - and you have a similar charisma in person to boot. Moreover, you're an excellent artist in many different fields, and have a particular talent for getting your ideas to catch on with others. Through a combination of philosophical pamphlets, artistic works, personal discussions and speeches, you can quickly establish and spread artistic and cultural movements, rapidly building a base of support.

This works best amongst those already open to such ideas, and in a position to consume them - i.e. with access to the works you produce - but with time, your thoughts will filter down to the less-fortunate, and even those opposed to your ideas may admire the way you present them, if not the ideas themselves.

Politician Perks

Pulse of the Nation (100 CP; Free Politician)
You have a talent for reading a room or the atmosphere of a street; with a stroll around town you can quickly gauge the mood of the populace, or with a few minutes' listening to the chatter in a chamber of delegates or a parlour of friend, work out what they're most likely to be interested in, who's inclined to support what, and who'll have to be worked around.

Common Cause (200 CP; Discount Politician)
You're an excellent negotiator, soft-spoken and filled with bluster by turns, and with a particular talent for bringing together people from seemingly-disparate groups. With a common enemy or cause, you can make rivals into allies, and at least manage an opposition with aplomb. This doesn't itself help with removing divisions, but it's a great aid in keeping

people focused on what's important in the here and now - and shared victories may result in a more permanent alliance. This skill is particularly helpful in persuading others to join their cause to yours, provided you have some alignment.

Immaculate (400 CP; Discount Politician)
Everyone has skeletons in their closet; the art of the politician is keeping your own deep inside there, while throwing open the doors of your opponents. You have a talent for finding blackmail and actionable secrets on your enemies - from scandals to their intentions for the next meeting of the House of Commoners - and putting them to good use. Moreover, you're also very good at managing your own dirty secrets, and keeping them locked safely away where they can do no harm. With care and caution, you could conceal an illicit magical Inheritance indefinitely, manage a ring of spies and informants without ever being suspected, or simply keep your private life exactly that: Private.

Reach and Grasp (600 CP; Discount Politician)
Perhaps you're blessed. Perhaps the Almighty has a plan for you. Perhaps you're simply that good. Whatever the case, you're very skilled in claiming and holding political and social power. Whether you wield it via the privileges of rank, the power of wealth or the connections of your friends and allies, you will rarely find yourself outside the halls of power if you wish to be there, and once you've got it you are very good at both holding onto it, and wielding it in an effective manner. Your tools are both Reform and Conservation, and you wield both with the expertise of a master artisan.

Templar Perks

The Good Templar (100 CP; Free Templar)
Since they destroyed the vampire kings and put an end to dark magic in Europe - for a while, at least - the Templar Order has enjoyed a great deal of trust in society. Though they are disliked by many for their role in the control of commoner magic, Templars serve as magical consultants in all manner of different circumstances. You now enjoy a similar level of societal trust; as long as you can provide a reasonable explanation for your actions, you will generally be trusted to know what you're doing. Think of how doctors are trusted with regards to medical matters. This won't overcome someone who hates you and what you represent, but it's a useful tool nonetheless.

Dragonslayers (200 CP; Discount Templar)
It's been a long time since the Templars helped wage war against the vampire kings and established the Compact which forbids the use of magic on European battlefields, but in their libraries they've retained many secrets when it comes to fighting illicit sorcery. You have been trained in these methods, and in the kinds of on-the-spot thinking required to deal with enemy magicians. You know how to bait magic-users into exhausting themselves while staying safe, how to use any magical talents of your own in battle, and how best to subdue magic-users with a (relative) minimum of danger, along with the weaknesses of beings like Shadows or the Undead. You're also an expert with a pistol and sword, and have been trained not to freeze up in battle, even against supernatural threats.

If you have the **Alchemy** perk, these skills synergize extremely well with the kinds of anti-magic charms and protections alchemy can create.

(Super)natural Philosophy (400 CP; Discount Templar)
Since the ascendancy of the Templar Order, its members have plumbed the depths of magic. In large part it has been their advances which have taken European alchemy beyond much of the rest of the world. You are such a researcher, with great knowledge of magical esoterica - the ways in which bloodlines can interact and transform one another through time, the deep principles behind alchemy, and more. Though the true origins of magic remain a mystery to you, you are well-placed to discover all manner of magical secrets and esoteric techniques, and do so at twice to three times the rate of others, with a strange inspiration when it comes to thinking of new ways to use your powers. Furthermore, you seem to have a talent for stumbling upon ancient magical lore, no matter the world you're in.

Thy Kingdom Come (600 CP; Discount Templar)
The Templar Order enjoys an exalted place in society, thanks to their essential role in deposing the vampire kings of old. Going forwards, you have a similar talent for earning status and societal cachet. If you or an organisation you lead completes a great feat, such as vanquishing a tremendous evil, putting down a revolution or helping a king ascend to a throne, you can be assured that you will receive a just reward for your labours. The precise form of this reward will depend on you, your actions and the organisations involved. If you led a mercenary company to aid a kingdom, perhaps you might receive lands and titles. If you discovered the cure to a deadly disease, you might receive a Nobel Prize (or something similar) and become renowned as a legendary practitioner of medicine.

You may choose to deny such accolades quietly, if you so choose.

Possessions

General Possessions

Rococo Style (Free)
If you so choose, you may have your warehouse redecorated in the splendid Rococo style of pre-Revolutionary France. With an abundance of curves and counter-curves, the corners sculpted into the shapes of plants, shells, angels, fruit, flowers and musical instruments, you can be assured that your warehouse will provoke reactions of surprise and awe from those who look upon it.

Property (Varies)
Whether by inheritance, purchase or earning it yourself, you have secured for yourself personal property. You own this place and the land it stands upon, and unless you choose to sell it, it will remain yours. Exactly what you own depends on how much CP you spend here, and you may purchase Property multiple times to gain different pieces of property.

- **100 CP:** A personal home or apartment. A shop or other personal practice for business. A small seagoing yacht.
- **300 CP:** A plantation and stately house of respectable size. A manor house and grounds. An ocean-going clipper.

- **500 CP:** Vast and profitable plantation estates. A great fortress, reinforced with alchemy against spellfire, and engineering against cannons. A full ship-of-the-line.

