The Story Thus Far?

How odd, but welcome nonetheless Jumper to a strangely cubicle world, one you may have been to before. There's no pressing matters to attend to, no world ending threat seeking to devour your heart. Nothing but your own desires set the pace here. But if you're interested this world has plenty to offer.

You probably can't tell just yet but this world is saturated in magic, a subtle one but a magic that is as universal as gravity, and through it all manner of miracles may be accomplished.

Take this **1000cp** to make your 10 years here a bit more interesting.

You'll find yourself in a small very rustic village, the people here are broadly nice but not very helpful to your purposes.

Perks

As stated before, there's not much that's actually happening here, so to simplify things you may discount one perk per price tier unless specified otherwise, 100cp perks are free if discounted.

A Minor Imposition (Free/100cp): Cannot be Discounted

A basic fact of life here are the Aspects of existence, there's the six Primal Aspects (Fire, Earth, Air, Water, Ordo and Perditio) and about 7 tiers of Compound Aspects, through these immaterial aspects all things in the world are made and through their manipulation you can make Miracles. This is the most basic Perk, the ability to interact with the Aspects that saturate the world in Vis and interact with them.

It's free but limited, you can only do Thaumaturgy in places where the Aspects exist and even though you could find a way to transplant them into places without, other worlds may not have such fundamental magical components, so for a cheap 100cp not only can you impose the existence of the Aspects around yourself you can also teach it to others so they can practice Thaumaturgy, and as a special bonus you'll find and keep new and interesting Aspects centered around the world you're in, so you can keep up your miracle making in even the most boring and mundane places.

A Moderate Assumption (200cp): Cannot be Discounted

This may come as a surprise but making miracles is actually pretty resource intensive, who knew, regardless this world is already full to the brim with magic resources you can use but other worlds may not be so fortunate, thus this Perk. If you go looking then you will find, find what? Whatever you're looking for, if you need Vis crystals go mining and you'll find clusters of the things, need amber and you'll find ores full of it or trees bent under its heavy weights. Whatever you need, you can get.

A Major Obligation (Free and Required/400cp): Cannot be Discounted

There's a saying somewhere, "There's no such thing as a free lunch", it's not quite true but it does partially apply in Thaumaturgy, even if you pay all the prices, even if you spend more or less than what you need there is a hidden price to much of the magic you work, normally that's a simple depletion of the Vis in the air but for most creative endeavors it's Flux, impure Vis returned to the air when it should be locked away.

It manifests physically as a mutagenic Taint, spilling wild magic into the surrounding environment and warping it into a sickening purple infection, mentally it manifests as Warp, a bending of your own mind towards madness and less restrained ends. All Thaumaturgy carries with it the risks of Flux and you'll carry it with you to future worlds, it's not unstoppable though, a responsible mage can mitigate just about every part of Flux and a really good one just mind find a way to purge it. As a bonus since this is closer to a Drawback than a Perk, you can inflict Flux on other magic systems if you want, not sure why you would though.

But if you're willing to pay a premium I suppose you can be granted something of a reprieve from responsibility, for 400cp you may simply pick and choose what causes Flux to occur, that's right, just decide that you're reckless alchemical experimentation doesn't have any magical consequences.

A Mine and Craft? (Free/600cp): Cannot be Discounted

This one is kinda big so let's get through the big stuff real quick, biologically you're immortal, won't age past your prime so no worries about it. Secondly you have a pool of Health where all your delicate internals and externals are, this means that you no longer have weak spots or vulnerabilities any more, can't be crippled physically either. This pool is replenished with food of any kind, even raw or rotten meat, with few consequences too.

The other big part is that there is a subspace in your soul now, it stores about 36 "slots" which can store up to 64 instances of a thing without taking up additional space. In addition to this is your ability to craft, see now you can instantly craft anything you could make with your bare hands and whatever you have on you skipping all the build up and prep and going straight to the end result. More than that though is that your creations carry some of your physics defying qualities with them, things you make are immune to gravity as a general rule, stations for crafting particular things inherit your ability to skip to the end product.

For the duration of this jump this is free, it's just how living things function here after all and you are a living thing that functions here. For 600cp you can keep it, as well as share it with a simple invitation.

