THE OWL HOUSE JUMPCHAIN (by NoShard777)



Spoilers for Seasons 1, 2 & 3 of The Owl House.

I would say "Welcome to this setting" or something along those lines, but then again, this place seems to be not so welcoming. I mean, tyrants who want to rule everything, acid rain, family members stabbing each other in the back for a position of power; and I didn't even get to talk about the Demon Realm. A certain weirdo named Luz Noceda will in a few minutes travel to another world, going through life changing (and also mentally scarring) adventures. You shall stay here in this setting for 10 years, yada, yada, you know the drill. Don't let me stop your fun with the same babbling you heard hundreds of times. Here, take this:

+ 1000 CP

• LOCATION •

You can choose any of the options below for free, or roll a d8 in order to gain an additional 100 CP. Regardless, you can start at any location within the option you end up choosing/rolling.



(1-2) Human Realm: Now, this place seems weirdly familiar for some reason. The Human Realm is extremely similar to our universe, in Gravesfield (Connecticut) a misunderstood human girl lives with her mother Camila, the same place where a certain Phillip guy lived hundreds of years ago. Luz will most likely (supposing you don't interfere) have her life flipped, turned upside-down. And I'd like to take a minute, just sit right…ok I will stop it. This realm resembles what some of us would call "home sweet home", but if you are feeling adventurous, there are means to go somewhere else.



(3-4) Demon Realm: The Demon Realm is an alternate dimension separated from the Human Realm, and is inhabited by an abundance of magical beings, such as witches and demons. In the Boiling Sea, sprawled across the body of a long-dead titan there is a cozy little corner of the Demon Realm, known as the Boiling Isles. Home of Eda Clawthorne, King, Hooty, and later Luz Noceda.



(5-6) In Between Realm: This realm is abstract, yet seemingly small, consisting of a nebulous space occupied by a black reflective pool on both surfaces of the dimension. In the pools themselves are structures of iridescent, abstract architecture stretching upward, forming a continuous canyon, while black cubes float from the bottom pool toward the pool raised above. Anyone who visits can look through one of the cubes floating around and appear in a reflective surface somewhere in the Human or Demon Realms.

(7-8) Free Choice: Select any of the options above.

• RACE •

Pretty straightforward, this section will allow you to choose your Race during this jump.

(Free) Human: Oh yes, the evolutionary cousins of apes…or were they an all-powerful wizard's puppets? Then again, who cares? This isn't Evolution vs. Creationism debate. These amazing, and usually underestimated, creatures are capable of wonderful and/or terrible things. Those include, but are not limited to: flying, communicating with someone on the other side of the planet, reducing tens of thousands of their own kind to ashes with one explosion, traveling from one planet to the next, holding thousands of books in one hand, among other surprising feats. And all of that without magic, using only technology and their desire to enact their will upon the existence surrounding them, for better or worse. If you take this without anything else that would change your physique and give you magic powers, you must take the **Filthy Muggle** Drawback.

(Free) Witch: Those beings resemble humans to a certain extent, to a point that by covering their pointy ears, they can walk around the human realm without raising any eyebrows. Witches possess a bile sac attached to their heart, which is the source of their magic powers, and their hair (and eyes) can contain much more colorful hues than a human's would. Witches make up much of the Boiling Isles' society, from the students to the Coven Heads.

(Free) Demon: Demons are a type of creature that inhabit the aptly named Demon Realm, known to live on the Boiling Isles. Demons are typically somewhat bestial in appearence or nature (although they can be humanoid), and are usually identified as anything that is not a witch, human, palisman, collector, or titan. Notable examples of demons include Vee and Hooty. Demons are also inherently capable of doing magic, just like witches. Although depending on which type of demon you choose to be, you might gain additional magic abilities beyond spellcasting, one example would be basilisks' ability to absorb magic.

(100 CP each) Hybrid: Maybe one of your parents stumbled upon a portal between realms, or maybe they belonged to the same realm. Regardless, you are now a hybrid of two (or more) of the options above. You will need to pay 100 CP for each race added to the mix, so if you choose to be a hybrid of human and witch, you will need to pay 100 CP, but if you want to be a hybrid of human, witch and demon; you will need to pay 200 CP (yes, you can add different types of demons, but you will need to pay 100 CP for each demon type, so: human+witch+basilisk+bug demon = 300 CP, for example).

• AGE AND SEX •

You can choose both your age and your sex for free. If you are a Demon, a Witch, or if you have the **Child of The Stars** and/or **Titan Blood** Perk(s); you can opt to make sex not apply.

• ORIGIN •

Outcast: You are unlike most people, someone who doesn't follow the rules, social and/or legally. You will find others like you in both the Human and Demon Realm, but being like this could lead to some problems for you, since being different is sometimes frowned upon. But if this was the only issue it wouldn't be that bad, it would only be a matter of acquiring emotional resilience and finding those who understand you, the problem is sometimes being different is outright forbidden; examples include a prison for those considered "weird" in the Demon Realm as well as humans being censored because of dark jokes in the Human Realm (since it happens in real life, it most likely happens in the Human Realm of TOH).

Academic: You are a seeker of knowledge, like the saying goes: "Knowledge is power.", and you took that to heart, deciding to increase the amount of information stored inside this wonderful mind of yours. Or, perhaps, you already acquired your fair share of knowledge and wishes to share that with others; yours shall be the joy of teaching, sharing information and enriching someone else's life with this wonderful gift called "knowing something", or maybe it's a curse, or both. Regardless, the mind is capable of truly impressive things really, one might even call it "bordering on magic".

Witch Hunter: This place is filled with evil, corruption and sin. Who, in his right mind, would ever consider the possibility of wicked things like: magic, witches and demons; having the potential to be good? Some people would try to convince you of that, perhaps even attempt to convince you that YOU are evil if you try to eliminate this obvious threat. Most people in the Human Realm have corrupted minds, susceptible to the temptations of the evil forces residing in the Demon Realm, someone needs to destroy the enemies residing in that hellish place. Thank goodness we can rely on someone like you, a pure-hearted hero with the power to eliminate those monsters. You have the will and means to erase them out of existence, capable and willing to even sacrifice who (and what) you are, in order to be the hero we so desperately need.

• PERKS •

Perks receive discounts for their respective Origins (having the price reduced in 50% and becoming free if they originally cost 100 CP). General Perks receive no discounts, but you shall receive +600 CP to use on your chosen Origin's Perks.

GENERAL

(0 CP) I ain't no tourist: Do you know how to speak japanese? No? Well then why do you want to take Jumpchains focused on an anime and go to a place you don't even know the freaking language? You do realize most of them don't give you the option to talk the native language right? Man, you are hopeless. Regardless, I will give you a helping hand with this gift, which allows you to speak every mundane language in a setting as if you were a well studied native. This updates every setting/every ten years. And yes, I said "gift", as you can notice (if you know how to read) this Perk costs 0 CP. You can just take it, no charges, no fees, I will GIVE IT to you. Now you won't be too lost in future worlds, huh?

(100 CP) Extended Stay: This Perk will give you a quite interesting ability indeed, ever wished to keep jumping through settings but stay more than ten years in a specific jump, before you go to the next? Well, now you can, since this Perk will give you the ability to extend your stay in a specific jump for as much time as you want. You shall only leave to the next setting when you decide to.

(200 CP) I didn't expect to be a mother of 6: Being a parent doesn't come with an instruction manual, that's why most parents suck at doing parenting. But fear not, in order to give you directions should you ever have kids (and also with the purpose to show Camila the respect she deserves for being a wonderful character), this Perk was created. You now have the ability to instinctively know what are the best choices and actions you should take on the subject of parenting, making you capable of being the best father/mother for a maximum of six kids. Only applies until he/she/they stop being underaged, but your kid(s) will receive enough to become successful and happy adults, all thanks to you.

(400 CP) Demonology: Uhhh, look out guys, it seems Ed and Lorraine Warren got themselves a successor. You, my friend, have an encyclopedic amount of knowledge about demons stored inside your brain. Their biology, their behavior, how to best restrain and keep them trapped; and so much more. With this amount of knowledge you could instantly identify what type of demon you are dealing with and how to better befriend, capture and/or destroy it.

(500 CP) Time Pool: According to the book "History's Top 10 Plot Holes", time pools are mythical puddles acting as windows which can be used to travel through different moments of time. The location they appear in seems to be random, and it is unclear how long they stay in one spot. They never appear in the same spot twice. Luckly you don't need to worry about how unlikely it's to find one of those, you shall receive the power to summon one of those once per jump (or once every 10 years). This Time Pool will allow you to select any starting point in jumpchains, including this one. So here, you can start at the time where titans weren't almost extinct, or the time where Philip was still unaware of the Demon Realm.