The above are examples, but you may come up with other options appropriate for the rough level of points. Property comes with staff or workers necessary to man it at a basic level (or the ability to find workers), but Leadership may be useful to have higher-quality help off the bat.

After this jump, you may choose to either move your property into your warehouse, where it will add onto the warehouse, or to place it into subsequent worlds in appropriate locations. You may make this choice at the start of each jump.

Labourer Possessions

A Personal Treasure (100 CP; Free Labourer)
You have a small item of personal significance to you; of no great worth to others, but with great sentimental value to you. Whatever it may be - a pendant given by a loved one, a letter of proposal, an heirloom ring - it buoys up your spirit, and gives you a little more resilience, a little more hope, and acts as a reminder of the things worth fighting for.

Tools of the Trade (200 CP; Discount Labourer)
You have the tools for your trade, whether they be pen, paper and lawbooks, or cane-knife and basket. No matter what trade or craft you pursue in this world and others, you will find yourself able to obtain the required tools for that trade, so long as those tools would not be magical or of a significantly higher technological level than the early 1800s or so. The tools will be of good quality, and will not break or be damaged in the normal course of use.

Hideout (400 CP; Discount Labourer)
You have a place - a cottage house, an apartment, the back of a shop or some other residence - where you and up to a dozen or so others (at a pinch) can lay low with confidence that you won't be found. It isn't on any maps that those hunting you would have, and alchemical measures worked into the walls and wood will stymie magical attempts at location, concealing it from the eyes of seeking Shadows or nightwalking vampires. Truly dedicated searches may eventually uncover it, but only a brute-force search, or following one of the residents back to the hideout, will ever uncover it - and even if it's found, within a year it will seemingly have been forgotten, and will be ready to hide you once more.

If you have purchased **Property**, you may apply these effects to one such property at will, so long as they are no larger than a manor house or so. In future jumps, you may do the same to a single new property per jump, with the same restrictions.

Revolutionary Possessions

Pen and Paper (100 CP; Free Revolutionary)
Before the revolution can spill the blood of oppressors, first it must spill ink. You are well-prepared for this, having in your possession fine ink, good pens that never seem to need re-cutting, and as much paper as you need to write whatever pamphlets, essays, books or letters you desire. Additionally, you are assured that even if you are imprisoned,

you will still be allowed writing materials, and to send and receive letters and other messages. Messages with obviously-subversive intent, such as requests to break you out of prison, will not be sent and may cause you repercussions, but isn't that what codes are for?

Weights and Measures (200 CP; Discount Revolutionary)
In many ways, the Revolution of France was the dawning of a new era. In political thought, yes, but also in more practical areas. You have copies of the examples for the metre, kilogram, gram and other measures under the Metric system, which will always perfectly represent those measures. Furthermore, with enough work using these measures (and whatever other scientific instruments may be necessary), you will be able to quantify and measure almost anything in this jump and future ones, and develop new and rational measures to describe them. You shall apply the keen eye of science to the secrets of magic and the arcane - and who knows what new wonders shall result?

The Undead (400 CP; Discount Revolutionary)
You have a squadron of the Undead; fifty corpses animated by greater Shadows, which cannot be killed by anything save a strike to the heart. They obey only you and those you give command over to you, and have significant martial skill. Creating these monstrosities is truly dark magic, requiring that a corpse which died in pain and fear be animated via necromancy, and a Shadow bound into the remains - but in pursuit of liberty, equality and the fraternity of mankind, what is not permissible?

Whether or not you yourself are a necromancer or shadowmancer, you can create the Undead from appropriate corpses, up to the number you bought with this Possession.

For an additional 400 CP, discounted to Revolutionaries, your army of the Undead may instead number one thousand.

Politician Possessions

The News (100 CP; Free Politician)
You are well-connected, with letters, newspapers and other missives ensuring you remain constantly abreast of current events, as much as possible with the speed of information transmission. This won't tell you about personal or private events, but any important, public events will be brought to your attention sooner rather than later. Such messages will always find you, so long as it is even vaguely reasonable to do so. If you were imprisoned, you would still get newspapers and personal letters, though you wouldn't get much if you were adrift on a raft in the middle of the sea.

An Inheritance (200 CP; Discount Politician)
Thanks to a prosperous family, or perhaps some other connection, you have come into no small quantity of wealth. You have a tidy sum of money set away, enough to purchase respectable lands and a small manor in the country outright, or to sustain a more middle-class existence indefinitely without particular great labour on your part, so long as you put it in the hands of men who will invest it well.

This item may be purchased multiple times, each time granting a similar sum of money. You begin each new jump with roughly-comparable sum, enough to put you in the upper 10% or so, in whatever form of currency is appropriate to the jump.

A Little Black Book (400 CP; Discount Politician)
This little book is bound in black leather, and has the look of an unobtrusive diary. Its contents, however, could collapse governments. You have an astounding talent for hearing all the little secrets, scandals and other 'interesting' information about those in power, and this little book (which no-one ever seems to think is particularly noteworthy) contains notes of all of it. This won't reveal dirty secrets for those who don't have them, and it is possible to keep a secret from you - but it would take a very, very tight ship to do so. If a secret is known to more than five or so people, and one or more of them isn't absolutely trustworthy, you'll probably end up hearing about it sooner or later.

Templar Possessions

Family Trees (100 CP; Free Templar)
Since their ascendancy following the Vampire Wars, the Temple Churches have kept careful records of magical bloodlines, tracking them down the generations and keeping a close eye out for the emergence of magics such as vampirism or necromancy. You have a ledger containing such knowledge, thousands of pages (which fit into a massive book which nevertheless seems far too small for its contents) tracking family lines for the last two hundred years. This will update with similar information in future jumps, if you so choose.

Powders and Alembics (200 CP; Discount Templar)
Alchemy is not an easy or inexpensive craft to pursue. Fortunately, you are in possession of an alchemical workshop equipped with all manner of tools, devices and facilities to perform pretty much whatever alchemical operations you wish, from a specially-designed forge to complex instruments of glass and noble metals. You also have a replenishing supply of all the basic and essential reagents for alchemy - rowan, iron, aqua vitae, sulphur, mercury, salt, some silver and gold - which never seems to eat into your finances, though you may need to go to further lengths to mass-produce alchemical works, or to pursue truly advanced alchemy.