Quality of Your Life (100cp per):

Would you like your life to be a little easier? There's no shame in wanting to take it easy or gain an advantage over others, everyone feels that way at least once in their life. So here's a few things to improve your time here.

- *Vein Miner:* There's so many trees to fell and so much ore to mine and so little time to do either of those things, so as a little bonus the tedious stuff like that can be one and done, just for you. Mine a single piece of ore and you'll find the entire vein at your feet waiting to be collected, fell a tree and all of it's neighbors within a short distance will fall too. This happens instantly but has a small drawback, you still technically did all that work even if

it happened instantly and still suffer the usual consequences for going through all that effort, that being costs in stamina from yourself and durability from your tools.

- *WAWLA:* This may come as a surprise but there is a lot of weird stuff in this world, stuff that is probably only a little familiar to you, but with a low cost purchase things can be a little more familiar to you. From now on whenever you look at something or even someone you'll know its name and get a short description of what it is and what it does, there's nothing super privacy violating though so if you want the juice details you'll have to put in the normal work in figuring something out.
- *JEI:* It can get pretty overwhelming in this place, having 15 different resources that can all be made into 40 very different things, that's why this Perk will lighten the mental load a bit. A comprehensive mental catalogue now exists in your mind, the recipes for everything you know how to create is stored there and can be looked at immediately with no degradation or need to remember it yourself. As a little bonus you'll also have a pretty good guess about what you can make with what you have on hand.
- *Akashic Tome:* The world is vast and wonderful and words are cheap, why waste time doing stuff like educating others when you have this handy Perk to help you. With a mild amount of time and focus you can compress down all the knowledge in a particular subject you have into a single startlingly easy to read book, as described it contains all that you know about something which other people can read to understand just as much as you do.
- *Storage Drawers:* You might have noticed a recurring theme here, the world is large and there is so much to do and have and explore, this Perk makes that middle option a bit easier. You know a precise method of creation allowing you to more than triple the amount of storage space something has, it's one part feng shui and one part pocket dimensions but it is incredibly effective and works on almost anything, less effective in rooms though but it still works a bit.
- *Xaero's Maps:* Most of these other Perks center around making having or getting stuff easier but the world is too large to just have and get, you need to see and this Perk let's you "see" a bit more. You have an awareness decoupled from physical sensory organs, within about 50ft you can "see" perceiving it in reduced quality with most of your senses, this won't overwhelm you though, you'll just drink in all of it as easy as breathing.

Dreaming of Dreaming (100cp):

Magic is a mostly invisible phenomenon, it permeates all of reality in higher and lower saturations, there's even a bunch in you, and now there's a bunch in your dreams. Whenever you interact with anything magical it resonates with the magic in you and in your dreams you will see wonders, the subtle invisible forces of magic will guide you gently, learning step by step the most basic mysteries any particular form of magic can do.

But learning in this way gives you a step up on all the others, you're being taught by the forces of magic itself and this always results in a deeper more nuanced understanding, making the perfect foundation for the more advanced miracles that you have yet to make.

Pave the Way (200cp):

As I keep reiterating, the world is big, it's vast beyond belief and full of all kinds of wonders, and mundane travel just takes so much time, so here's a little working to help speed things along. With a few rather esoteric materials you can craft a pillar as tall as you, covered in lightly shifting mystical runes, with just a touch you can attune yourself to a pillar and if you make and attune to others you'll find that you can instantly travel between them. It's not completely free, it costs a little bit of life force, not enough to notice with normal usage.

As a fun bonus you know how to make a special Waystone, it's undetectable and intangible, and importantly it can move, slowly, like a casual walk towards whatever location you want it to go. It won't be fast but it can go anywhere you know of.

Implemented (200cp):

Magic is not easy to use, doing it alone is like trying to climb a flat wall without a ladder, it takes effort and implements in order to bend the fabric of reality to do the things you want it to. Fortunately you already know how to make the tools to make reality bend to your whims, and you're really good at using them, so good in fact that you can get almost half as much extra oomph out of your magic when you use a tool to help you. And speaking of helping your tools can help others, it's not as much of a boost as you get but you can let even the weakest most mundane person work a little bit of magic.