In other jumps, the same applies, so you could go to a Gravity Falls jumpchain and start when Stanford was still building the portal.



(600 CP) Grimwalker: Oh my, you are in for a ride, since by selecting this option you become someone else's clone. Being a clone is a really cool experience, just ask Twice. You are now an artificial lifeform created using some magic ingredients and someone else's DNA…just like Father Homunculus. This would give you an enhanced physiology, making you more agile, durable, and so on. Depending on who you are based on, you might receive magical abilities or not, based on whether the original has magic powers or not. The chosen original must be either: a Human, a Witch or a Demon. You will also become similar in appearance to the person you are based on, but not 100% equal. It will also give you a fraction of his/her powers and abilities, those incomplete similarities make you 50% similar to the original. Though you can train and dedicate yourself to reach his/her level.
Capstone Boosted: The Titan Blood flowing through your veins enhanced your Grimwalker abilities, now you have not only the original's appearance, but also his/her special traits as well. Not only that, but you can still train and dedicate yourself and eventually become a better version of the original, at least 50% better. In future worlds, you may apply this perk to an existing character. And your enhanced physiology is improved even more.



(600 CP) Power Bestowal: This Perk will give you the incredible power of sharing, allowing you to share any ability/power/perk/characteristic you possess with a willing target, needing only to touch the target and will the ability/power/perk/characteristic to be shared. Every ten years, you can share a version of said characteristic with 10% of the original power, with a maximum of 1200 beings. You can also share a 50% version with 600 beings and a 90% version with 300 beings. Those beings will lose said characteristic ten years after receiving them from you, but every ten years, you can select one being to get a 100% version and keep it permanently. Though this doesn't necessarily guarantee those beings won't turn against you after receiving said characteristics, so do be cautious when sharing your powers, will ya?

Capstone Boosted: The Titan Blood coursing through your veins greatly improves your ability to share characteristics. Now, every ten years, you can share a version of said characteristic with 10% of the original power, with a maximum of 2400 beings. You can also share a 50% version with 1200 beings and a 90% version with 600 beings. Those beings will lose said characteristic ten years after receiving them from you, but every ten years, you can select two beings to get a 100% version and keep it permanently. And now, as long as the target agrees with following the terms you establish, in exchange for the characteristic; he/she/it won't be able to disobey them.



(800 CP) Child From The Stars: You shall be given the same powers and abilities the character "Collector" possesses. Like him, you have supernatural strength and durability, capable of effortlessly stopping an attack from the likes of Cursed Belos and sending someone flying away with the impact of a finger, while at the same time reducing your target to a puddle. I am not even going to mention his ability to hold the archives with his strength. You are also capable of manipulating shadows, even if you get sealed away like he did. The power of levitation and flying is also yours for the taking, as well as manipulating matter, moving the moon as if it was nothing, agelessness, and so on. Of course, Titans can cancel out your magic. You shall gain Master Level in all 9 Types of Magic to represent your magic powers, as well as all Casting Abilities (except **Glyphs**) for free.



(1000 CP) Titan Blood: Titans are incredibly powerful creatures with near-omnipotent magic, and are widely considered among the most powerful beings in the Demon Realm. Their mere blood is powerful enough to pierce through realms, their roar capable of shattering objects and rupturing eardrums, and their magic manifesting in the form of glyphs. A certain deceased Titan's magic was so potent that it allowed for all witches and demons to evolve biology allowing them to use magic too. Although a powerful race, the titans endured a mass extermination by the collectors, who gradually wiped out the species due to their ability to cancel out collectors' magic, and thus potentially interfere with their plans. Now only two Titans remain, well, three if you count the dude stuck between dimensions. But regardless of whether you say two/three Titans remain, you are one of them….or maybe not. You see, you shall become a hybrid of Titan and whatever else you are, your Titan powers shall be on the same level as a true Titan at his/her prime. You shall gain Master Level in all 9 Types of Magic to represent your magic powers, as well as all Casting Abilities (including the highest level of **Glyphs**) for free. This also acts as a **Capstone Booster** for 600 CP Perks. Now, the reason I said "....or maybe not." is because you can alternatively choose to receive a supply of Titan Blood. This supply would be the same amount a true Titan at his/her prime would have and it refills after a year. This will give you only Master Level in all 9 Types of Magic to represent your magic knowledge, but no inherent magic powers. This would also give you a potent fuel for things like creating portals, though some of it will be used as a **Capstone Booster** for 600 CP Items (this same amount shall be instantly refilled after being used to boost those Items). Oh yeah and this also gives you the highest version of **Glyphs** for free. Both versions will provide you with knowledge about your unique "glyph language". If you want to learn more about the glyphs provided by the titan stuck in the In Between Realm, you will need to purchase Glyphs again, since that would be another "glyph language". And you can get both versions if you pay 1000 CP again.

OUTCAST

(100 CP) Magic Resilience: The idea that someone can get inside your mind and mess it up, is kind of terrifying, to say the least. Even Belos with all his power and experience was vulnerable to a spell which had the purpose to transport people inside his mind. Now you won't suffer with this type of problem, maybe, depending on your magic knowledge and power. The more raw magic power and knowledge you have, the strongest this new passive magic resistance of yours will be. If you don't have magic power, your willpower will be used instead.

(100 CP) I Know It's A Lot, The Hair, The Bod: When you are looking at…well, yourself. You now have all your physical attributes enhanced to the peak of your species, but only the ones you consider positive, not being limited by your body's shape. This Perk can, optionally, make you more buffed in order to suit your new physical capabilities. If you consider beauty something positive (and lets be real, you most likely do), this also makes you really attractive. So it technically counts as the obligatory beauty Perk.

(200 CP) Adaptable Biology: Man, surviving in an entirely new dimension is truly something, since the food that the natives eat could poison you. Or maybe the rain could be so hot, that by being exposed to it you would literally be melted, until you died a painful, slow and agonizing death. Just like Philip. Hey, I told you this Jump had spoilers for Season 3, no crying now. Luckily this won't be a problem you need to deal with, since your body will adapt to whatever place you are, being capable of surviving anything your surroundings throw at you. You could even swim in a volcano and be ok, though, a magic attack which mixed rocks and fire to make lava would still damage you (since it's an attack not an environment). And you could eat any natural resource without being affected negatively, unless it had a poisoning spell put on it.

(200 CP) Us Weirdos Have to Stick Together: Both the Human and the Demon Realm can demonstrate a certain hostility towards what's considered different. There are no shortage of examples of people being unfairly punished just because they didn't conform to certain rules. Sometimes the world will be against you, just because you are being yourself, but this doesn't mean you need to face it alone. This Perk will make it easy for you to find those who have things in common with you, with this, you could make a club at school focused on a weird hobby. Or maybe, you could slowly build a resistance to fight against an oppressive power, without being uncovered.

(400 CP) Unconventional Fighting: In a world focused on magic abilities, throwing punches and kicks would most likely be considered "unconventional", but it could prove useful. I mean, just imagine you are temporarily incapable of doing magic and you are surrounded by enemies, someone too reliant on magic would be doomed. Good for you that you are an absolute master in all types of unarmed and armed fighting styles. You can destroy your enemies with your bare hands or a knife, with equal efficiency.

(400 CP) Lucky Jinx: Like a certain white-haired supervillain/superhero (she oscillates between the roles), you somehow affect the enemies in your immediate vicinity with bad luck, making them stumble and miss their hits. Granted, this isn't guaranteed to work 100%

of the time, a really skilled and/or powerful enemy could still defeat you. But even then, it's always good to have a way out of a sticky situation.



(600 CP) Freedom Cry: Freedom! I don't even know how to describe such a concept, "wonderful" wouldn't come close to explaining the sensation you get from knowing limitations are lifted and external obstacles (sentient or not) won't/can't restrain your ability to do what will with whatever constitutes your being and whatever you may earn through your efforts. Such a shame that the masses usually throw away this divine gift for things like "safety" or "comfort", allowing dictators to oppress them, because that's easier than trying to change things. But maybe you could do something about it, since the desire to reach Freedom now burns inside your being like a volcano, and you can use this determination to inspire the same ambition in others. Someone who was indoctrinated since birth to obey a certain power, but already experienced negative situations caused by the current administration's decisions, would be moderately hard to convince. However, someone who was indoctrinated since birth to obey the same power, but didn't experience negative situations caused by the current administration's decisions and is one of the more fanatical followers, would be extremely hard to convince. Difficulty decreases or increases depending on the evidence of corruption and/or misdoings, or lack thereof, respectively.
Capstone Boosted: The Titan Blood affected your desire for freedom, now it burns inside you with the same intensity as a sun. Someone who was indoctrinated since birth to obey a certain power, but already experienced negative situations caused by the current administration's decisions, would be easy to convince. However, someone who was indoctrinated since birth to obey the same power, but didn't experience negative situations caused by the current administration's decisions and is one of the more fanatical followers, would be hard to convince. Now you can convince others without evidence with the same effectiveness you would if you had evidence previously. But if you have evidence with your current level, you would enhance this ability to inspire the ambition for freedom even further.



