

Mage the Awakening: Archmage Jumpchain

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Most awakened never reach this point. Most awakened assume that the legends are fake. You, against all odds, managed to awaken a second time, and become a seeker. Be warned jumper, this is where shit gets real, so to speak.
+1000 CP

Origins/Ententes:

Archmages generally assign themselves into factions called ententes soon after their second awakening. Pick one and only one:

The Alienated (free): Archmages who wish to restore the gods the exarchs kicked out to the supernal realms

The Aswadim (free): Archmages who reject both the fallen and supernal, instead favoring the abyss. Are you really sure you want this?

The Bodhisattvas (free): Archmages who seek the Ascension of every single sleeper/awakened in the fallen world.

The Exemplars (free): Archmages who respect the Pentacle Orders and want to give them more supernal symbolism

The Siddha (free): Archmages who perfect their arcana, strengthening the Ars Mysteriorum

The Tetrarchs (free): Archmages who worship the throne, hoping to gain power from the Exarchs

General Perks:

Archmastery (Free and Mandatory): You have successfully crossed the abyss, withstood the supernal trial, and become an archmage. This means several things. Your soul cannot be removed/destroyed, all 10 arcana are ruling, experiencing an effect that should return you to your plane of origin (such as being banished) will send you back to your golden road, you can have ochemata (sub-souls), you can constantly sense the interior of your golden road, you treat sympathetic connections of "unknown" as "described" even without knowing the target's real name, you do not need a teacher to raise arcana

Alienated Perks:

(Everything here is discounted (-50%) if you chose Alienated as your Origin)

Hope (-100 CP): The Chronicles of Darkness is a pretty fucked up place, let's be honest. However, like the superal gods of old, you have hope in your heart. You are completely insulated from the ambient depression/dread of grimdark worlds

Divine Symbolism (-300 CP): Using yantras related to the divine, especially the gods you hold close, will give you considerably more magical power than usual

Holy Attainments (-600 CP/-1000 CP): Your devotion to the supernal pantheon has given you the innate protection against your mind being altered. Anything from an Outer God to a bottle of Whiskey will not be able to damage your mind. However, if you are willing to spend an additional 400 CP (200 CP if discounted), then this perk gains another ability.

You are now immune to "hax" or esoteric powers being used against you, so long as you have more raw power than the user.

Aswadim Perks:

(Everything here is discounted (-50%) if you chose Aswadim as your Origin)

Secret Corruption (-100 CP): Unless you are an extreme idiot and explicitly tell people about your dark powers (any of them), people will simply not know about your more unsavory abilities.

A Second Chance (-300 CP): If people find out about your evil magics, they will be much more willing to forgive you, let their defenses down, and treat you with unnatural respect. Note that this will not change the opinion of the most devoted and moral people.

Power of the Abyss (-600 CP/-1000 CP): Paradox is power, and letting it into your magic has given you it in spades. All of your powers can now be infused with paradox (even out-of-universe ones). However, if you are willing to spend an additional 400 CP (200 CP if discounted), then this perk gains another ability.

You are now completely and utterly immune to the negative consequences/disadvantages of dark/evil/chaotic powers. For example, you could become a chaos psyker in Warhammer 40K, and never get bad mutations/spawn, no matter how little precautions you take.

Bodhisattva Perks:

(Everything here is discounted (-50%) if you chose Bodhisattva as your Origin)

Rising Charisma (-100 CP): Bodhisattvas are heavily interested in the sleepers of the fallen world, as their goal is to make everyone ascend. You as a result have amazing charisma, allowing you to navigate almost any social situation, and reliably convince 99.9% of people anything.

Will (-300 CP): Your desire to save humanity is extremely strong, but not unlimited. This means that your willpower to do altruistic and beneficial acts is astronomical. Note that this does not make it infinite

MacGuffins (-600 CP/-1000 CP): Quintessences are usually hard to find, and take a while, but not anymore. You find it extremely easy to get materials/specific items for your plans (this doesn't exclusively apply to Quintessences) However, if you are willing to spend an additional 400 CP (200 CP if discounted), then this perk gains another ability.

You now no longer need Quintessences to cast Imperial Spells. They still need to be ritually cast, and you can't make them into rotes/praxes. (this does exclusively apply to Quintessences)

Exemplar Perks:

(Everything here is discounted (-50%) if you chose Exemplar as your Origin)

Old Connections (-100 CP): You have the habit of being invited and allowed to be in organizations, even if you shouldn't normally be allowed (ie, being a member of the US Senate despite being 7 years old)

Pentacle Symbolism (-300 CP): Invoking Pentacle-esque yantras into your casting will make it drastically more powerful than it has any reason to be

Hieromagus (-600 CP/-1000 CP): No, this does not make you into them, but it does do something pretty close. You are considerably more likely to get involved in ancient prophecies and legends with this perk, but not guaranteed. However, if you are willing to spend an additional 400 CP (200 CP if discounted), then this perk gains another ability.