Tinker, Armorer, Soldier, Sorcerer (400cp):

There are a great many things in this world, many of them are mundane, so why not make them a little more magical? You know a particular way of melting down materials that accentuates and exaggerates it's pre-existing properties, lightly magnetic iron might overtly drag even non magnetic things towards you, silver might physically push away the undead. As well, you know methods with which to alloy materials together, a particular type of slime, iron and molten stone might make a truly strange metal but a more mundane allow would still have potent effects. This is of course compatible with less mundane materials and any materials you find in future worlds.

Arcane Engineering (400cp):

Much importance has been placed on the supernatural wonders of this world but let me open your mind to a small enlightenment, magic is science, the Aspects, Vis and all the other wonderful things are fundamentally a part of physics, just strange bendable physics. Through this bit of wisdom you can incorporate scientific principles into your less scientific spells, and incorporate mysticism in even your most mundane sciences. At the most basic level this lets you reverse engineer something into it's counterpart. See a microscope, invent a spell that sees at the microscopic level, see a fireball spell and invent a mundane tool to shoot balls of fire. At the more advanced levels this makes your workings better, noticeably better than the nearest equivalent that doesn't incorporate the principles of its counterpart.

Mystical Agriculture (600cp):

Gathering resources is hard, but farming is slightly easier, so what if you had the ability to farm normally unfarmable resources? The cost of such ease of access is a lack of efficiency, the process goes something like this, with a bit of focus distill raw life force into weak inferior

dust, get enough dust and any resource and you can make a seed, let the seed grow and then harvest and you get a bit of essence, get enough essence and you can make a batch of the resource. Simple right?

Well yes, but the more valuable a resource you want to farm the more dust you need, which needs to be refined with itself to make better dust, which goes on the same process. On the upside, you can harvest essence from external entities and turn them into seeds, which makes essence that you can use to make products derived from those entities.

Free Magician (600cp):

Magic requires effort, materials, time and patience, even the smallest, simplest work, a light that never goes out, requires an involved alchemical process with somewhat rare materials. But who has any of that stuff when you have the reality bending powers of magic, from now on you may choose to forgo any kind of ritual or component to your magical workings and just freely shape the magic into your preferred forms. Nitor requires an amount of Aspects and an involved alchemical process as well as a handstone of glowing dust from Hell, but if you knew the steps you could just choose to make it with your will and none of the extra stuff.

However if you choose to include those now extraneous elements your magic will grow and magnify, if you go through the steps of making Nitor even if you don't have to you could make about 10 times as many Nitors as you would otherwise make. This of course can apply to all other forms of magic you have.

Items

Same rules as Perk Discounts but you get a nifty 400cp stipend for this section alone.

The Basics (100cp):

Thaumaturgy rapidly opens up once you actually gain access to it, but it is a bit of a process to start learning so let's let you skip the line a little. You have here 64 crystals of each of the Primal Aspects, an Arcane Workbench well suited to make whatever simple magical artifice you know, a Scribing Table with a comfy chair to record your theories, a handful of the ever mysterious Salis Mundus, which can infuse simple things into more magical forms and of course the ever reliably Thaumonomicon, which perfectly records your findings and introduces you to new things to research.

Material Stockpile (100cp):

The Aspects of Essentia saturate all things in existence from big to small and as a Thaumaturgist you will need a lot of Essence of various kinds. This is a stockpile of random bullshit, a bunch of not quite trash that is rich in Essentia and not very valuable outside of that, it's technically infinite, as whenever you look away and back you'll find that there's more stuff that can be used.

Essential Machinery (200cp):

Essentia based machinery is complex and incredibly useful, much of your time here will likely be building the machines to build the machines, so here's a head start on that. A smeltery is a large oven like machine that breaks down physical materials into it's composite Aspected Essentia at 80% efficiency, with three Alembics it can indefinitely store an almost infinite amount of any three types of Essentia. The crystallizer is an anomaly in this world, over the course of the day it condenses the Primal Aspects that saturate the aura of the world into the corresponding crystals, doesn't have much effect on the environment fortunately. And of course the perpetually useful Essentia Tubing, which can be used to direct Essentia wherever you need.