(600 CP) What is "impossible"?: That's a genuine question. If you asked a man in the Middle Ages if humans can send a message from one country to the other and receive a message back in less than an hour, without using magic, that man would say that's impossible. But you need merely look at what you are using to read this to know that's incorrect. You have the incredible power to apply innovations in pretty much anything related to technology and magic, perhaps even a mixture of those two. You can take a city with a medieval level of technology and help them develop it to 21st century level, although this would take at least 5 years; magic innovation is on the same level. You shall be the one to uncover the cure for terrible diseases (maybe even curses), to develop new ways of transportation and to fuse both magic and technology with the purpose of achieving even more effective results. Now go, and next time someone tells you something is impossible, say to that person/being: "Impossible? Or unlikely?!!!"

Capstone Boosted: The Titan Blood's purpose in The Owl House is to make what's considered impossible, possible. So it's no surprise that imbuing you with said Blood would increase your ability to make the "impossible". You can take a city with a medieval level of technology and help them develop it to 21st century level in a year, magic and technomagic innovations being on the same level.

ACADEMIC

(100 CP) The Basics: There are no shortage of fantasy stories focused on a school environment, this setting being no exception, since after a few episodes Hexside becomes an important location in which Luz spends a lot of time as a student. But getting to a new school without already knowing what you should know doesn't sound like a desirable situation to be put in, with that in mind, you might want to take this Perk. This gives you basic knowledge in all areas of knowledge in your current setting, being updated in every new jump, or every 10 years.

(100 CP) Reliable One: Like a certain prodigy in Plant Magic, you are the person people usually rely on for emotional support. You know how to make others feel comfortable enough to open up and talk about what they are going through. Just please, make sure you don't ignore your emotional problems, they could potentially get out of control and interfere with your magic if you are not careful enough.

(200 CP) Stay away from my Jumper!: It is kind of interesting how some people try to hold the weight of the entire world on their back, refusing help in handling those problems, either because they want to protect their loved ones or to prove themselves. Or maybe something else entirely, regardless, you don't need to hold this weight alone. To show you that, this Perk will make it so that whenever you are in necessity of assistance against a foe or in dealing with emotional problems, someone who cares about you (and who is available) shall feel you need help and run towards your general location in order to help. This can be toggled on and off.

(200 CP) Jumper, you are actually a decent leader: Plans to convert the gym into a common space, schedules for rotating guard shifts, a dinner menu using veggies from the Plant Homeroom. You are capable of doing all of that and much more. Should you ever find yourself in a dire situation where you and a group of other people need to maintain a specific location and survive apocalyptic-like threats, you will know how to administrate things and keep everything working. Now, just because you are a decent leader, doesn't mean you will be the one in power.

(400 CP) Jumper got away with muder?: I can't say I approve, but at least you are trying new things. You will find that authorities who have power to give you punishment will most times never do anything to discipline you. You would need to do something extremely messed up to get punished, and even then, your punishment would be a mere "slap on the wrist" compared to the punishment you were supposed to receive.

(400 CP) Mix That Sh#t!: The idea of being restrained to a single magic type is really boring, why should you be limited on what you can do? Well you shouldn't, hence why this Perk shall give you the power to masterfully mix different types of magic you already know, which will allow you to achieve more powerful effects. And this isn't limited to this setting's magic either, you can also do this in other settings, like Dungeons and Dragons for example. There, you could mix Necromancy and Conjuration in order to mimic Hector/Isaac from Netflix’s Castlevania.



(600 CP) Genius: You are a genius, capable of absorbing information like a sponge. With your learning speed, you can most likely become suitable to be a Coven Head after a year of study and dedication. Your memory is extremely enhanced to a point where everything that you experienced six months in the past is as clear as if it happened a day ago. Or perhaps you are not this type of genius, maybe you possess more raw magic power than the average members of your race do. Your magic power shall be increased ten times compared to what it was supposed to be, while its recharge speed would increase in the same amount. If you possess no magic power, you must choose the "learning genius" version. If you can use magic, you will be able to choose between the two versions.

Capstone Boosted: The Titan Blood enhances your genius status, and now you can have both the "learning genius" and the "raw power genius". Not only that, but those two versions are now stronger than before: the "learning one" makes you capable of learning, in a month, enough to become a Coven Head and with a memory good enough to remember everything that you experienced a year in the past; and the "raw power one" increases your magic energy twenty times; the recharge speed is enhanced on the same amount.



(600 CP) #1 Teacher: No, that mug was not given to you "just because". In regards to sharing your knowledge, you are legendary, being capable of teaching your students in six months what would usually take a year for them to learn. Not only do you have the ability to share knowledge, but you can also inspire trust in those you teach, to a point which they would be willing to tell you about relatively personal things. But nothing too deep or private though.

Capstone Boosted: The Titan Blood improved your teaching abilities, by magically enhancing the learning capacity of your apprentices while they are in your surroundings and by also enhancing your ability to communicate the knowledge you already possess. Therefore, those studying under you shall be gifted with the opportunity to go from Basic Level to Master Level in just a month of study. And now the trust you inspire in your students makes them feel they can confide in you to tell their deepest secrets.

WITCH HUNTER

(100 CP) It Was Inevitable: You were too easy to trick. When it comes to tricking people into doing the dirty work for you, few can see through your deception and flattery. Some people are easier to trick than others, but let me tell you a little secret: Everyday a stupid guy and a smart guy wake up, and those two are faded to eventually meet each other.

(100 CP) A Terrifying Character: A lot of people would agree with the claim that Philip is a terrifying guy, I wouldn't argue with them either. The really dark throne room, where a giant heart stands behind the throne, a cursed goo form resembling some sort of demonic entity, the determination to scheme the elimination of countless lives for hundreds of years and then execute it. There are a lot of things to find intimidating in Philip, but you are not so different, since you now possess a terrifying presence capable of sending shivers down your enemies' backs (and sometimes even your allies). This can be activated and deactivated at will.

(200 CP) …Unsuccessful. That was obvious enough: Underlings…they can be such a pain sometimes. Not accomplishing the goals you set out for them, sometimes even when you give them a second chance under a threat of execution. Now you don't need to worry about it, every single time an underling of yours fails in a mission you gave him/her, the competence he/she possesses shall be enhanced should you give a second chance to him/her.

(200 CP) You proved yourself to be useful: You have a keen eye for finding talented and/or hard-working people. You know how to recognize what someone exceeds in and how to better make use of that person in your ranks. So you don't need to fear putting incompetent people in positions of power or similar situations.

(400 CP) Grimwalker Creation: Philip Wittebane saved his brother's soul after the latter was corrupted by an evil witch. Once he learned about the process to create Grimwalkers, he decided to attempt the creation of a being resembling his brother, but one that is pure and not corrupted by evil. Sadly all of his attempts failed and all Grimwalkers eventually choose to betray him, just like his brother Caleb did. You will now receive the knowledge required to create Grimwalkers, maybe yours will show you the loyalty you deserve.

(400 CP) You can't argue with crazy: All of those corrupted people will try to dissuade you from your heroic quest to get rid of evil, however you know better than to let them manipulate you into being conniving. You are adamant in your ideals and as long as you wish to remain loyal to certain principles, no one and nothing can persuade you to think the contrary. No amounts of pain, torture, manipulation, blackmail, nor anything; shall make you change your mind. Only you can choose to do this.



(600 CP) No one said being a Witch Hunter would be easy: It surely isn't, Philip needed to corrupt his very being and consume the souls of palismans to keep himself alive for 400 years, change his identity, manipulate all of the Boiling Isles into believing that Wild Magic was dangerous so that they would submit to his will through fear, fight against those who wanted to overthrow him, manipulate an extremely powerful being into teaching him a lot of things, prepare the Draining Spell and the Day of Unity, only to be stopped by the extremely powerful being he manipulated and almost die. Emphasis on "almost die". Philip managed to survive a blow that should be fatal, that guy is like a cockroach, extremely hard to put down for good. And now so are you. You will be gifted with a Regenerative Healing Factor, allowing you to survive almost everything this setting has to throw at you, though The Collector and/or Titan Luz could maybe defeat you. But the good thing is, at least once per jump (or once every 10 years) you get a second life, regardless of how much you are disintegrated, blown up, what have you. When your Healing Factor can't handle it, you will somehow survive it and regain your body with time.