Dragonslayer's Arms (400 CP; Discount Templar)
Nowadays, the Templars are more an order of magical researchers than warriors. Once, though, they were knights indeed - and arms and armour like these were what let them face vampires, and even dragons. This is a full set of plate armour, covered in all manner of alchemical symbols and treated such that it sheds magic of all kinds like water. One wearing this armour could endure a dragon's breath with only a little discomfort from the heat (and the trouble of the fire consuming the air), and all but ignore a blood magician's strongest mesmerism. It doesn't *quite* give full immunity to magical harm, but it comes very close; a minute or so of sustained dragon's flame, or the power of a royal magician for an extended period, might be able to overcome its resilience, but by that point a good templar will have resolved the issue - permanently.

This also comes with a set of weapons - spear, mace, shield and sword - which are treated in the same manner. Against more mundane sources of harm, the arms and armour are

supernaturally-light, but not especially harder or more resilient than their mundane counterparts.

If you have the **Alchemy** perk, you know how to treat metals in this way, and can create more such weapons and suits of armour - but the cost of doing so is enormous, as the processes require significant amounts of pure silver and gold, among other rare magical reagents.

Companions

Import or Create Companion (50 *or* 200 CP)
For 50 CP per individual, you may either import an existing Companion as a Commoner, giving them an Origin and 600 CP to spend. Alternatively, you may pay 200 CP to import or create up to 8 such Companions.

For an additional 50 CP per individual, you may make such companions Aristocrats instead.

A Dragon (1000 CP; Discount Blood Magician)
Dragons haven't been seen in Europe for centuries. But somewhere, you found one. A great winged, scaled beast of blood and sun and conquest, it is a relic of an elder age of magic - but that doesn't mean it can't leave a mark on this one. Dragons are sapient beings; though they cannot speak, they can express their thoughts and desires through a form of telepathy, projecting images and impressions to others. They cannot be commanded or subjugated, but they can be brought into alliance with one (especially a blood magician) who promises them their desires - fresh meat to eat, battle to be had and conquest to be won. This dragon has agreed to such a bond with you, and will obey your commands so long as you provide it such things - or at least the promise of such in the future.

To begin with, your dragon will be about the rough size of an elephant, with hard enough scales that musket-fire will be little more than irritants to anything save its wings. Cannon-shot is a serious threat, but cannons will find it difficult to hit something moving rapidly through the air. Your dragon is also capable of breathing potent magical fire; this fire will burn through all but the strongest alchemical wards in one or two passes, and will only grow hotter and more powerful as the dragon grows older and stronger.

A dragon can sleep in a kind of suspended animation indefinitely, and they do not die of old age. They grow larger and stronger with time, and the more they can gorge themselves on blood and magic, the quicker they will grow. With about five years of regular feeding, your dragon will grow to the size of a large house.

Bloodlines

Magical bloodlines come in four levels: Latent (50 CP), Weak (100 CP), Middling (200 CP) and Strong (400 CP). Each level has the abilities of lower levels as well, and you need only purchase the highest (e.g. to be a Strong mesmerist, you need only spend 400 CP, not 750). Latent bloodlines cannot normally be actively used, but can be passed on to descendants

(who may have greater power), and can be strengthened by other means, such as a vampire's influence, alchemy or the Royal bloodline. You may have as many bloodlines as you can pay for.

Below are descriptions of spells which a person at given levels of power can perform; simple magic, particularly of the sensory kinds, can be done instinctively, but practice and knowledge can advance one's skills (if not one's overall power).

Using magic places strain on the body and mind; using a great deal in a short time, or straining the limits of your power, will leave you exhausted. Magic well within your limits is much less draining, such that it can be used more or less casually without problems, and even more powerful magic can be used regularly, so long as you pace yourself - but constantly using lesser magic will still drain you. The ultimate power of the magic you can use is limited by your bloodline, but through a combination of physical training and magical experience magic will become less draining, such that only truly straining your power will exhaust you.

Magic has a certain will of its own - particularly strong magic desires to be used, and in situations where it *wants* to be used but *cannot* be, suppressing it can take its own toll. Powerful commoner magicians often suffer such symptoms towards the end of their lives, as their own suppressed magic may begin to erode their mental and physical wellbeing.

'Vampirism' and 'Royal' are special bloodlines, which operate on their own rules (see below). Other bloodlines may exist than the ones detailed here, but these should serve as guidelines when creating your own. Fanwank responsibly.

Apportation
A mysterious magic which is rare to the point of near-nonexistence in Europe, apportation allows its user to transport objects and even themselves through space instantaneously. It is said to be more common in lands to the east. A limitation of this magic is that objects and people cannot be teleported so that they merge or intersect with one another, though tales tell of martial masters of this magic who incorporate it into their fighting.

Apportation can only transport its subjects to a location the user can see, or that they can clearly visualise. Usually this requires clear memory of the location (which makes it difficult to simply teleport a person into the ocean), but high-quality photographs or other images of the location can suffice with difficulty, and it is possible for individuals with specialised training to use spatial coordinates to 'navigate' their jumps as well - though this requires an extremely deep understanding of such spatial mathematics.

- *Weak:* Teleport yourself and/or or an object you are touching which is no larger or heavier than a sword, a few metres. When you teleport yourself, objects on your person come with you.
- *Middling:* Teleport yourself and/or or an object or person you are touching which is not significantly larger or heavier than yourself, up to a hundred metres or so.
- *Strong:* Teleport yourself and/or objects or persons you are touching which collectively comprise up to about five times your size or weight, up to a few kilometres or so.

Chloromancy
The magic of plants and growth, much-valued for its ability to quickly produce food and beautiful plants for noble gardens.