Casting Gauntlet (200cp):

Thaumaturgy is incredibly hard to do without the tools, so here's a tool to do a little magic. The Casting Gauntlet is a tool that allows you to directly manipulate the Aura of the world into preformed shapes, you'll need a premade focus to do anything. This Casting Gauntlet unlike the others doesn't need to have a focus inserted to cast spells, it simply remembers any focus you make, additionally, it works as a really good focus for your other magics giving you a nice boost..

Words From The Wise (400cp):

Thaumaturgy is a scholarly endeavor and the best scholars learn from others first, which you can now do. In your possession is a large collection of annotated journals, personal notes, and secret diaries of Thaumaturgists before you. These books contain the actual lived experiences of a great many Thaumaturgists whom you will never meet, because they don't

actually exist, nonetheless, these books will rapidly advance your research into just about every type of Thaumaturgy in whatever ways you need.

Heaven, Hell, and All Things Between (400cp):

The world is vast beyond all measurement, but fundamentally it is limited, after all, the world only has whatever is on it, but what if there were more worlds with their own vastness and their own limits? You know a method, with 8 cubes of obsidian the roughly half the size of a person stacked in a particular way, to open up a portal to the Nether. In simple terms it is Hell, covered in perpetually burning stone and drenched in oceans of magma, the undead and grotesque pigs in the shape of men build great fortresses and bastions from which hellish skeletons and living infernos are born. Despite the dangers there are many resources of great value, including Glowstone which can be shaped into another portal.

It leads to the Aether, which unlike it's counterpart is quite pleasant. The Aether is almost Heaven, floating island disconnected from gravity and each other bathed in a permanent beautiful sunny day. All manner of creatures can be found here few of them are truly dangerous, except of course the beings found in the Dungeons, cubes with eyes and effort, valkyries in search of suitable heroes, and burning stars taking the shape of men, but the dangers just may be worth it, as the resources in the Aether are far beyond those found in the normal world.

Returning to a bit of normalcy is another realm, accessed through a small pool of water surrounded in vegetation before a diamond is cast in. This is the Twilight Forest, a world more thoroughly saturated in magic than the normal one, various creatures of all kinds from simply cattle to great hydras populate this world, the resources of course are just as saturated with magic.

Finally we reach the strangest realm, a place utterly disconnected from even the other realms accessed. 12 specially made stones with 12 magical eyes slotted into them opens a portal to a dimly lit sky, and beyond the portal is The End. The End is alien, almost literally, strange islands float above an empty void with an equally empty sky, the biggest island hosts a number of great pillars of obsidian. In this place there is one ruler, a great dragon of the void has total control over the strange alien inhabitants, and has graciously allowed you entrance and exit from it's realm, so long as you pay a pricey but affordable tithe.

These portals are truly wondrous, the ones you make will work in other worlds, letting you access their versions of the Nether, Aether, Forest and End.

Golem Suite (600cp):

Potentially the greatest miracles that can be worked through Thaumaturgy is that of Golems, independent artificial beings that can be customized to fulfill any task they are given. This is a group of roughly 150 golems built to your taste and customized to fulfill any desire you have, if you need to build a house then there is a surplus of builders and architects, if you need an enemy slain then they will become a hunting party to bring low anything with time. These Golems are of varying intellect but are completely and utterly loyal to you, even to the point of offering their own lives whenever needed or implied. They possess a special quality that is quite strange but useful for you, whenever you set them on a task you'll find that they never make a choice you wouldn't have made in that situation.

Once destroyed they will mystically return to full functionality by the next dawn.

Home Base (600cp):

Everyone needs a place to rest their head, everyone wants a home to call their own, and now you can have both of those. This is a sprawling complex of dark stone shaped into a home designed according to your own sense of aesthetics, it possesses everything you need in a home. More than its incredible comfort is it's own expansion, occasionally whenever you purchase a Perk or an Item it will resonate and expand, adding new rooms and functionalities in theme with what you bought. Here's a sample of it's rooms with just things purchased here.

Pave the Way: A well established Waystone nexus in your base, lead to every major city in the Jump you're in and is subtle enough not to be noticed unless you specifically draw attention to it.

Spatially your Home Base can be anywhere in the world and can be relocated easily and instantly relocated to any city you have registered in your nexus, once relocated into new place the Base reshapes and places itself somewhere out of the way and free from notice or suspicion.

Essential Machinery: A slightly mystical foundry in a side room, can be easily automated to produce just about anything you know how to make.