Capstone Boosted: The Titan Blood increases your Regenerative Healing Factor to a point where a combined effort of: The Collector, Titan Luz, Eda, King, All Coven Heads, among a lot of other beings in the Boiling Isles would be required to destroy you beyond the capacity of your Healing Factor to do anything. But even then, you now have two second lifes, so you should be alright.



(600 CP) Charismatic: Summoning magic effects through speech isn't the only scenario in which words have power. Like a certain masked Witch Hunter, you are aware of the power words in on themselves possess, the power to manipulate people. You have enough charisma and presence to cultivate a following, with your personal magnetism being rivaled only by Philip himself. You understand people enough to shape public opinion towards any narrative you wish to perpetuate, being capable of using people's feelings in order to make them bend to your will, either by rousing their passions or shepherding them with fear.
Capstone Boosted: The Titan Blood gives you the power of what the residents of the Demon Realm understand as a god. Philip needed only to say that a certain thing would please the titan, and people followed him. Philip claimed to talk for a god and acquired that amount of influence. Now imagine how much influence a real Titan such as yourself could have. You could even start a sort of cult or religion in which you are the worshiped god, if you have those types of ambitions that is. And now your personal magnetism far surpasses Philip's.

• ITEMS •

Items receive discounts for their respective Origins (having the price reduced in 50%). General Items receive no discounts, but you shall receive +600 CP to use on your chosen Origin's Items.

GENERAL

(0 CP on First Purchase) Money, Money, Money, Money: MONEY!!!! Cry as much as you want socialist revolutionary wannabe, even in a setting with magic, capitalism still gets the best over your crap system. But hey look on the bright side: You won't need to change your lifestyle in this setting, since you don't really live what you preach. But if you are not someone who follows that ideology, you will need some cash (those people technically also would need some cash, but just try not to rub it too much on their faces), which is why this Item exists. By acquiring this, you will receive the equivalent to 666 thousand dollars, being able to (at will) convert it to whatever currency you want. You gain the same quantity every time you spend 100 CP in this Item.

(200 CP each) Weaponized: Being unarmed is essentially synonymous with being vulnerable, in order to avoid that, this Item may prove useful. Each purchase grants you one short ranged weapon (sword, knife, bat) and a long ranged weapon (pistol, bazooka, rifle). Both shall be indestructible and the ranged weapon(s) will have infinite ammo.

(200/400 CP) Vehicle: What do you mean "walk to school"? Why would anyone walk from point "A" to point "B"? You don't have a vehicle? Ah I guess that's a good reason, but fear not, cause I have an Item which will only cost your sou…I mean 200 CP. But that's only the first version which would give you a land vehicle, but by paying 400 CP you could get a helicopter or an airplane. Yes, the fuel is infinite and any damage will be fixed after one hour in both cases.



(600 CP) Relic: Those items are powerful indeed, capable of feats most witches could only dream of performing on their own. From the Oracle Sphere capable of telling you how to become the best version of yourself, to the Healing Hat capable of healing any injury and lifting any curse, this option allows you to get an item of immense power (as long as its powers are based in one of the nine schools of magic).
Capstone Boosted: The Titan Blood improved your relic, allowing it to go beyond what was previously capable of doing. For example, if you selected the Oracle Sphere, it shall both tell you how to become the best version of yourself and bestow upon you the ability to see a hundred possible futures, only the ones most likely to occur of course. While the Healing Hat will heal any injury, lift any curse and additionally bring back someone recently deceased; but if the being died more than an hour before using the Hat, it won't work.

OUTCAST

(100 CP) Portable Glyphs: Glyphs are the only way someone without a magic staff and the inherent ability to use magic, can wield said power. The downside is that you kind of need to prepare them in advance and it's kind of hard to carry a glyph big enough to cause massive damage. I don't offer a solution for the second problem, but I do offer a solution for the first problem. This option will grant you a small notebook with three hundred pieces of purple paper. Once you take one piece of paper and hold it in your hand with the intention to use it for spellcasting, the glyph will simply appear in the piece of paper, granting you the ability to cast spells faster than Luz Noceda (since you don't need to worry about picking the wrong piece of paper, or needing to draw the glyph in the middle of combat before using it). And also, those pieces of paper have titan blood in them, so no need to worry about magic in your surroundings disappearing. Piece(s) of paper will regenerate 24 hours after being used.

(100 CP) Smartphone: A really helpful device, to say the least. This portable computer (yeah smartphones are just portable computers, get a clue) is capable of making calls, sending messages to those with the same apps as you, record things and all that jazz you are already used to. However, this one is a bit more than just that, since it can use the internet and interact with devices even if they are in another dimension. It has infinite charge, infinite processing capability and infinite storage.

(200 CP) Entertainment: Pfff, nerd! Yes I know, I am a hypocrite. This option will give you the entire collection of both The Good Witch Azura and Cosmic Frontier series. Not only entertaining, but also capable of (somehow) predicting certain contemporary events. Names might change and certain situations might be twisted, but still, it will somehow resemble reality. Nothing too crazy, you can't predict your entire ten years in this setting, but it will still give you some useful information. These will update post-jump.

(200 CP) Schematics: A map of the sewer system, a murder map filled with pictures and information about people in positions of power, what are you planning to do with those things? Well I guess it’s none of my business, but what you have here would be enough to help you take down the current government. The addresses will tell you where to look for your targets, the information about people related to them will tell you how to blackmail them, and the sewer system map will tell you how to move from one place to the other without being caught.

(400 CP) Workshop: In this place you shall find mundane material from the Human Realm. Nails, hammers and stuff like that. If you have enough knowledge, who knows what you could build? Maybe you could simply build something mundane, like a vehicle, a radio or a weapon. And if you collect some resources from the Demon Realm, maybe you could make a jetpack, a mechanical staff or a branding glove. Refills every 24 hours.

(400 CP) Evidence: Have you ever been in a situation where you need proof that a ruler is being corrupt or that he has ulterior motives? Well, should you ever be in that situation, you shall be prepared. You will weekly receive recordings and/or copies of documents about the ruler(s) saying and/or doing something which proves their ulterior motives or corruption. Should someone ever question the veracity of the documents (since the recordings are easy to support, you just need to say: “Eh, I managed to spy on him/her/them.”), you will receive the information of where the documents those are based on are located. Of course, this is useless if said ruler(s) is/are not not being corrupt or possess no ulterior motives.



(600 CP) Portal: This door allows you to travel from the Human Realm to the Demon Realm and vice-versa (the same applies to the In Between Realm). It will turn into a suitcase when you are done using it. It’s not indestructible, so please do be careful, and also try to keep away from the sight of a guy named “Belos”. You can also put the suitcase in a Pocket Dimension whenever you want and take it out at will. The Item will appear again should it get destroyed, and in future settings, it will allow you to travel to “close” dimensions.
Capstone Boosted: The Titan Blood was already used to power the travel between dimensions of this Doorway, now however, the door won't even be necessary. For you see, the key is now the new portal, it is only possible for you (and those you allow) to use it. By wearing the key as a collar or holding it, you get the ability to instantly teleport to anywhere in any of the Realms, looks similar to how Hunter teleports but the light is purple and the range is essentially unlimited. You just need to have been on the place and/or have a good description of it and/or have it within the range of your sight.



(600 CP) Home: Congratulations, you now have what some other people (sadly) don't have, a house. A place to call yours, not a mansion, but it's a good place to live. It is already furnished according to your taste. This place somehow seems to be affected by Harry Potter-like magic, making the inside bigger, when compared to the outside. You will also get a demon (like Hooty) to protect your house, though your demon can be based on another animal if you'd like. Oh yeah and your house also has a shield which protects it from boiling rain, though it isn't strong enough to defend it against strong magic attacks.
Capstone Boosted: The Titan Blood altered your home in a way that its internal space is equivalent to the Blight State, the blood also decorated it with jewels, gold, diamonds and such. Your house demon is now strong enough to defeat five Coven Heads and win, while no longer being insufferably annoying. And your defensive enchantment is now capable of both protecting your home against the environment and strong magic, to a point where it would require the combined effort of the nine Coven Heads to destroy it.

ACADEMIC

(100 CP) Magic Staff: Experienced magic users from the Boiling Isles will usually have a staff with a wooden animal in it. This would be a palisman, a sentient wooden creature used as a tool….to enhance your magic…man that's kind of messed up. Those guys create these beings just to use them for magic power, that place is certainly something. But anyway, you will now receive your own magic staff with both the animal and the staff being designed according to your preferences.