- *Weak:* Cause flowers to spontaneously open, a tree to generate fruit or a handful of seeds to rapidly germinate. Sense the needs and health of a plant, and purge it of disease or blight it. Cause a plant to bend towards you or move as you wish, or grow into the shape you want over an extended period of time.
- *Middling:* Cause the plants in a small plot of land to grow at double their normal speed for a year, or significantly faster for a short period of time. Sense the needs and health of plants within tens of metres, purge them of disease or blight them or permanently hybridise two types of plant. Entrap a handful of people in rapidly-grown plants and vines.
- *Strong:* Command plants within a radius of a few hundred metres to move as you wish, up to and including uprooting themselves and marching along the ground. Cause an entire farm to grow at double the normal rate for a year. Sense the needs and health of plants within hundreds of metres, and cure them of or blight them with disease. Entrap companies of men in vines and rapid growth.

Ferromancy
The magical talent to command and shape metal, moving it in space, as well as influencing it in more delicate ways.

- ***Weak****:* Levitating and moving small metal objects, such as coins, or with a little difficulty something like a pistol. Slowly, and with concentration, changing the shape of a metal object. Sensing metal within a few metres.
- ***Middling****:* Deft control of metal objects at a distance, up to the size of a person or so. Causing metal to rapidly re-shape itself. Sensing metal within tens of metres.
- ***Strong****:* Warping the barrels of dozens of rifles at once at a distance. Firing coins at the speed of bullets. Levitating dozens of guns and firing them telekinetically, or manipulating metal objects up to the size of a car. Causing metal to melt and reform as you wish. Sensing metal within hundreds of metres.

Heliomancy
The magic of sunlight, radiance and summer, this bloodline ran strong in the House of Bourbon, reaching its apex in Louis XIV, called the Sun-King both for his , and his tremendous power in heliomancy. This magic is associated with the French monarchy, though some claim that the Sun-King burnt it out - neither his son nor his grandson inherited the gift.

Although this magic can be used to control light, more delicate applications - such as illusions or concealment - require great skill to make convincing upon close inspection.

- ***Weak:*** Conjure motes of bright light, or shed light yourself. Warm a room with your radiance. Weave light into minor illusions and heat-hazes across a few metres. Create a sudden flash of bright light. Look at the sun without harm.

- ***Middling:*** Create a miniature sun powerful enough to illuminate and warm an area up to a few hundred metres across. Launch rays of light to burn and sear their targets at tens of metres. Shed such radiance that you are difficult to look at. Craft visual illusions across a few tens of metres.
- ***Strong:*** Create a miniature sun to illuminate and warm an area of a few miles across. Launch barrages of searing rays out to a hundred metres. Strike a man permanently blind with a flash of radiance. Craft visual illusions over an area of a few hundred metres.

Hydromancy
The magic of water, the rivers and the seas, allowing the user to command such things.

- *Weak:* Conjure a glassful of water, cause small amounts of water to freeze or turn to steam, gather existing water in an area, or push it away, sense water and its movements within a few metres.
- *Middling:* Dextrous command of water nearby, summoning small deluges or floods, causing areas of metres across to freeze or turn to steam, sense water and its movements within tens of metres.
- *Strong:* Summon waterspouts or floods from thin air, raise waves tens of metres high, redirect rivers of middling size, create currents strong enough to carry a ship-of-the-line for days, manipulate the water in a person's veins in crude ways, sense water within hundreds of metres.

Mesmerism
The magical talent to influence the minds of others; not to read them, but to inflame or dampen emotions, cause others to think in certain ways, to do as you say.

- ***Weak****:* Influence over a small number of people or animals; making them more likely to do something, but not outright command.
- ***Middling****:* Strong command over a small number of people or animals, or a weaker influence over a crowd of middling size.
- ***Strong****:* Total complete control of a handful of people, strong command over a small crowd, or weaker influence over people numbering in the hundreds or low thousands. Cause a man's heart to stop.

Note: You may instead possess a variant of mesmerism, less effective on humans but more so on animals.

Mindwalking
A rare and almost-unknown magical talent, a mindwalker is capable of entering the minds and using the senses of others - and even exerting influence over their bodies while doing so, though not their minds beyond simply communicating - at a distance. This is easier if the mindwalker knows details about a person - where and who they are and so on. While mindwalking, the magician's body is unconscious and vulnerable.

- *Weak:* Ride the senses or enter the dreams of one person within a kilometre. Cause a host to hesitate or fumble momentarily in an action.

- *Middling:* Ride the senses or enter the dreams of several people in succession within a few kilometres, or one person within hundreds of kilometres. Cause a host to take complex actions over thirty seconds or less. Intrude into others' mental landscapes.
- *Strong:* Ride the senses or enter the dreams of dozens of people in succession within ten kilometres, or one person across an ocean. Outright possess a host for several minutes, directing their actions as if they were a puppet.

Necromancy
A magic which the Templars go to great lengths to eradicate, necromancy is the magic of animating the recently-dead. On their own, a necromancer cannot perform this feat for long, but they can nevertheless be impactful - particularly if they have a shadowmancer ally to help them create true Undead.

The animated dead created by a necromancer mostly-remember their lives and are obedient to the necromancer. They still retain any magical powers they possessed in life.

- *Weak:* Animate the corpses of a handful of recently-dead animals for an hour or so, or of a single human for a few minutes.
- *Middling:* Animate the corpses of a dozen recently-dead animals for several hours, or a handful of humans for an hour or so.
- *Strong:* Animate the corpses of up to a hundred recently-dead animals for days, or a dozen humans for several hours.

Pyromancy
The magic of fire, heat and ignition, capable of hurling bolts of fire, setting things alight at a distance, or commanding existing heat and flame.

- *Weak:* Cooling yourself on a hot day, warming a room, lighting fires within a few feet with a snap of your fingers, launching small bolts of fire, suppressing fire within a few metres, sensing fire and warmth within a few metres.
- *Middling:* Launching serious bolts of flame, setting a few metres of area on fire at a distance, putting out a fire the size of a small house, warming or cooling a large area, sensing fire and warmth within tens of metres.
- *Strong:* Consuming companies of enemy soldiers in flame, extinguishing a ship-of-the-line ablaze, warming or cooling an area of a few hundred metres' radius, sensing fire and warmth within hundreds of metres.

Sand Magic
A form of magic more common in desert regions such as Egypt or the Rub al-Khali, this is sometimes seen as a hybrid form of terramancy and weather magic.

