Spellcaster University Jumpchain



by Faucheusestar

Like seasons, war always returns. Every Two hundred ans seventy-four and half years evil rises to destroy all life. Orcs and humans then set aside their differences to protect their world. Each time, the evil was defeated. Each time, life returned to normal.

But a calendar mistake changed everything. Evil emerges two years too early, catching the living off guard. We were not prepared...

The schools of magic were the first to fall, throwing the world into chaos. Your studies ended prematurely, now you are one of the last guardian of immeasurable amount of knowledge. It is your duty to preserve it, but above all to share it.

Take **1000 Choice Points** to fund your adventures.

Starting Location
You start the school year in front of the magic university

Age and Gender
Freely choose your own age or gender.



Origins
You can choose either (student or professor) and both can be taken as a Drop In

Deck Origin:
In addition to your origin (student or professor), you can choose two origins from among the magic options to obtain discounts. You also gain the Deck Affinity perk for the corresponding elements.

Race:
You are free to choose any race from Elf, Deep One, Werewolf, Vampire, or Half-Orc. If you choose Human instead, you will gain 100 CP. You can also be a creature for this price, or even a guinea pig for a bonus of 200 CP.

General perk

Spellcaster University magic [Free]
All the magic, colored mana generation abilities, and skills you learn here are fiat-backed and will work perfectly in other worlds, so take your favorite cute dragon on your lap, sit in a comfortable chair, and read all the grimoires that might interest you!



PERKS

The perks corresponding to your Origin have a 50% Reduction and with discounted 100 CP perks free.

Student:

Deck affinity



You can choose one of the subjects like Nature, Arcana or other for example you are much more talented in this one and will learn everything about it faster. If you choose something even more specific like time magic the effect is further increased. Can be taken several times.

200 CP One Free Student

This will be useful to you later

It would be a shame if school didn't serve any purpose in your future life! When you learn something, not only do you not forget it or lose your skills, but it also becomes fiat backed and will continue to work everywhere.

200 CP Discounted Student

Clever

You find it easier to understand things and have excellent logic that always adapts to what you are learning. If this requires thinking like a mathematician, you can do it, but even with a less down-to-earth subject, your logic will adapt as well.

200 CP Discounted Student

Jack of all trades

You always start your jumps with the first level of each category of magic in the world you are in, already learned (and fiat backed). This gives you a serious head start, and you are also quite skilled at combining and making the most of so-called weak and easy magic.

400 CP Discounted Student

Clown resident

You're the class clown, and strangely enough, your jokes always end up being useful and funny, making everyone feel better... unless you don't want to, you little rascal. Teachers are more reluctant to punish you, and their punishments are much less severe.

400 CP Discounted Student

Future

You are the quintessence of why the most important thing is that knowledge is transmitted. Every time you graduate after years of study, you receive a huge boost in your best subjects enough to become the greatest legend of all time in your future career.

600 CP Discounted Student



Professor:

Magic teacher

Of course, as a magic teacher, you already know how to do magic and teach it, as well as close portals opened by your students and put out fires right in the middle of the classroom. To be exact, you have 14 levels of magic to distribute wherever you want among the different specializations like Runes.

100 CP Free and only Professor

Dragons are our friends!

Professor, are you a former dragon rider? You know how to raise and train these cute scaly cats called dragon and it shows because all the dragon/dragonic things are friendly towards you and more powerful/effective

200 CP Discounted Professor

Guinea Pig

Some would say that guinea pigs don't escape because they play for both sides... Not you, like them you are aerodynamic, become more efficient if you are cornered and all your guinea pigs are more efficient

200 CP Discounted Professor

Card creator

You excel in magic that requires burning colored mana to create room and item cards. Each time you do this, you draw three cards and can choose one, sometimes two. By using energy from other worlds, you can create the equivalent for their universe.

400 CP Discounted Professor

Eternal Encyclopedia

Your reading of this legendary grimoire has taught you to use mana much more effectively, whether it's colored mana or another type. The cost of magic is greatly reduced, and if its cost increases exponentially, it no longer does.