All manner of machinery can be found in this foundry, and all of them operate at peak efficiency in spite of their construction. Truly anything can be made and mass produced in this place.

Words From The Wise: A massive library near the entrance of your base, contains books of all varieties, spending time here is functionally identical to in depth magic research as every book you pick up to read just so happens to also be incredibly in depth manuals.

Also contains a number of fictional works that serve as perfect inspiration for any arcane working you have in mind, letting you think in odd ways in order to find novel solutions to your problems.

Heaven, Hell and All Things Between: A four-spoked portal room in the basement leading to the Nether, Aether, End and Twilight Forest, each portal brings you to a version of your Home Base built and focused around the Realm it's in.

Your base becomes disjointed from reality, existing in it's own pocket dimension accessible through any door you walk through, this place is totally safe from invaders, outsiders can only gain access through invitation. If you desire to leave you may exit the dimension and find yourself at any door you've been through before.

Tinker, Armorer, Soldier, Sorcerer: A great smeltery room at the lowest level of your Base, the smeltery is 20ft wide and 40ft tall, the room contains all manner of molds, casts and basic resources as well as mining machine in the back of the room that can dredge forth a slow but infinite supply of any material you have access to.

Though actual materials are scarce here all manner of blueprints can be found, following them allows for the creation of truly sublime tools and weapons, things that grow along with their wielder.

Arcane Engineering: A surprisingly high tech science lab in a side wing of the base, it's instruments are about 20 years ahead of the most cutting edge tools in the modern day and can easily perceive and interact with magic, and comes with a very effective user manual for everything within.

A peculiar machine sits in the corner of the lab, after a lot of analysis any particular magic effect can be turned into a simple handheld cube. Magic converted into such simple shapes can be made into all manner of things

Mystical Agriculture: A backyard farm brimming with plants of every basic resource, infinitely expands to receive any other Mystic plants you seed and automatically mass populates any fields you plant in.

Dozens of strange and useful tools and object are included, from lamps that encourage growth to hoes that convert magic into fertilizer.

Free Magician: An enclosed ritual room near your bedroom, it's heavily reinforced and reinforcing, without any extra effort you could get triple the effect of any magical working without damaging any other aspect or the room itself.

This room is reinforced for safety not just physically but metaphysically, virginity lost in this room only counts while within the room and isn't "true" outside of it, corruptive magics worked are only corruptive while within the room. Periodically cleanses negative effects for continued safety.

Golem Suite: Golem production and deployment facility in the attic, makes about 5 Golems a day almost identical to the ones purchased already.

These golems truly die when shattered but are usually significantly more powerful than their normal counterparts.

Drawbacks

Lost (100cp):

You are a long way from civilization friend, and unfortunately all of your teleportation powers aren't working, and they'll continue to not work until you find some civilization or make yourself a home, not counting the Home Base if you bought it.

Scarcity (200cp):

Thaumaturgy requires a lot of resources and unfortunately for you most of those resources seem to be very rare, if you need crystals expect to be digging for a while.

Impotence (400cp):

You're rather lacking in the magic department, choose either all of your out of jump magic to be locked away for your duration or to be incapable of Thaumaturgy for the duration of your time here.

Sense of Responsibility (400cp):

Can't let yourself taint the world beyond your repair, doesn't count pre-existing taint or taint caused by things other than you. Take again to further limit how much taint you cause can harm, if you can't contain and cure with just Thaumaturgy, you lose what you got here.

Saturation (600cp):

There's a hole somewhere in the world leading to somewhere foul, Taint and Flux pour from this hole gradually polluting the world. It can be sealed and the spread halted but it will most certainly be a challenge, even with your incredible out of jump powers.

Companions

There are no discounts here, but to make up for it you can take a 200cp stipend, or if you don't care for companions then you can transfer it up to Items instead.

Import (100cp):

If there's someone who's already journeying with you then take them here, they get 800cp to spend and access to the Item Stipend

New Friends (100cp):

If you've met some new faces you can take them with you, up to 8 people and they only count as one companion.