- *Weak:* Conjure small blasts of sand, create clouds of dust to fill a room or similar size, whip up minor dust devils, transform soil into sand over areas of a few metres, carry yourself for a few steps on platforms of sand.
- *Middling:* Create whirlwinds of sand and dust strong enough to carry a person, conjure powerful blasts of scouring sand, conjure sandstorms over tens of metres, transform soil into sand over tens of metres.

- *Strong:* Dessicate the soil for hundreds of metres to turn it into sand, then conjure vast sandstorms, command entire dunes to drown companies of men, or carry a palace's contents aloft on linen sheets and carpets.

Shadowmancy
The magic of summoning Shadows; mysterious beings which take the form of animate darkness.

- *Weak:* Summon and bind a handful of minor shadows to complete simple tasks, or report back on what they see. Sense shadows, shadowmancy or the Undead within tens of metres.
- *Middling:* Summon and bind dozens of minor shadows, or one or two greater shadows. Sense shadows, shadowmancy or the Undead within hundreds of metres.
- *Strong:* Summon and bind many greater shadows. Sense shadows, shadowmancy or the Undead within kilometres.

Terramancy
The magic of earth and stone; quite rare, but also powerful because of the control it offers of the environment.

- *Weak:* Telekinetically levitate and move stones up to fist-sized or larger quantities of loose earth. Alter the consistency and hardness of small amounts of earthen material, allowing it to be shaped like clay. Cause small amounts of soil to become more fertile. Sense the presence, shape and type of earthen materials within a few metres.
- *Middling:* Telekinetically lift and move boulders, or fling smaller stones with great force. Shift and move large amounts of loose earth. Renew the fertility of a small field's soil. Tear open fissures in the ground to trap a person. Sense the presence, shape and type of earthen materials within tens of metres.
- *Strong:* Instantly transform stone the size of a castle tower into dust. Telekinetically lift, throw and move similar amounts of stone with great force if desired. Tear open the earth to swallow companies of men. Renew the fertility of an entire farm. Sense the presence, shape and type of earthen materials within hundreds of metres.

Therianthropy
The magic of self-transformation, therianthropy has a somewhat-poor reputation in Europe due to its association with savagery. Its users can transform into animals - usually, one animal in specific - or take on traits of that animal, but they also benefit from an unnatural vitality.

- *Weak:* Take on a few specific traits of your animal (e.g. an eagle's sight, a wolf's sense of smell, a lion's claws) while remaining in human form. Heal one of your own wounds at twice the normal speed. Fully transform into your animal. Communicate with animals of your type.

  Your animal form may be no larger than a wolf.
- *Middling:* Mingle your animal form's traits into human form to create a hybrid with the best traits of both. Heal one of your own wounds at five times the normal speed. If

your animal form is smaller than a human, transform into a number of them such that their total mass roughly equals that of a human (e.g. a swarm of rats, a flock of crows etc). Hold a degree of authority over animals of your type.

Your animal form may be no larger than a tiger or great cat. If your animal form is smaller than this, you may transform into a single instance of this size.

- *Strong:* Add great resilience to your animal form, and heal wounds at ten times the normal rate. Command animals of your type, even into mortal danger for them.

  Your animal form may be no larger than a horse. If your animal form is smaller than this, you may transform into a single instance of this size. If your animal form is smaller than a human, you may transform into a number of them whose total mass roughly equals this.

Note: Therianthropes generally transform into animals native to their homeland, or that of their ancestry, though those who travel widely sometimes pick up new forms from foreign lands.

You may pay an additional 50 CP to gain a further animal you can transform into. This may be done multiple times.

Transmutation
A complex form of magic, often associated with the practice of alchemy for its utility in that craft, transmutation allows the user to transform one material into another - but requires advanced chemical understanding to use effectively.

- *Weak:* Transmutation of a litre or two into very closely-related substances, or substances into which they would naturally transform; grape juice into vinegar or alcohol, iron into iron oxide etc.
- *Middling:* Transmutation of a dozen litres or so into substances composed of the same elements; separating steel into carbon and iron, combining different substances into one. Sense the rough elemental composition of a substance.
- *Strong:* Transmutation of up to a ton of substance at a time, into completely different elements; lead into gold etc. Sense the elemental composition of a substance in great detail.

Weather Magic
A well-known magic which allows one to influence the local weather; to conjure or quiet mists, rain-storms and wind. This magic is considered very valuable at sea.

- *Weak:* Call clouds of mist in damp climates, raise breezes or summon clouds to rain on a small patch of land, predict the next day's weather.
- *Middling:* Create more significant weather systems, winds of middling strength, fogs to blanket a hillside and refract light to create misty phantoms, or rain to water a farm's fields, predict the next week's weather, call down a lightning strike from a stormy sky.

- *Strong:* Summon great storms to wreck dozens of ships, create islands of calm in a hurricane, conjure terrible gales, call down many strikes of lightning or summon enough mist and fog to conceal an army, predict the next month's weather.

Royal (400 CP)
Prerequisites: At least one Strong bloodline.
Like some rare few amongst the monarchs of Europe, bred for power throughout the Middle Ages when mage-kings took to the battlefield at the head of their forces, your magical bloodline is tremendously powerful. Increase the power of all other bloodlines you possess by one level; any bloodlines which are already Strong reach a new plateau of power, as described below - though using your magic to this extent is exhausting.

However, this arcane might is so great that it strains the limits of your mind and body to contain. Mental instability or physical sickliness, exhaustion or serious harm may lead your magic to run out of control, flaring up without your will. As an example, the King of England is a tremendously powerful shadowmancer, and when he underwent a mental episode he drowned his palace in bound and summoned shadows, such that attendants required powerful wards to safely approach and care for him.