400 CP Discounted Professor

Magic Academy Director

You are an ace at survival, especially when faced with a horde/cornered and you always manage to escape by saving your possessions in order to rebuild elsewhere. Additionally, each of your students gives your academies a game-like boost and colored mana while they study.

600 CP Discounted Professor



Nature:

Indoor dolmen

Who said a dolmen doesn't work indoors? All rituals no longer require a specific location and a clear sky for you, so you won't end up soaked and an unfortunate cloud won't cover the star. You also know the basics of Druidism magic.

100 CP Free Nature

Are you certain it can be cultivated?

Herbalism comes easily to you, to the point where you can not only grow any magical plant and receive cards that can be used as ingredients by being in the same room, but you can also plant unicorn horns (and other ingredients) to grow them like a plant.

200 CP Discounted Nature

Tamer

Training is easy for you: a scratch here, a treat there, and from dragons to guinea pigs with their incredibly aerodynamic profiles, everyone is your friend, more efficient, and listens to you. You can also create creatures by burning mana of the appropriate color.

200 CP Discounted Nature

Werewolf

You hit twice as hard, regain health over time, and are immune to aberations. Plus your big teeth are very intimidating for those who don't want to be eaten!

400 CP Discounted Nature/ Free for Werewolf

Warden

You are an excellent teacher, able to easily explain to others what you have mastered. What's more, you can perform critical hits while teaching, which gives the students a big knowledge bonus. ... Where did that D20 come from? Who knows, but at least it works!

400 CP Discounted Nature



Light:

Inquisitor



Your investigative instincts are correct: burn everything! More seriously, you know who is an evil witch and who is not. What's more, no one expects you when you attempt an operation to find the heretics.

100 CP Free Light

Hero



You are a hero. Not only does the princess find you very charming, but everyone you save always ends up helping you in return and doing so with a smile on their face.

200 CP Discounted Light

Sacred Magician



You have a gift when it comes to sacred and light magic. You heal much better and your spells are more effective. Your magic in general is now more effective against unholy creatures, and light creatures like you, such as this cute white dragon.

200 CP Discounted Light

Elves



You learn magic much better when you're perched high up like in a magic tower. In addition, causality works in your favor when it comes to obtaining a prestigious position as well as learning the most difficult magics more easily to achieve it.

400 CP Discounted Light/free for Elves

Priesthood



Thanks to the magic of light, you don't need to eat or sleep. That doesn't stop you from doing so if you want to, after all, it would be heresy not to eat this sacred raclette!

400 CP Discounted Light



Shadow:

Assassin

What do you mean it's not magic? Here's a person, poof, no more person! You're an expert in the art of making bodies disappear, although you've never learned how to make them reappear. Moreover, when you kill a leader, their faction tends to forget your past conflicts.

100 CP Free Shadow

Necromancer

You are more talented in necromancy, and with enough shadow mana could raise hordes of undead, but it doesn't stop there: you are skilled at creating all sorts of works with body parts, making them more effective, whether it be chimeras or a pretty staff with the skull of one of the students... What, recycling is important!

200 CP Discounted Shadow

Demonist

You are talented in demonology as well as in summoning and contracts in general. Your summons will cost less and be more powerful, and you have a good chance of gaining rank among the creatures you summon until you become their big boss.

200 CP Discounted Shadow

Vampire

You learn all magic a little faster and generate a lot more shadow mana. In addition to having vampire powers

400 CP Discounted Shadow/ Free for Vampire

Infernal Pact

The forces of evil and all kinds of malevolent factions appreciate you more, plus you don't need to pay your staff at all... Some would say it's diabolical, but is it your fault if no one reads the fine print before signing!

400 CP Discounted Shadow



Arcana:

Elementalist

The foundation of any good wizard: destroying things! The fireball spell will be much more powerful, enough to get rid of all your troubles: an attack from the forces of evil fireball, paperwork problems because of the A38 permit fireball, and peasants who came to bother you fireball!

100 CP Free Arcana

Non-Euclidean Geometry

In addition to being able to navigate this type of space much more easily, you have a talent for spatial magic. You also know how to create all sorts of doors and windows that lead to another dimension.