(100 CP) Student Pack: Having no materials during your first day at school would be kind of an embarassment, having to ask for someone else's materials, social anxiety hitting its peak, feeling embarrassed to ask for it, but at the same time getting anxious about the possibility of the teacher calling you out and embarrassing you in front of the entire class…I guess you would like to avoid that. Hence why this option will provide you with all materials a student would require. Pens, notebooks, scissors, or maybe more esoteric things depending on where you choose to study.

(200 CP) Witch-Tech: Fun fact, I actually thought about making the **Smartphone** Item capable of interacting with the smartphone-like devices witches use, but I decided to not make your life that easy. So here we are, this Item shall provide you with a cell-scroll and a crystal ball. Cool thing is, this technology works without electricity by default, so I don't even need to enhance it in order to make your life less inconvenient. Man, magic truly is a wonderful thing.

(200 CP) StAr: This might not be an official one, but I guess it's kind of better than the official one. This star (when you worn it, of course) will fill you with confidence, the same confidence someone at the top would have, yeah it doesn't really make you more powerful but it's still good to believe in yourself and jump head-first into a situation (sometimes). And you don't need to show it, meaning you can put it in your T-Shirt and wear a coat, hiding it.

(400 CP) Anti-Magic Cloak: No, this cloak doesn't have an aura with a mixture of red and black like Asta does when he activates Anti-Magic….although….it could. Would you want that? I won't tell if you don't tell. So yeah, this is an option, the cloak's appearance can look like Asta's Anti-Magic aura. But I am afraid it isn't on the same level, since this cloak might defend you from magic, but not magic cast by the strongest witches. The cloak's design and color is pretty much up to you.

(400 CP) Letter of Recommendation: This Item will give you an opportunity to get any type of education and/or job you want. For example, let's suppose you want to study at Hexside, this would materialize a letter from someone in a position of power recommending your immediate acceptance, while implanting false memories in that person's mind. This is also guaranteed to be convincing enough for Principal Bump to immediately allow you to get in the school, without needing to demonstrate your magic abilities. You could also use it to get into the Emperor's Coven if you wanted to. Though be warned: This doesn't work if you don't have the age required and this doesn't give you the ability required to keep your status as a student/your job.



(600 CP) Library: You receive a perfect copy of The Bonesborough Library. Whether this one will be a public library like the original, or something private, is up to you. Staff is optional, and places of interest include: Front Desk (a large desk operated by a librarian. People who wish to return books must stop by this desk and meet with a glasses-wearing librarian.), Demon Decimal Cabinets (a series of demonic file cabinets containing files of books classified by the Demon Decimal System. Feeding them or making them sneeze will cause the cabinets to spit out their contents.), References (a section of the library dedicated to research. It has various crystal balls that allow visitors to watch helpful tutorials or humorous internet videos), Kid's Corner (a small section of the library dedicated to children's activities. It is located near the Necronomicon section, the manga section, and the encyclopedias), Fiction and Non-fiction Sections (a pair of sections dedicated to the various fictional works and non-fiction literature of the Boiling Isles, respectively.), Amity's Hideout (a secret study hidden behind the romance section. This is a replica of Amity's personal study where she spends time away from her family.) and Forbidden Stacks (a restricted section of the library containing old books, including Philip Wittebane's diary. It is a place filled with echo mice).

Capstone Boosted: The Titan Blood modified this sanctuary of knowledge, increasing its internal space and adding all books ever written in both the Demon and Human Realm. The blood also made the books acquire new characteristics, which makes all subjects seem interesting for the reader and increases his/her reading speed.



(600 CP) Jumper Academy: Ah, Hexside! Essentially Hogwarts on steroids, in regards to child endangerment at least. But then again, this is all a matter of administration and this replica is yours to do with what you will. Staff is optional and you can choose for it to be a public or private academy. This academy of yours has the required infrastructure to teach witches/demons/humans from a young age up until adolescence, and as such includes a kindergarten section of the school for younger students. The original Hexside was funded by the government, reinforced the Coven System, had a brainwashing detention area, among other things. But since you are the administrator of this one, you get to decide how to run things, unless you want your academy to be public (therefore funded by the government).
Capstone Boosted: The Titan Blood will enhance the teaching abilities of anyone inside of it, if you possess information stored inside your head and sentient beings willing to learn it, it will be extremely easy to use one of the most valuable tools human beings have; the ability to share knowledge. How your students will develop depends on your desires, if you want more inquisitive and free thinkers, then those abilities shall be enhanced; if you want more disciplined and obedient students, then those behaviors shall be enhanced.

WITCH HUNTER

(100 CP) Mechanical Staff: This staff appears to be a mechanical version of the standard witch's staff. Able to unfold from the lower rod section, it can be easily concealed beneath a cloak. Similar to curses, the staff emits a red glow when used and does not require spell circles to use its magic, its only requirement being holding aloft before activating. Unlike other witch's staffs, the staff does not feature a palisman atop it. However, in its place, there is a red orb with a white-gold wing next to it, which acts as a focusing point for magic when being used.

(100 CP) Imperial Attire: You receive copies of the clothes worn by those in the Emperor's Coven and also the clothes worn by the Emperor himself. While wearing those, you will be able to easily infiltrate the Emperor's Coven for the sake of either spying or merely helping them. You can use the Emperor's clothes and pretend to be him, but if he sees you, or someone else sees the both of you in a relatively short distance from each other, you will most likely get in trouble.

(200 CP) Branding Glove: A branding glove is a glove that allows the wearer to brand a being with a coven sigil, sealing their magic away and only using the magic associated with their coven. Useful tool if you want to get rid of that filthy wild magic and bring order to the Demon Realm. In future settings, the glove will work in the same way, however applied to other magic types.

(200 CP) Collector's Tablet: The Collector's tablet is a magical object that is related to the Collector. It is claimed to be his "prison". You have a perfect copy of the tablet Philip possesses, by using it you can contact the Collector and maybe try to seek his knowledge in exchange for his freedom. Maybe you want someone to talk to when you are lonely, or maybe you just want to do the kindness of freeing him without asking anything in return. Regardless, the choice is yours.

(400 CP) Palisman Souls: Philip was capable of living for hundreds of years by carving glyphs in his body and consuming palismans. In case you feel like following in his footsteps, or in case you want to give him a little helping hand with that whole sludge thing, you shall be given a supply of unmovable palismans filled with souls. The quantity is the same as Belos consumed throughout his hundreds of years in the Demon Realm. The palismans shall be kept in a chest, while said chest can be summoned or hidden just like the **Portal**.

(400 CP) Galdorstone: Now this, this is really valuable. This crystal is an extremely potent magical reagent, capable of enhancing your magic powers to an enormous degree. Though, it doesn’t really work on illusion magic (since you can’t enhance something which is not actually there, yeah I know, I also think this is BS but that’s what the creator of TOH decided) and you need to be touching it in order to use it.



(600 CP) Abomatron: Introducing the Abomatron. It's seven hundred snorse-power, has two fairy-power jetpacks, and comes in several shades of lilac. It has abilities such as: Malleability (thanks to the abomination goo they are made from, Abomatrons are malleable and can alter their bodies for various tasks), Arm extension (much like the Abomaton, the Abomatron can extend its arms), Blaster arm (by default, the Abomatron's right arm can shoot blasts of abomination goo), Jetpack (the Abomatron has a built-in jetpack on its back that can be used for flight), Shield (the Abomatron has the ability to generate a translucent shield around the cockpit, protecting the pilot) and Bubble (the Abomatron is able to generate a small spherical bubble, similar to the cockpit shield, which can be used to restrain enemies).

Capstone Boosted: The Titan Blood upgraded this powerful weapon to a new level, increasing its speed as well as its strength, the Abomatron is now capable of dealing more damage in less time. Its blasts of abomination goo now have an impact so concentrated that it could actually be lethal (think of how Sasori can condense the streams into water jet cutters that can slice through rocks). Now the built-in jetpack was improved and became a built-in teleportation, allowing the Abomatron to teleport to anywhere in a radius of 30 meters. Its shield can now nullify the Collector's Magic, while the Bubble is now capable of restraining that little guy too.



(600 CP) Emperor's Castle: Fifty years prior to the events of the series, the human witch hunter, Philip Wittebane, utilizing the persona of Emperor Belos, took control of the Boiling Isles and ended the "Savage Ages", an era when witches and demons used magic freely. Following his rise to the throne, he founded the Coven System and built his castle as a symbol of unity, directly upon the Titan's chest cavity. The Emperor's Castle was the home and ruling center of Emperor Belos during his reign over the Boiling Isles, serving as the base of his Coven and followers. And you now possess a perfect copy of this wonderful building. Yours possesses a copy of The Relic Room but with no relics gained in this purchase. Staff in this one is also optional and the throne room possesses a heart with which you can use to summon a dragon that looks just like Belos did in the end, completely loyal to you. There is also that specific place for the Day of Unity, which you could use for the same purpose.