- *Apportation:* Teleport yourself and two dozen men in armour who are all in contact with one another, up to tens of kilometers.
- *Chloromancy:* Cause moorland to erupt into a forest. Cause a forest to march for miles across the landscape. Sense the health and wellbeing of plants for tens of kilometres.
- *Ferromancy:* Transform an army's weapons into useless scrap. Tear apart a handful of ships of the line by ripping out their nails.
- *Heliomancy:* Conjure an artificial sun to warm and illuminate an area tens of miles in radius. Launch great barrages of blazing light.
- *Hydromancy*: Raise a tidal wave to sweep a town away. Part the Thames for an hour. Call up a maelstrom to drown a dozen ships.
- *Mesmerism*: Hold weak influence over several thousand individuals, strongly command hundreds, or absolutely control a few dozen.
- *Mindwalking:* Contact the mind of anyone on the globe. Possess a dozen people at once and cause them to do as you want for up to several minutes, or possess a single person indefinitely.
- *Necromancy:* Animate the corpses of up to a thousand humans for several hours, or under a hundred for days.
- *Pyromancy:* Conjure a firestorm to consume a castle or hundreds of men. Regulate temperature throughout several kilometres' radius.
- *Sand Magic:* Call a sandstorm capable of covering a city. Transform miles of good earth into barren sand. Raise dunes and use them to drown entire towns.
- *Shadowmancy:* Summon and bind hundreds of greater shadows, or thousands of lesser ones.
- *Terramancy:* Create powerful earthquakes. Swallow large buildings in fissures in the earth. Turn half a castle to dust, or raise a small fortress from clay and transmute it to seamless stone.
- *Therianthropy:* Communicate with and command animals of all kinds, summoning great numbers of them to you. Heal a sword-wound before it's been fully-made. Your

animal form may be no larger than an elephant. If your animal form is smaller than this, you may transform into a single instance of this size. If your animal form is smaller than a human, you may transform into a number of them whose total mass roughly equals this.
- *Transmutation:* Transform up to several tons of substance. Transform living things into inanimate substances via touch, such as a person into salt or gold.
- *Weather Magic:* Control the weather over tens of kilometres. Shatter a castle with a hundred lightning-strikes.

Blood Magician (500 *or* 700 CP)
Once, vampire kings sat the thrones of England and France, and tore Europe apart between them. The Templars rose up to dethrone and destroy them, and since have been diligent in eradicating any trace of blood magic or necromancy. Unfortunately, they seem to have missed a few - because you are such a creature. Blood-magician. *Vampire*.

The first and most apparent of your gifts is that of mesmerism. You have the powers of a Strong mesmerist - but these are alloyed to an array of other magics which make this far more threatening.

First, you have the ability to send your mind and spirit far afield while you sleep and dream, visiting any part of any land you can call your own. The vampire kings could reach across their entire nations to wield mesmerism against their subjects, and could spread their mesmeric powers wider than any mortal magician - only lightly, but only a light touch is necessary when one can influence tens of thousands, especially if they are made vulnerable to mesmerism through spellbinding. You can also use this ability to contact the minds of others whose names you know and who are on the soil of your land (even just a little, such as a handful on the border of their home) while they dream and, with difficulty unless the target consents, view their memories or perceive through their senses similar to a Mindwalker, though you cannot directly control a target. Anything beyond initial contact requires either that the target be a subject of your domains, or invite you in.

Secondly, you have the ability to intuitively sense the magical bloodlines of those around you; each type of magic has a distinctive sense to it which allows you to determine both the strength and variety of magic once you work out what sense indicates what effects. In future jumps, this will allow you to pick out any similar bloodline-based magic or supernatural abilities, including those which belong to a species as a whole.

Thirdly, you can greatly empower another's magical bloodlines. This blessing works by taking magical power harvested from those you drink and imparting it to those you choose; the power is not 'expended' by their enhanced abilities, but it will not sustain your life, though you can retract it whenever you wish. For instance, if you were to drain the blood of a strong pyromancer, you could raise a weak necromantic bloodline into strong expression - and take back that blessing when you saw fit.

However, these tremendous powers come with some caveats. Firstly, while you can live indefinitely if you continue to consume the blood of the living, if you fail to do so you will die; your body simply cannot survive on mortal food and drink alone. Magically-powerful blood is necessary to sustain you (though in future jumps, any blood will do). The more powerful the

blood, the longer you can go without, and extracting it by killing a victim in the grip of your mesmerism draws out more power still, but sooner or later you will hunger again.

Secondly, as a vampire you possess an instinctive sense of territoriality; you feel possessive of your lands, and instinctively feel hostility towards any other vampire or other similarly land-bound being who might try to claim them. Coupled to this is a desire for control; at a low level this might be satisfied by simply ensuring everything in your house and life is set up just-so, but if you don't keep control of it, you may find yourself working to gain more and more power, and to extend your control over the world at large.

Finally, if your nature were to become known, you would be reviled as a monster and hunted by all the best efforts of the Templars and most right-thinking people in Europe.

For 500 CP, your powers will be significantly weakened, and you will lack the ability to reach out to others mentally, use your mesmerism on a grand scale or enhance others' magic until you can get at least a decade of regular feeding upon powerful blood. However, you will also be able to survive on a certain expensive alchemical concoction rather than blood alone - though it gives none of the rush and delight of blood.

Scenarios

Liberté! Égalité! Fraternité!

The French Revolution began with so much hope and promise, but under the weight of internal paranoia and jockeying, outside pressure, and the subtle manipulations of a vampire, devolved first into bloody Terror, then the autocracy of Emperor Bonaparte, and finally a restoration of the Bourbon monarchy after the continent of Europe is torn asunder in the Napoleonic Wars.

You must arrest this tragic decline, and ensure that by the end of your stay here, France is a polity governed by democratic law and the principles of the Revolution. Exactly what form this takes doesn't precisely matter - whether some kind of agrarian socialism, a parliamentary democracy and so on - but it must be reasonably stable, and even if it doesn't entirely succeed in living up to its high ideals, the nation must be sincerely attempting to do so. Its core policies must be driven by the spirit of the freedom, brotherhood and equality of mankind, and the liberation and use of magic for the common good.

Rewards:

> ***Beneath the Tricolour:*** In the process of your work in bringing the promise of the Revolution to full flower, rather than withering on the vine, you have learned so much about revolutionary politics. Most importantly, you have become a near-infallible judge of what is truly necessary to create and cement change versus what is insufficient or betrays the very ideals it seeks to uphold, and very, very good at convincing others of your judgement.

Furthermore, you have a talent for inspiring others to truly uphold their ideals, duties and honour, even when other ways would be easier, or doing so requires personal sacrifice or resisting the temptation to exploit situations for their own gain. With you at their head, or working behind the scenes, politicians may actually keep their promises.