200 CP Discounted Arcana

Time paradox

Don't worry, thanks to this lesson, the risk of a time paradox is acceptable, and by acceptable we mean zero. So don't worry, you won't disappear along with your friends if some idiot who didn't follow the correct protocol does! It also improves your powers, talents, and creations related to time,

200 CP Discounted Arcana

Deep-Ones Singer

Your fame and prestige alone can delay the advancement of the hordes and the higher they are, the more time you will gain. Your song is also very destabilizing for your enemies, slowing them down.

400 CP Discounted Arcana/ Free for Deep One

PhD in Theoretical Magic

You generate significantly more mana of the color corresponding to what you study/teach/use, and you can use this to create random cards for the corresponding decks. In addition to gaining the equivalent of a PhD in theoretical magic knowledge and in your next jumps you will get another.

400 CP Discounted Arcana



Alchemy:

Potion maker

You have a good instinct for sensing when a potion is about to explode. You should definitely wear a cute blue dragon costume! No? Well, at least this instinct will be very useful for refining recipes to improve them and, above all, make them less dangerous to prepare.

100 CP Free Alchemy

Enchanter

Now that even golems are in early access, it's high time to learn enchanting, and luckily for you, you're talented at it! Besides being able to build golems, you know how to craft +1,+2, ect items through meticulous work and a little blue mana.

200 CP Discounted Alchemy

Runimancer

You are incredibly precise in tracing all kinds of runes and can very easily remember their shape and meaning, in addition to having more talent in everything related to the runes of this world and those to come.

200 CP Discounted Alchemy

Beast binder

You learn magic much better when you are in the company of a creature, in addition to being accustomed to harsher conditions that make your needs much easier to satisfy.

400 CP Discounted Alchemy/Free for Half-Orc

Mentor

You are an excellent teacher with incredible pedagogical skills. What's more, everyone you teach sees you as their mentor, thinks you're really cool, and will always be there to help you.

400 CP Discounted Alchemy



ITEMS

*You can import objects in other similar items, Item can be repaired in the event of destruction, loss or theft within one week. In addition you obtain **600 CP** only spendable on items*

Student:

A pet



Are you restless? Are you bored? You need a pet. Some would call it a familiar with this, choose one of the creatures of your choice from this universe and you have it... Yes, you can choose a boss but he will be a baby at the beginning.

100 CP Free Student

Your room

A luxurious room the size of a common room, decorated in the same colors as your house or another color scheme, just for you. A place perfect to study and relax, far from the surrounding chaos. You can access it by opening any door, as long as you think about it.

200 CP Discounted Student

Playing box of the Future

A strange box you found near the Eating Box of the Future comes with a bizarre painting and a bunch of other boxes filled with small discs. Oddly enough, when you activate it, mini versions of the students seem to move inside this troubadour's box.

200 CP Discounted Student

Stadium

A stadium where wizard tournaments against other schools take place, and bets are often organized. Winning tournaments always earns you great and interesting rewards. Moreover, despite the obvious danger, no one ever ends up seriously injured at the end.

400 CP Discounted Student

Prank kit

Really? That's not very serious. Didn't you come here to study? No, just to chat and fool around. Maybe it will come in handy! This little trunk contains all the prank items you'll encounter on your adventures. Here, it's filled with things that make portals appear, magic paint bombs, and enough to set the whole castle on fire... Are you proud of yourself?

400 CP Discounted Student

Future home

This will certainly serve you well, perhaps later on. This large building and manor, which also has its own grounds, is perfectly suited to the profession you will enter upon graduation and is wonderfully equipped and decorated.

600 CP Discounted Student



Professor :

Students card

These are two cards of your choice depicting students. They can be humans, elves, werewolves, vampires, Deep Ones, or even demi-orcs, and you will receive 5 students per card. Every year you receive two additional cards, and the species you chose will be your main students.