Capstone Boosted: The Titan Blood increased what the heart in the throne room is capable of doing. Now, not only can you summon a dragon-like being through the heart, but its powers are augmented, being capable of teleportation on the same level the Item **Portal** can after being enhanced by the blood. The dragon can also control which spots are going to be corrupted or not, depending on your wishes, as well as having its physical abilities greatly increased. And the place which can be used for the Day of Unity needs merely you to activate the Draining Spell, while branding others is unnecessary, all beings you want to be affected shall be affected as if they were branded. The only requirement that can prove problematic is the necessity of the eclipse.

• MAGIC •

Magic, something truly amazing, capable of looking physics dead in the eye and saying: “Yes, you are a joke to me.”. Certain beings are born with the inherent ability to manipulate it, while others need to rely on external means to reach their objective of bending existence to their will.

CASTING ABILITIES

These Perks will allow you to manipulate this supernatural power with better performance, at least in the aspects enhanced by them. And you can also use them on other types of magic outside this setting.

(100 CP) Lasting Spells: You can easily increase the amount of time a spell is supposed to last. Spells which would normally last minutes can last hours, spells that would last hours can last days. If you prepare and plan enough, you could totally pull a Merlin and make your spells last until dispelled.

(200 CP) Quick Spells: You are now capable of casting your spells faster than most would ever be able to. You can cast all of your spells instantly, faster than an eyeblink, making them extremely hard to dodge.

(200 CP) Controlled Casting: You are the magic equivalent of a surgeon, at least in regards to your casting precision. Putting a strand in a needle’s hole with magic would be way more easier than with your hands, no struggle at all. You can use all this precision for benign purposes, such as Healing and tending to Plants, or some…less altruistic purposes.

(200 CP) Powerful Spells: You now have the ability to cast spells that have more force behind them. If you study Abominations Magic, your creations will be larger and if you study Bard Magic, your sounds will be louder. This Perk essentially enhances your spells’ results by three, without expending more energy to acquire that.

(300 CP) Repeated Casting: You can repeat the casting of a spell at the time you cast it, allowing you to essentially cast the same spell six times at once. If you study Illusion Magic, you can create multiple illusions of yourself and if you study Healing Magic, you can heal multiple wounds at once. If you can cast the spell once, the other five times will happen instantly without extra cost. This can be toggled on and off.

(300 CP) Subtle Spells: You are unpredictable in magic combat and impossible to catch in the act of casting a spell. You don’t require incantations, hand gestures, reagents, nor anything like that to cast spells. All you need is will the spell to happen and it shall happen. Of course, you will still need magic energy to fuel the spell(s), you just don’t need the other requirements.

(100/200/400/1000 CP) Glyphs (Discounted for Humans): Those weird drawings are not mere drawings, they are actually glyph language. Every titan possesses his/her own glyph language, the titan whose body makes up the residence of a civilization of demons and witches has his own glyph language, which you can learn if you want to. This option will either teach you his glyph language, or maybe one which belongs to your blood, in case you took the **Titan Blood** Perk. Using glyphs would allow even a Pure Human to use magic, since it can draw on an external source of magic. By drawing one of those glyphs, you can create a construct of its respective element. Bigger glyphs will have bigger effects and by mixing the four basic glyphs into different patterns, you would be able to do things like: becoming invisible, reducing the impact while falling and executing teleportation. For 100 CP, you start out knowing two of the basic glyphs, allowing you to produce simple constructs made of two of the four basic elements. For 200 CP, you start out knowing all of the four basic glyphs: light, ice, plants and fire. But this doesn't teach what combinations are required to do certain spells. For 400 CP, you start out knowing the same amount of glyphs Philip Wittebane knows at the beginning of the series' first season. And for 1000 CP, you will start knowing every glyph possible.

COVENS

You may select one, or none of them.

Five decades ago, Belos utilized lies and fear to manipulate the natives of the Demon Realm to abide by his Coven System. The Coven System essentially forces you to only use one type of magic, except for his chosen few in the Emperor’s Coven, who would have thought? After finishing his/her training a magic student is expected to select a Coven and seal away his/her other magic abilities. If said student fails to do so, the punishment applied to this “crime” is petrification. A certain rebel witch called Eda is notorious due to constantly defying this law. You can buy knowledge from one (or more) school(s) of magic without even joining a Coven, but you can only publicly join one Coven. And if you get caught doing magic outside your Coven, things will most likely get heated, to say the least.

Choose one of the following options to receive discounts in:

1. Abominations: Really respected Coven. They create sludge golems in order to use them for slave labor. No I am not joking, they create sentient beings with the purpose of doing things like: lifting heavy objects, or fighting. If you are more powerful, your abominations can be more sentient, and more numerous.

2. Bard: Not as respected as the previous one, even though those guys are kind of OP. They can do things like conjuring storms by changing the chemistry of the clouds, among other crazy stuff. They are essentially the Versatility Coven. But without the instruments they are extremely weakened, and they require the target of an enchantment to be within the range of their music, in order for the target to hear it.

3. Beast Keeping: Essentially Care of Magical Creatures. In here you will learn how to care for, train and maybe even fight against all types of creatures. Your spells are focused on both helping you do those things and taking the characteristics of certain creatures.

4. Construction: You will learn how to build things. From simple small houses to huge mansions. Not only that, you will also learn how to enhance your physical capabilities using magic.

5. Healing: These guys are your go-to if you got wounded/cursed after an adventure. They are capable of healing your injuries and lifting curses. But some forms of magic in this setting are too ancient to be easily dealt with. But still, these guys deserve respect for their work.

6. Illusions: Ah yes, Gaslighting Magic. This school of magic teaches the ability to cast spells to create hallucinations, some hallucinations being stronger than the others. If you are an apprentice, your hallucinations will most likely be intangible and/or short-lived and/or fragile. But a more experienced practitioner can make extremely convincing hallucinations, possible to see, hear and touch.

7. Oracle: Apparently those guys are kind of secretive. They are capable of seeing things extremely far away, manifesting their voices inside someone else's head and also seeing the future on a certain level. The distance they can see with magic and their ability to project their voices into someone else's head gets better with experience. But seeing the future is kind of trickier. Practitioners can also pierce through the veil which separates the physical and the non-physical realm, being able to call powerful spirits to acquire knowledge or assistance in a fight

8. Plant: Herbology. I can't stop, it's stronger than me. Their whole point is to care for plants and also control them. If you are a "noob", you can control houseplants, but if you are "level 100" you can control an entire landscape worth of plants. It is not possible for them to create plants out of thin air, but a small seed should suffice, if the practitioner is skilled enough.

9. Potions: The name, like the others, is pretty self-explanatory. Now this is an interesting one, something apparently even a Pure Human can practice, since you need only to gather ingredients and follow the recipe. You can pretty much bottle up spells and then use them later. Your skill increases the complexity of the potions you can brew.

10. Minor Coven: Those are the "non-mainstream" covens. They focus on things like cooking, fashion and wood. This option actually allows you to create your own minor coven if you'd like. They are usually irrelevant, without influence, but maybe that's what you want.

11. Emperor's Coven [Special]: A group of select few. Only the best witches can hope to get into this coven, Belos will only allow the best to work for him. In exchange for showing him undying loyalty, the Emperor allows the members of this coven to cast all types of magic. In order to join this coven, you must have a skill level of Advanced or higher with at least three schools of magic.

HUMANS & MAGIC

Pure Humans can buy skill levels to represent knowledge about that subject, but won't be able to cast magic without an external source of magic.

SKILL LEVEL

Purchase as many skill levels in as many magic types as you want and are able to pay. You can buy skill levels in one or more schools of magic and you don't need to pay an inferior level to get the superior level.

Those with the Perk **The Basics** receive Basic skill level in all magic schools.

Basic (100 CP/Free for Chosen Coven): Like the name states, you know the very basics of your chosen school of magic, being on the same level of Hexside's students during their first/second year.

Advanced (200/100 CP for Chosen Coven): You are now an expert at the fundamentals of your magic school and learned most of its spells, while also being able to cast them, of course. You could make a living off of the magic education you acquired thus far.

Master (400/200 CP for Chosen Coven): You have dominated the highest level of expertise in your chosen magic school, becoming a respected member of your Coven, if you have one that is. You have enough knowledge to teach the next generation about said school of magic.

• COMPANIONS •

(100 CP) Insert Companions: You can insert companions and they will receive 1000 CP to spend on this document.