Far Watcher (100cp):

This wallflower of a Thaumaturgist is from a noble family of them, even in the womb she was subjected to a variety of magical experiments to enhance the human ability to interact with the Aura of the world. Fortunately she has suffered no ill effects from this experimentation though the lack of any positive effects had the experiment labelled a failure and her to be raised mostly normally until fairly recently. You see she can only perceive the Aura and Vis of the world the same way a normal human can, that being not at all without special equipment, but when she uses some equipment her perception becomes exponentially more potent, casually seeing in miles and easily piercing through the few magical protections against divination. This has lead to her family putting quite a bit of expectation on her without any of the prep she should have had.

You offer a form of escape for her, not that you'd really know it, see, while observing the world one day she happened to glance at you and quite pathetically she has begun imagining the life you would have together, of you the mysterious noble stranger sweeping her off her feet and away from the now crushing life she leads. It would not take much to get her to leave her family behind and join you in your travels.

Flower Girl (100cp):

This eager girl is from a small family of Thaumaturgists specializing in flowers of Essentia. She has taken to her families art like a fish to water and has managed to innovate a bit, custom breeding flowers which can be catalyzed into fully formed spells. She's grown rather bored of her position, she has everything she needs and has explored all her family has to offer, but you are something unique, something she hasn't seen before and she's very interested in you, to the point of being willing to share her family arts which could mean nothing.

Well Developed Character (100cp):

Not all Thaumaturgists are fortunate enough to protect themselves from Taint, and this young outcast was unlucky enough to be physically affected rather than mentally. Gaunt, pale and covered in a bit of grime this young man is about 80% tree by volume, as a vast amount of Tainted Herba Essentia has gradually replaced most of his body. Though primarily affected with Taint he is not immune to Warp and suffers from delusions though they are strangely helpful, he

doesn't see himself in the mirror but someone else who gives him advice and a phantom of a bird which keeps him remarkably stable. You seem like a good enough person to him and if you happen to have a way to cure his affliction he'd be deeply grateful.

Gaggle of Witches (100cp):

This small coven of three young witches have no lineage of magic, no mentors, and no resources, they've discovered Thaumaturgy in the old traditional way, dreaming of a world that could be. All of them are deeply curious, almost ravenous for more magical learning, similarly all of them hold strong beliefs that just so happen to align with yours and are willing to fight tooth and nail for them. They're quite good at fighting too, frighteningly so, they've already toppled at least three well established Thaumaturgists. You happen to be in the same area as them and have more knowledge than they do, and since your beliefs are already mostly in line, there's not much you could ask them to do that they are unwilling to do, so long as they are properly motivated by more magical knowledge.

Rebellious Knight (100cp):

This dubiously gendered knight hails from a kingdom that they led a rebellion against, they were mostly successful too but now they have no home and no king to serve, though they didn't exactly take knighthood all that seriously to begin with. On a lark they've aligned themself with you, loudly and embarrassingly proclaiming you as their one true king who shall forever hold their loyalty. They are quite effective at being a knight and even more effective at being a butler and despite it being a joke originally are remarkably loyal to you.

Nefarious Demi-Human (100cp):

This woman is quite distinctive, with bright pink hair and a pair of strange animal ears atop her head, somewhere half way between a rabbits and a foxes. Even more distinctive than her appearance is her personality, a vicious capitalist through and through, there are few business opportunities she hasn't seized and fewer that she is unwilling to provide supplies to, she specializes in Thaumaturgic weapons and the deployment of them. You happen to be interesting to her and thus have an exclusive high paying position which happens to be highly dangerous and involved in high difficulty business acquisitions, the pay is almost enough to make the difficulties worth it but the real pay is the personal in-depth one on one tutelage in her private suite.

The End (Not That One)

The choices here are quite simple,

Stay Here and see the wonders this world has to offer..
Carry On to the next world with all the magic you can carry with you.
Head Home with your head held high with all the things you've earned.

Notes:

This jump was made with the assumption that you have some knowledge of what Thaumcraft is and how it do, explaining it all would probably double the page count so if you're unsure watch a youtube video about it.
While this mod was written with Thaumcraft 6 in mind if you like the earlier ones better then this Jump will match your preferred version.

Companions are expies of the following in order

- Hinata (Naruto)
- Ino (Naruto)
- Blake Thorburn (Pact)
- Lucy, Verona, Avery (Pale)
- Mordred (Fate)
- Koyanskaya (Fate)