100 CP Free Professor

A thousand gold pieces

This small mountain of gold coins is perfect for a cute little dragon's bed or for a big splurge and recharges every ten years. When your gold stock reaches 5000 coins, a small red dragon will appear as a bonus. More might appear if you leave 5000 coins untouched for ten years.

200 CP Discounted Professor

The four houses

You get four house cards that you can name as you wish, as well as choose two positive traits per house. All students who join this house will get these traits as well. Furthermore, four powerful magical objects created by the founders of each of its houses are hidden in the school!

200 CP Discounted Professor

Dragon eggs

This chest always contains adorable little dragon eggs, one of which will hatch quickly for each magical or non-magical subject taught in your schools. It will go for a walk, and everyone who encounters it will learn much faster and temporarily acquire great talent in the subject in question.

400 CP Discounted Professor

Archimagus Postumus‘s skull

This is the skull of the former headmaster of the world's first great spellcaster university. He'll be happy to lend you a hand... Well, you know, not literally! But he knows a lot about magic and running an academy. In your next jumps, you'll obtain the skull of another legendary wizard who will also be happy to help you.

400 CP Discounted Professor

A Magic Academy

This is a ready-made magic academy. It's fairly standard, with a bit of everything, and has been upgraded several times. In your next jumps, you'll get an additional magic academy teaching local magic.

600 CP Discounted Professor



Nature:

Guinea-pig Tower

Birds are outdated, thanks to their aerodynamic profile, guinea pigs are the future. This tower proves it. Thanks to catapults, these rodents can deliver any message anywhere as if you were there... literally! Moreover, it doesn't harm them at all and is great fun for them.

100 CP Free Nature

Stable

A large, fully equipped stable to house and feed numerous adorable creatures, and if the creatures are too big, they will temporarily transform into extremely cute and cuddly chibi versions.

200 CP Discounted Nature

Greenhouse

This magnificent greenhouse is larger inside, perfect for growing all your plants faster while also learning about herbalism. It also contains magic pots that can transform any overgrown plant into a bonsai, giving its normal ingredients in the form of magic cards folded like origami.

200 CP Discounted Nature

A cute white rodent

Well, yes, it's just a little white rodent with red eyes... sure, the price makes it seem suspicious, but come on, this creature is sweet and adorable... Well, it is to you, because it loves you very much. As for the Knights of the Round Table, well, Excalibur comes with...

400 CP Discounted Nature

Boss

A powerful creature of your choice watches over you. It sleeps most of the time, but it is particularly formidable and will be very useful if armies and noisy things come to bother you and disturb its nap.

400 CP Discounted Nature



Light:

Sacred Stained Glass Window 

With this, you can transform any window into a beautiful stained glass window. These can be based on whatever you want and will help people learn sacred magic.

100 CP Free Light

Phoenix 

This phoenix shares its feathers with you, in addition to being a good bird. If you die in enemy territory/a dungeon, one of the feathers will burn, automatically reviving you. However, you'll have to wait until you leave the area to reuse another one.

200 CP Discounted Light

Heroes' Chapel 

A large chapel that is particularly bright and comfortable, as well as allowing you to learn magical and other skills by listening to the stories of heroes. The place is so comfortable and provides such delicious food that you feel rested and in great shape just by staying there.

200 CP Discounted Light

Trophy Room 

It's a large room that always has a perfectly highlighted place for all your trophies. Every time you complete a jump or do something exceptional, a small object serving as a souvenir and giving you a nice bonus related to the feat will appear here.

400 CP Discounted Light

Army of good 

What could be better than holy light to dispel the shadows in these dark times? You have your own squad of holy knights, paladins, and holy mages. If defeated, it will regroup next month.

400 CP Discounted Light



Shadow:

Tentacle



You can summon tentacles and control them perfectly. Whether they are your own tentacles, which you feel as if they were your own limbs, or the tentacles of summoned creatures, observing and interacting with them increases the understanding of demonology and portal magic

100 CP Free Shadow

De Vermi Tentaculi



This book still contains useful information and advice for the magic you already know. However, the dark secrets it holds are beyond the comprehension of the human mind… But they are easy to understand for any other different species, as well as for Jumpers, and even more so for the Deep Ones.