The Cause of Abolition

Chattel slavery is a monstrous evil, and you will not stand for it. European merchants sup on the profits of an industry which transforms human beings into living, suffering puppets whose lives are drained away in labour and by the slow poison of spellbinding. Overseers abuse their slaves, and don't even grant them the mercy of control of their own bodies. It cannot - will not - be borne.

By the time you leave this jump, you must ensure that chattel slavery in Jamaica is ended, and that the enslaved there are set free and have claim to citizenship and real prospects of their own - whether as part of Britain or some other nation. You may accomplish this through violent revolution, parliamentary reform or some other means, but by the end of your stay, spellbinding, the slave trade to Jamaica and slavery within Jamaica must all be ended.

Instead of Jamaica, you may instead choose another area which currently runs on a slave economy, such as the US South, Brazil or some other region.

Rewards:

Am I Not a Man and a Brother?: Having gained experience in abolitionism through your fight to free your fellows from bondage, you've gained an astounding ability to inspire in all but clinical sociopaths real empathy for others. Through your rhetoric, writing and other means, with a long enough correspondence you can be sure that even a hardened slave-trader can come to see his cargo as people worthy of empathy and respect, and dedicate himself to undoing the trade he's profited from.

Furthermore, you've become extremely practised at slipping from one cultural group into another, quickly earning their trust and coming to be seen as, if not one of their own, close enough that you can be considered a member of the community. This doesn't necessarily guarantee that they'll like you, only that distrust of outsiders won't apply to you as much as it would to anyone else.

Complications

You may take any number of Complications, but may gain no more than +1500 CP from any combination.

The Eternal Revolution (+0 CP)
Perhaps, rather than the default Napoleonic era of this jump, you would prefer to get involved in a different revolution. After all, as has often been said, the issue of liberty often comes to centre on the question of magic. Perhaps the Springtime of the Peoples in 1848?

The Paris Commune? The 1832 June Rebellion in France? Nat Turner's Rebellion in 1831 in the US? Perhaps you might avert the collapse of the Russian Revolution into autocracy under Stalin or, going back in time, participate in the American War of Independence, the British Civil War - or even an ancient revolution, such as the revolt of Spartacus against the Roman slavers?

In short, instead of the default timeframe of this jump, you may instead insert into this world at any point in history when the non-privileged have risen up against their overlords. The context of the Origins described above will adapt to the time period; for instance in place of the Templars you might belong to an order of Roman priests who restrict the magic of non-citizens.

Long Stay (+50 CP)
You may choose to stay an additional ten years in this jump. This Drawback may be purchased multiple times.

Under Watch (+100 CP)
The authorities suspect you - of illegal magic, of harbouring revolutionary (or anti-revolutionary) sympathies, of less momentous crimes; the details don't really matter. Whatever the case, figures in authority are generally suspicious of you, and will arrange to have you watched carefully for signs of dangerous behaviour.

Unseen Chains (+100 *or* +200 CP)
Someone has a hold on you. Whether through holding the rights to significant gambling debts, blackmail or some other, someone has a hold on you, they don't share your ideals or best interests, and with their leverage they can make demands of you every now and again with which you have to comply unless you want to suffer the consequences. For 100 CP these consequences will be merely troublesome; having to quickly scrounge up money to pay off the interest on a debt, or work through the fallout of a dirty secret. For 200 CP these consequences are much more serious; you might suffer serious threats of being carted off to debtors' prison if you don't obey, or be permanently disgraced or threatened with death if your secret gets out.

Prejudices (+100 *or* +200 CP)
You are the victim of strong prejudices and societal biases, whether due to your gender, your ethnicity, your social status or some other factor. For 100 CP, outside of your own social stratum you will generally find it significantly more difficult to have your opinions heard and taken seriously. For 200 CP, you will be actively and possibly-violently discriminated against, and must be on guard against such deadly prejudice.

Silver Shackle (+100 *or* +200 CP)
Whether for a crime, or for being born with magic and without a noble title, you have a silver bracelet clasped around your wrist. To be found without it by the Templars is a high crime, and if you use your bloodline magic while wearing it it will heat up and begin to scream until it is deactivated by secret methods known only to the Templars - by which point you will likely be caught.

For a total of 200 CP, the bracelet will react to all magic and supernatural abilities you have, not only the bloodline magic of this world.

Blissful Ignorance (+100 or +200CP)
For 100 CP you forget the plot of the Jump; a dangerous prospect given the shadowy forces moving in the background of this tale of nations and revolutions.

For an additional 100 CP, you not only forget the plot of this Jump but also any 'historical knowledge' after your insertion into this jump. You may instead choose to recall the history of this world instead of Earth prior to your insertion.

Haunted (+200 CP)
Whether you summoned but failed to bind it, or were simply unlucky enough to earn its wrath, you have become the target of a greater Shadow. It is tireless and filled with a sleepless enmity towards you, desiring nothing more than to lay its hands upon you and drain your very life. It can be killed only by a pistol-shot or other strike to the heart, and warded away only by running water or potent alchemy - but it is clever, and even should you flee across an ocean it will track you and attempt to follow, stowing away in ships' holds and slowly tracking you down once more. It is cunning, and will not attack save when it thinks you are most vulnerable.

The Shadow can be killed, bound or trapped, which will earn you three years' reprieve from the pursuit, but by the end of this time it - or perhaps another shadow; it's difficult to tell them apart - will return and begin the chase once more. And beware: just because it's after you, doesn't mean it will harm no-one else.

Enslaved (+200 *or* +400 CP)
Regardless of your Origin, at the beginning of this jump you will be enslaved, forced to labour for the sake of another. Escape will be difficult at best, as your masters watch you closely, and have both weapons and magic at their call to ensure you serve, and will not hesitate to employ to prevent your escape. They care little for what a slave has to say, and deviating from your orders will earn harsh and potentially-deadly punishments. Alternatively, you may be incarcerated in a prison such as the Bastille or the Tower of London, confined within walls bespelled against magic and kept in conditions which could charitably be described as inhumane.