(Variable CP) Canon Companions: You can select canon characters to get as companions, you will need to convince them to become your companion, but if you fail you will get the CP back. Canon Companions also receive 1000 CP to spend in this document. Characters on the same level of power as Luz Noceda cost 100 CP, those on the same power level as Amity cost 200 CP, on the level of a Coven Head they cost 400 CP, on the level of Eda they cost 600 CP, on the level of Belos they cost 700 CP, on the Collector's level they cost 800 CP and on Papa Titan's level they cost 1000 CP.

• DRAWBACKS •

Take as many Drawbacks as you think you can handle, as long as they don't contradict each other.

(+0 CP) AU: This Drawback allows you to change this setting's canon story for another one entirely. Maybe you will choose a version where Luz Noceda sided with Belos and was trained by him, maybe you will choose a version where Amity stayed with Willow instead, maybe you want the version where Belos is actually the hero and Eda is the evil empress or maybe you want something else entirely. Up to you really.

(+0 CP) Perpetual Possession: You can insert your consciousness in the body of another character. Said character will have his/her consciousness sent to an alternate dimension where he/she will live an illusion depicting how his/her life would occur if you didn't interfere, and then die. You don't inherit their powers, you must get them another way. You can't choose Eda, Lilith or Belos.

(+100 CP) Shift Bodies: You will, at least once per week, have your consciousness placed inside the body of one of your friends. And "adventurous" situations are guaranteed to happen during it.

(+200 CP) I don't know any "Widdle Boy"!: People seem to think you are too cute to take seriously, sure you can convince your closest friends, but besides them everyone else will ignore or reduce the things you say to mere exaggeration. Perks like **Charismatic** could help with this, but not completely nullify it.

(+200 CP) Isolated: Either because you don't reach out, or because others aren't accepting of you, or a combination of both; you have essentially no friends, you can get two true friends, but that's about it. You could also have allies, but you'd never connect to them on a deeper emotional level.

(+400 CP) PTSD: Maybe you found out the person you respected the most, made you using the DNA of the brother he killed in order to make a copy of him that would be blindly loyal; or maybe you keep seeing hallucinations of the brother you killed a long time ago. Regardless, you now struggle with Post Traumatic Stress Disorder and you will keep struggling with it until your jump ends.

(+400 CP) The GROM: Once a month, Grometheus the Fear Bringer will materialize in front of you. You must fight against it and succeed, which won't be really easy, since you need to do this alone. The creature will still affect you fear-wise, regardless of any Perks or whatever you have, though those might reduce the effect and increase your chances of victory.

(+400 CP) Marked [Cannot be taken without a Coven]: You must choose a single coven, you shall be branded with that coven's symbol, restraining you to only use that type of magic until your jump ends. You can't work around this limitation by using the glyphs I am afraid.

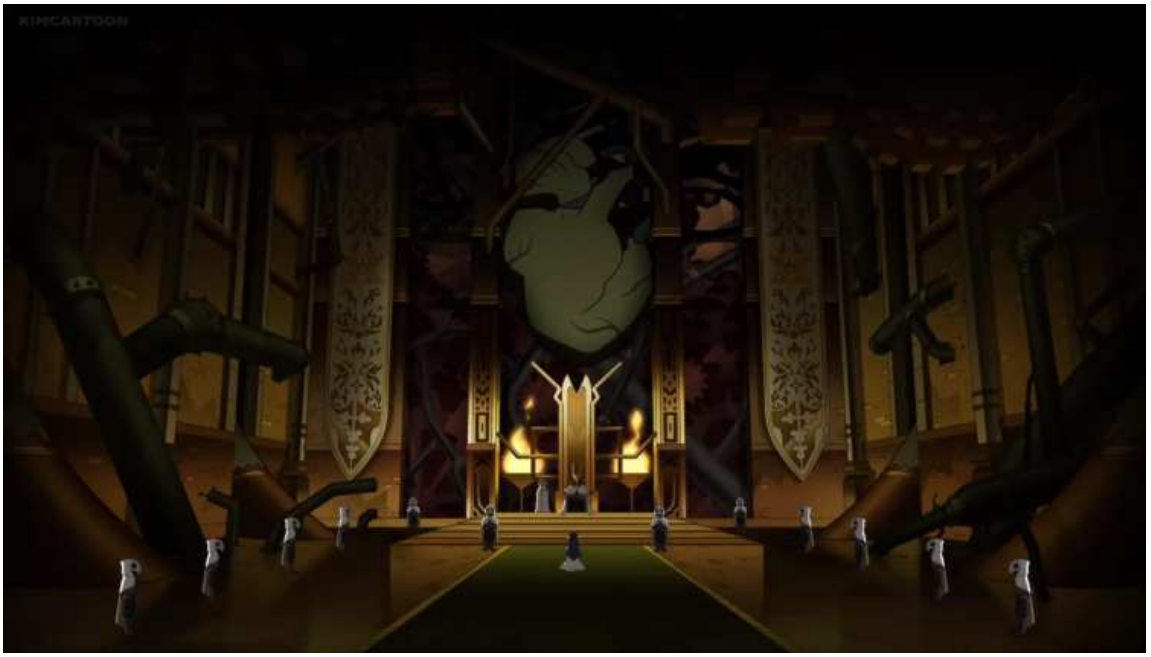
(+300/500 CP) Sigma Jumper Grindset: Sigma Rule #1 - "When a Drawback takes your powers away, grind until you earn them back." That's essentially what you'll need to do, since your powers from outside (and inside) this jump have been extremely reduced, you will need to earn their prime version back with your own effort. This will give you 300 CP. Alternatively you can opt to lose your powers from outside this jump completely until the end of this jump, while also having your powers from this jump extremely reduced and need to grind in order to get them back. This will give you 500 CP.

(+500 CP) Possessive: There is "caring about the people you love and having the will to sacrifice your life for them" and then there is…you. You are a Yandere-Tier obsessive friend, seeing your friends get friendly with someone else might lead to you making threats against that person or maybe even killing him/her. The same concept applies to love interests.

(+500 CP) Filthy Muggle: Maybe you are a Pure Human, or a magical being with some sort of deformity. Regardless of the case, you will have no inherent ability to use magic, you can still use external sources but you won't have internal sources. Perks (and such) you take that give you the inherent ability to wield magic shall not work until you complete your jump. No curse, no nothing, will be able to give you the ability to do magic without an external source.



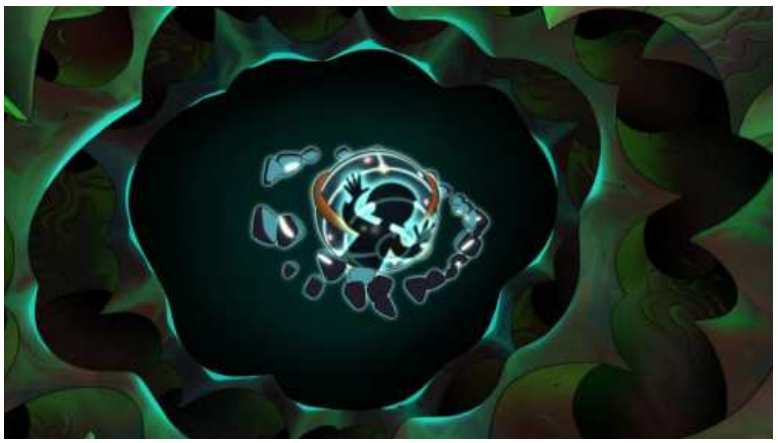
(+600 CP) No Meta: That's not fair! You think you can come to this setting with that privileged information you got from watching The Owl House? This isn't right, I will have those memories locked away until your jump here is over. Now you will appear in this setting knowing only the information provided by this document. You will need to find out the rest for yourself.



(+600 CP) Wanted: Man did you get those five stars alright. Now you are essentially Public Enemy #1, Belos somehow found out about your arrival and your alien nature and decided to force you to serve him. He will use all of his cunning and strategy acquired through hundreds of years to plan your capture, and in case you still refuse to bow down to him, he shall do his best to destroy you.



(+600 CP) Monstrous Form: You are being afflicted by some sort of curse, which forces you to transform into a mindless monster. This transformation's appearance is up to you, it could be like Eda's Owl Beast or Belos' Sludge Form. You can do your best to suppress it: using potions, sharing the curse with someone else and/or making peace with the monster within. But regardless of what you do, it will still torture you for a certain amount of time before you can make peace with it.



(+800 CP) Sealed: Poor Collector, sealed away for something he was not to blame. Unfortunately, you suffered the same fate. You are going to stay trapped in another dimension, separated from the one imprisoning the Collector, all alone and incapable of escaping. At least on your own, regardless of what powers/perks/items/etc you have, being only capable of escaping with external help. Your tablet will be sent to a random being in the Demon Realm, said being is guaranteed to have at least human level consciousness and to have his/her head filled with knowledge about what the tablet is (and how to activate it). And yes, you can manipulate shadows once your tablet is activated, just like the Collector did.