200 CP Discounted Shadow

Necronomicon



An ancient book with powers beyond logic: Every time there's an explosion, a portal opening, a fire, or any other sufficiently large magical mishap, the room will become more effective... Why beyond comprehension? Because you no longer know if doing mischief is right or wrong!

200 CP Discounted Shadow

Crypt



A deep crypt where copies of every bone and body of the various creatures you have defeated are stored. From time to time, these parts reappear here after you have used them a while ago.

400 CP Discounted Shadow

Lord of Darkness



What better way to fight the hordes of evil than with your own horde, which may be smaller but is filled with dark mages, liches, necromancers, and warlocks? If defeated, it will regroup next month.

400 CP Discounted Shadow



Arcana:

Ancestral Harp

This magnificent harp in the shape of a dragon, its music can cure all aberrations and diseases, in addition to calming people. Its music is very beautiful, but only dragons can hear it and others can only see it, although everyone is affected by it.

100 CP Free Arcana

Arcane Crystal Staff

A particularly powerful artifact, violet arcane crystals revolve around a magnificent crystal set on a golden shaft. Carrying it in your hand allows you to learn any magic much faster.

200 CP Discounted Arcana

The Sports Almanac

This book always contains the winner of any contest, competition, or similar event, giving you the chance to win huge sums of money. Furthermore, you receive the equivalent of 700 gold coins every year.

200 CP Discounted Arcana

The Pass A38

Don't worry, there's no need to burn everything, it's here! Thanks to this pass, all the multiverse's administrative bodies agree that everything is in order. The paperwork has already been printed in triplicate: one lost, one covered in coffee, and one in the right place at the top of the pile has already been processed!

400 CP Discounted Arcana

Time Hall

A powerful Time Hall, here you can travel back in time. The time you spent in your past future doesn't count towards the Jump's 10 years count. However, there's no limit to the number of times you can travel back in time, so feel free to search for the perfect combination.

400 CP Discounted Arcana



Alchemy:

Potion crate 

A crate containing one potion of each: *Cleaning Potion, Bottled Glory, Philosopher's Stone, Demonic Distillation, Sacred Elixir, Void Potion, Sylvan Elixir, Filtered Power, Alchemical Reagent, Destructive Potion.* In the next jumps, or every ten years depending on which comes first, you get another extra crate.

100 CP Free Alchemy

Scale 

This scale may not look like much at first glance, but it is slightly superior to those you would normally find in this world, doubling the effectiveness of all the potions in your possession. And its perfect accuracy allows you to save enough ingredients to produce an extra potion.

200 CP Discounted Alchemy

Dungeon

An old, moss-covered door leans against a ruined wall. This door leads to all the dungeons you've already seen. Besides the treasures that are replaced each time you pass through, you can always flee at any time and escape unharmed.

200 CP Discounted Alchemy

Library 

This large, comfortable library is ideal for your studies and contains a copy of every magic book commonly found in the worlds you visit. You will progress more quickly by studying here, and if you look carefully, you will notice that some much less common books are hidden away.

400 CP Discounted Alchemy

Laboratory

This is a spacious laboratory and workshop, always at the cutting edge of the technology of the jumps you have visited, optimized for practicing potions, enchantments, and runes. The materials are in stasis and neatly arranged in small compartments that are larger on the inside.

400 CP Discounted Alchemy

Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Familiar magician [Free]
You will see many characters referencing lots of other series, games, etc. about magicians.

Scenarios

Scenario One [The first Dragon]

The first dragon living in the lake has asked you to gather its descendants, one of each type. (The Dragon eggs item and Tamer perk does not count.)

Reward

• You get the Dragon item for free (if you already had it, you will be refunded).
• In addition, all your learning buildings can get a free copy of each dragon given by the item.
• You and your students learn magic 10% faster for each species/color of dragon present in the university.

Scenario Two [Grand Final]

This jump will last longer than expected for the next few years. You will either create schools of magic that will be destroyed by the forces of evil, be a student there, or experience adventures in this world, or why not all three! However, the forces of darkness seem infinite, and you will be cornered until you reach a mysterious giant turtle. This is where the final battle against the forces of evil will take place, pitting you and everything you have trained/gathered along the way against them. Will you win, or perhaps flee?