For an additional 200 CP, you are not only held in cruel bondage, but subject to spellbinding. Each day, you are forced to drink an alchemical potion which makes your body little more than a puppet for any mesmerist of even a little power - an effect used to keep you quiet and working. Only for a few hours before your next dose will you have even a little control of your body - and if you give an inkling you're trying to escape or rebel, they'll up the dosage to twice as much. If you have the **Unconquerable Soul** perk or similar resistance to mental or bodily control from another source, it will take at least three years for it to come into effect enough for you to resist the influence of the spellbinding. Oh, and if that wasn't bad enough, the spellbinding concoction is a slow-acting poison similar to heavy metal poisoning, significantly shortening the life of those regularly subject to it. Better get on some kind of escape plan.

Down to Earth (+400 CP)
It would be quite overpowered if Jumpers casually beat up the cast with otherworldly powers and possessions. As such we ask you kindly to leave all out-of-Jump Perks and Items behind. You may keep your Body-Mod if you want to though.

Cannot be taken with the 200 CP version of Silver Shackle.

Vampire War (+400 CP)
By default, the vampire whose half-forgotten name is Alexandre Bonnaire Lestrange will be focusing his efforts on the dominion of France - and, to a lesser extent, the personal vendetta he holds against William Pitt the Younger, as the only other extant blood magician in Europe. With this Drawback he - or, if you choose, another vampire of similar power, intelligence and reach - is aware of you, knows your name and considers you a threat.

He will dedicate not-inconsiderable efforts towards arranging your death and claiming all your possessions and holdings via whatever means he can conceive. Assassination attempts by catspaws, assaults by mesmerised minions or even the Undead are all on the table, and unless you put in efforts of your own to prevent it, before the end of the jump he will have gained significant political power (directly or through intermediaries) and will not hesitate to use that power to seek you out and destroy you. He will seek you out via Nightwalking, mundane spies and any other means open to him, which will make it very hard to hide from him.

As a note, if you choose to hold the same enemy as Pitt the Younger, you will forget the existence of Pitt's vampiric bloodline, and the name of Alexandre Bonnaire Lestrange.

Notes

On the Undead

The Undead are the result of a nasty piece of dark magic; summoning a greater Shadow into a body which died in fear and pain, and has been raised by a necromancer. The result is a being bound to the will of the necromancer, obedient to whoever they tell it to be obedient to (who may, in turn, pass on its obedience to others) with superhuman strength, and which can only be killed by attacking its heart - via bullet, stake, whatever else.

On Therianthropy

If a therianthrope transforms into a flock, swarm or pack of beasts, their consciousness is distributed throughout the group. So long as at least one survives, the person can return - but doing so requires slowly regenerating by eating and producing more 'selves' until they roughly equal their human mass once more, whereupon they can fuse back together once more.

On Heliomancy

The ‘artificial suns’ a heliomancer can conjure and maintain shed heat and light, but this is magical - although they are very hot, and will ignite things that come too close, they are not actually as hot as something would need to be to heat and illuminate the given area, and shed their warmth mostly evenly across the affected area.

On Combos and Techniques

Although magic can be very useful on its own, it often achieves greater power when used in combination - whether with other magic, or other users of the same magic. The creation of the Undead is an obvious example of this, but many other synergies exist as well. Many weather-mages working together can combine their power to achieve greater effects, while a person who possesses both weather-magic and hydromancy will find that the latter can reinforce the former when working with water - such as when conjuring clouds, mists and rains.

Furthermore, many forms of magic have more advanced applications than are obviously apparent. A greatly-skilled weather-mage, for instance, can conjure a mist and then very precisely control that mist so as to control the refraction of light within it, creating illusions or even causing something to become invisible.

On Alchemy

Alchemy doesn’t generally have many effects of its own, but rather serves as a means to regulate, control or modify other magic or supernatural forces. For instance, the spellbinding concoction alters a victim’s response to mesmerism, while defensive charms repel and weaken magic against the wearer. It may be possible through some alchemical means to temporarily strengthen bloodline magics (after all, alchemy can suppress such power), to replenish the strain caused by magic use, or to grant magic on a temporary or perhaps even permanent basis - though this would be alchemy far, far beyond the knowledge of the early 1800s, and would likely require expensive, rare and possibly-unethical reagents. After all, the only extant example of such abilities belong to blood magicians.

In future jumps, alchemy can be used as a kind of ‘science of metamagic’, in a similar way to how it works here. For instance, on Scadrial it might be possible to use alchemical means to gather up the Mists and ‘distil’ them in some fashion, to create an alchemical brew that makes a person more vulnerable to emotional allomancy, to produce bracelets which react to the use of allomantic powers, to create metals which can hold more feruchemical charge or provide more allomantic power per weight, or to prepare a person such that hemalurgic spikes are less damaging to the body and the soul. In Star Wars, you might be able to use alchemy to interact with the Force in some manner; creating instruments which can detect the presence of the Light or the Dark Side, inducing resistance to mind-tricks or even deepening a person’s connection with the Force through artificial means.

On Shadows

Shadows are mysterious beings, believed to originate from some plane or dimension outside of the physical world. They appear as animate shadows - hence the name - and can only be harmed or destroyed by shooting or otherwise attacking the place where their heart should be. Shadowmancers can summon and understand them, and most shadows are fairly happy to serve simple duties for a short time.

Shadows are generally classified as lesser or greater. Lesser shadows have little ability to affect the physical world on their own, but can carry small, light objects and report back what they've seen, meaning they often get used as messengers or spies by shadowmancers, or occasionally as tools of assassination. Greater shadows take on more human forms, and can drain life and even kill via their touch.

Both greater and lesser shadows can be bound to longer terms of service by a strong-willed shadowmancer, and are semi-frequently bound into physical objects, which they can animate to serve the will of their master. They can also be used to create 'daemon stones', objects each containing a greater shadow which can communicate with one another, allowing thoughts, images and messages to be transmitted over long distances, though not over too much running water. Such bindings invariably cause the shadows to become bitter and angry, leading to dangerous consequences should they escape.

Shadows and Undead themselves cannot cross running water under their own power, though greater shadows can cross small streams or similar, and can cross larger amounts through cunning - such as stowing away on a ship.