(+1000 CP) But Should They Meddle in Our Affairs…: …we'll clean the planet and scorch the air. That's the policy of the Archivists, the same thing which motivated them to annihilate almost all titans, all because they had the power to cancel out the Archivists' magic. Now it comes with no surprise that they would apply the same policy once they learned about your existence. The Archivists know you are arriving in this setting and about your alien nature, which made them see you as a threat and want to destroy you. Dealing with them will not be easy, since each of them possesses enormous magical powers. There aren't really a lot of beings capable and/or willing to defy them. Even if you went after the strongest ones (The Collector, Papa Titan, Belos, Coven Heads, Eda) for help and managed to convince them, while at the same time purchasing the strongest Perks and/or Items this document has to offer, it would still be an extremely hard challenge. Good luck, you will definitely need it.

• SCENARIOS •

Human Pride: Humanity is, sadly, extremely underrated. They are beings capable of building bombs with the power to destroy tens of thousands of lives, creating wonderful stories that capture your heart, caring for each other, building machines capable of flying and so much more. Even the few humans in this setting need to have their physique magically enhanced in some way in order to surpass their limitations. But you know better, you know that sacrificing your humanity is not necessary to become more powerful and so you decided to take this challenge. You must not take any Perks, Powers, whatever, that would make you "not human". The ones you already have will be locked away, you will keep Perks, Powers, etc. that merely enhance your body and/or mind, but anything that would make you go from human to something else is gone. You also can't pull a Philip and become that sludge thing, since that would count as not being human anymore, neither can you take the **Cursed** Drawback; or the **Titan Blood** Perk (at least not the version that makes you a hybrid), or **Child of The Stars**, or **Grimwalker**. You are free to use external sources of power, such as glyphs, staffs and such; but nothing that would change you to "not human", nor can you allow someone else to turn you into "not human" with a curse. If you manage to survive your 10 years in this setting, without forsaking your humanity, then you shall be rewarded. Since you refused to abandon what you are in exchange for more power, you shall receive a Perk exclusive to this Scenario, called **Humanity Preserved**, which gives you two powers: first, you are immune to anything that would make you stop being human, unless you lift this defense; second, your mundane knowledge in all areas will always be upgraded to the most advanced version your current setting possesses (meaning that your knowledge about physics, chemistry, literature, and so on; will be enhanced to the highest level natives of the setting you are in achieved before the moment you arrived, or every 10 years). You will also receive 500 CP to use either in this jump, or in another one, as you please.

Philip's Crusade: Evil roams freely in the Demon Realm, buying its time, preparing to eventually corrupt and destroy all humanity. Philip Wittebane understood that very well, hence why he decided to wipe out all evil creatures residing in the Demon Realm and save humans from their wickedness. You decided to follow on his footsteps and get rid of those terrible beings, taking upon yourself the mission to destroy all the inhabitants of the Demon Realm. Until your ten years are over, you must at the very least have an important role in killing all the native residents of the Demon Realm, maybe you could assist Philip in his quest, ensuring his victory. Should you succeed in your annihilation against those creatures, you shall be rewarded with a Perk exclusive to this Scenario, called **Supernatural Hunter**. This Perk will make it so that you always receive knowledge and/or items focused specifically in destroying supernatural beings, but not only one by one, their entire species. This also applies to things like magic, making you capable of erasing magic out of existence in whatever your current setting is. Sure, wiping out those species and/or getting rid of magic will require complicated processes, equally as hard as the Day of Unity. You will also receive 500 CP to use either in this jump, or in another one, as you please.

The Revolution: During the 1600s, two human beings somehow stumbled upon the Demon Realm. Those were the brothers Caleb and Philip Wittebane, who sympathized with the idea of hunting witches, but all of that changed when Caleb met a witch from the Demon Realm and fell in love with her. Philip, thinking his brother was under some sort of spell, decided to kill him in order to "save his soul". In the Demon Realm, he planned and schemmed a way to wipe out all life in the Boiling Isles and get back to the Human Realm. Three hundred-ish years passed, and Philip is now the Emperor of the Demon Realm, under the identity of "Belos" he violates the freedom of the ones living in the Isles. He manipulated people into fearing wild magic and now controls them with the Magic System, seemingly unchallenged. But you won't stand for it, you won't allow this tyrant to keep oppressing those people without resistance, you will take upon yourself the mission to overthrow Belos and free the Boiling Isles. You need to, at the very least, have an important role in overthrowing Belos. Maybe you could get the help of a certain rebel witch in this mission. Should you succeed in freeing the Boiling Isles from Belos' grasp, you shall be rewarded with a Perk exclusive to this Scenario, called **Revolutionary**. This Perk gives you the ability to instinctively know what are the weak spots of any government, how to gather allies in order to take it down, how to train them, how to give speeches to encourage them in their fight for freedom. You have become the incarnation of rebellion, rebellion against those who oppress the innocents. You are no longer a person, you are an idea, and ideas are bullet-proof. You will also receive 500 CP to use either in this jump, or in another one, as you please.

Wanna Play?: A long time ago, The Collector descended from the skies with the intention to have fun with the titans, he liked them (especially the extremely cute babies). However, the Archivists found out that the titans had the power to cancel out their magic and decided to wipe them all out, they almost succeeded, with only two titans being left alive. The last adult titan alive thought The Collector was the one responsible for his species being annihilated and sealed him away in the In Between Realms, leaving that innocent child who merely

wanted to make friends, in a prison for thousands of years. This situation made you pity him, so you took the decision to free him from that prison and give him a friend he so desperately needs. To complete this Scenario you must free The Collector and become a friend in which he feels he can trust, someone who wouldn't try to trick/lie to him, and maintain this feeling for at least an entire year. If you manage to do that, you shall be rewarded with a Perk exclusive to this Scenario, called **True Friendship**. This Perk gives you the power to form extremely strong bonds with others, even if you didn't spend that much time with them (Naruto Style), while at the same time causing positive changes in their lives just by offering a friendly hand. Of course, some beings are just irredeemable, and those won't be affected by this Perk. You will also receive 500 CP to use either in this jump, or in another one, as you please.

The Strongest Witch: Belos is considered to be the strongest witch in the Boiling Isles, but such an affirmation is incorrect, because Belos is not actually a witch. Eda is most likely the strongest witch in the Demon Realm, even with the curse weighing her down. But then again, in this Scenario, your race won't really matter. In order to complete it, you must become the strongest magic user in the Demon Realm. Don't worry, beings under the age of 14, Papa Titan and the Archivists won't count as contestants, but Belos will. You will have a long journey ahead of you, since you must defeat every single magic user in the Demon Realm in a duel, at least once. Pure Humans who use glyphs or staffs (like Luz) also count as contestants, since they technically use magic, even though it is not fuelled by an internal source. Should you succeed in your road towards supreme victory, you shall be rewarded with a Perk exclusive to this Scenario, called **Champion**. This Perk gives you the combined power of all contestants you defeated while completing this Scenario, your magic power is equivalent to all of the inhabitants in the Demon Realm. It will also give you the ability to do the same thing in other settings (or every 10 years), all you need to do is choose an attribute/profession/position/exercise/what have you, and you can increase that by defeating others who also possess it. For example: Running, if you choose that, you will need to defeat everyone capable of running in a contest to see who runs faster. And if you manage to defeat everyone capable of doing that, your ability to run will be made equivalent to all of the defeated contestants' ability to run. You will also receive 500 CP to use either in this jump, or in another one, as you please.

• ENDING CHOICE •

Your ten years are over, you must make a choice now:

1. Stay: Maybe you decided the beauty of this setting outweighs its negative points, you are going to stay here permanently.

2. Go Home: Maybe Luz's determination to go back to her mother inspired in you the desire to go back home, you'll go back to your homeland with all powers and items you acquired, unless you lost the jump.

3. Move On: Maybe your adventures in this setting increased both your lust for more adrenaline and your desire to meet other fantastical places, you will go to the next jump.

• NOTES •

Extended Stay: Should you take Extended Stay and use it, this doesn't give you additional 1000 CP, this only makes it as if your "ten-year" jump was actually a "ten+time added by you-year" jump.

Titan Blood and Child of The Stars Alt-Form: You receive an alt-form for each one of those, which can be toggled on and off.

Human Pride: Cyborgs are still considered humans, as well as chemically enhanced humans like Deathstroke. Just try not to get a monstrous physiology or anything like that. As long as the alteration doesn't make you stop being human, it still counts.

Verify which Perks need "This can be toggled on and off."

Verify which Items need "Refills every 24 hours"