Victory:

•You did it! The forces of evil have been repelled once again. Let's hope the next calendar doesn't have any errors! Speaking of calendars, you will receive a calendar predicting the return and actions of the dark forces in your next jumps.

• It seems that your academies weren't so destroyed after all: you get them back in perfect condition to follow you on your next jump.

• Your glory is eternal, Jumper. In the next jumps, people will remember your victory and your prestige will improve the prosperity of all your establishments.

Flee:

There is no shame in it: the forces of evil have never been defeated, only pushed back. However, you have gathered everything you need for your journey, and the turtle can now move through space.

• All your previously destroyed academies have been repurposed and arranged in a non-Euclidean arrangement perched atop a giant space-traveling turtle to house all those you wished to preserve. In addition to following you on your adventure and being self-sufficient, this academy can absorb other ruins and is particularly effective at protecting endangered species.



Drawbacks



One More Turn [+One Origin or One Deck Origin]
Ten years, you say? Yes, but actually no! Becoming a student these days also means becoming a teacher. The Dark Lord's attack on the schools of magic has been disastrous for recruitment, so you will have to become a student, and then a new university will be built where you will be a teacher for at least ten more years. Good luck! (Can be taken multiple times)

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Allergic to pollen [+100/+200 CP]
You are really not good at a subcategory of deck. Perhaps you are allergic to pollen, which would be bad for herbalism, or to animal hair, which would be bad for beast magic. This does not make learning this magic impossible, just much harder. For 200 CP, you are either a complete disaster, incapable of learning this magic or your problem extends to the entire category, as in this case, Nature.

Bloody Curse [+200 CP]
From time to time, groups of skeletons will attack the school. Furthermore, if the school was to be attacked without this drawback, another group of skeletons will appear.

Repeating a grade [+200 CP]
Do you really love school? Or perhaps you now want to pursue a different career? Don't panic! Thanks to this, you can return to school for another ten years. Although during these ten years you will not remember your magical knowledge learned in your previous school, it will be returned to you after you finish or after you complete this jump, whichever comes first.

Canteen [+200 CP]
The canteen has a budget problem and the farmers are on strike: the food will range from pasta without butter to dishes that are at best strange and straight out of an obscure orc or deep one cookbook, or even attempts at local cuisine made by the local alchemists and herbalists. In short, the taste is not guaranteed and the appearance even less so, but who knows, you might have some pleasant surprises!



The Last Academia [+300 CP]
The error in the calendar is far worse than anticipated. You only have ten years and one magic academy before the forces of evil destroy everything and you would fight the forces of evil during this jump.

Specialization [+300 CP]
Your school, if you are a teacher, had to train a certain number (3 or more if it's a more easy profession) of students in a specific profession, or you had to learn this profession if you are a student. This could be archmage, or another very difficult profession that requires conditions at least as difficult as a profession with 2 or 3 prestiges, such as chimera creator, for example. If you fail at the end of this jump, you will have to restart this jump.

Dlarpou [+300 CP] 
Your school (or one of several, if you run more than one) is special... all your students and classmates are thugs, your teachers aren't much better, The greenhouses will also grow hallucinogenic plants (Hallucinogenic plant gardener is actually prestigious here and will attract even more students to your school than an archmage) and other magical drugs. Potion class will resemble a cocktail bar more than anything else, and everyone will speak like they're from the streets! You'll also see thuggish versions of magic teachers and students from other franchises.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Lockdown [+600]
You have no Out Of Context items, powers, or warehouse, cannot be taken Partial Lockdown [+400 CP].

Decisions

You have three choices ...

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Note

• **The four houses (item discounted for Professor):** The founders' items are based on the two traits of the house: the subjects taught and the prestigious profession practiced by this illustrious wizard. The founders are created retroactively when you choose the houses and will be famous and prestigious in the universe… Yes, it's a reference to Hogwarts.