You are able to actively let aspects of prophecies in settings become true in specific people/places/times, once per 10 years or jump. So yes, with THIS perk, you could conceivably become the Hieromagus.

Siddha Perks:

(Everything here is discounted (-50%) if you chose Siddha as your Origin)

Occult (-100 CP): Spending time studying the arcana hasn't come without additional benefits. You have insane knowledge on the occult, and you will gain relevant information in every new jump.

Mental Prowess (-300 CP): You have a beyond-genius IQ in fallen world terms, capable of outclassing almost every mortal in sheer thought alone.

Growth (-600 CP/-1000 CP): You are capable of breaking the limits of any aspect of yourself with extreme effort, allowing you to grow to heights unimaginable. However, if you are willing to spend an additional 400 CP (200 CP if discounted), then this perk gains another ability.

You are now completely and utterly without limits, and although you might not know how to grow, there will always be a way. Maxed out firearms? There's a book that explains how to shoot the sun out of the sky. Maxed out Arcana? There's a reclusive archmage that will tell you the secrets if convinced. Ascended? Well wouldn't you know, there's an even higher plane in the tapestry than the Supernal Realms.

Tetrarch Perks:

(Everything here is discounted (-50%) if you chose Tetrarch as your Origin)

Exarch Benevolence (-100 CP): Your superiors, no matter how normally cruel, will treat you with extreme compassion and respect. Not enough to openly offer you their position, of course.

Obedience (-300 CP): Your inferiors, no matter how normally rowdy or rebellious, will be willing to throw themselves in front of a fire for you. Note that this will only apply to your companions if they already treated you as being above them

Gifted (-600 CP/-1000 CP): Being a servant of the throne has its benefits. People with more power than you (especially ones you work for) will be extremely inclined to give you items, wealth, social connection, and powers. This can get almost comedic in some circumstances. However, if you are willing to spend an additional 400 CP (200 CP if discounted), then this perk gains another ability.

You are now considerably better at learning magic systems, with more powerful/versatile systems being less affected by this perk. Archmagery, for instance, is now twice as easy to learn. This is represented by Gnosis and Arcana purchases being discounted in the Magic section.

Magic:

What you're likely here for. All Origins get **+2000 MP** for this section. CP may be converted to MP at a 1:1 Ratio, but not the other way around.

Gnosis (-200 MP, can be purchased 4 times): The driving energy behind magic. Required in order to cast imperial magic. (All origins come with Gnosis 6, unless specific drawbacks have been taken)

Arcana (-200 MP, can be purchased several times): The actual aspects of the supernal that (arch)mages use to manipulate reality. Arcana are divided between Gross Arcana (Time, Space, Matter, Forces, and Life) and the Subtle Arcana (Fate, Mind, Death, Prime, and Spirit). (All origins come with one arcana at 6, unless specific drawbacks have been taken)

Items:

Golden Road (Free and Mandatory): Your personal pocket dimension/connection to the supernal realms. You are almost completely safe in your golden road. You can import any previous planes/dimensions you have into this

Companions:

Import (-50CP/-200CP) take 2 of your pre-existing companions for 50 CP each and import them as archmages with origins and 800 CP

Generic CofD resident (-50 CP): With this, you can create/recruit a generic person/supernatural from the Chronicles of Darkness. Anyone from a mortal average Joe to a Obrimos master. Don't expect to be able to customize them more than their supernatural template, and their two main splats in said template

Specific CofD Resident (-100 CP): You can now fully customize a person/supernatural from the Chronicles of Darkness, even more so that what a character sheet would normally allow you to do. (No Archmages or above can be bought with this)

Fellow Seeker (-200 CP): You can take a canon archmage as a companion, Any archmage can be taken (But you're probably going to take Aaliyah, aren't you?)

Anyone (-300 CP): You can now take literally any named character in the CofD. Want an Exarch? This is how.

Drawbacks:

(Take as many as you think you can handle)

Time Change (+0 CP): This jumpdoc assumes that you are entering the Chronicles of Darkness in the modern age. You may instead enter the jump at any point in time that is not before the fall of Atlantis.

Setting Change (+0 CP): You may fundamentally change the Chronicles of Darkness in any way you wish, save for the most bullshit and power-gamey AUs (ie, a setting where the Exarchs never rose and Atlantis still exists)

Bad Shadow Name (+100 CP): You chose an extremely stupid-sounding shadow name after becoming a mage, and you are more or less stuck with it. Note that it will not cause any direct magical consequences, other than fellow awakened taking you less seriously

Fallen World Conflict (+200 CP/+400 CP): For the 200 CP version of this drawback, a large amount of a supernatural type doesn't like you and wants you dead. For 400 CP, the entire supernatural type considers you an enemy worthy of death. This can be taken multiple times for different templates

Late Bloomer (+300 CP/+500 CP) For an additional 300 CP, you haven't become an archmage (at least not yet), and are instead just an average mage. For 500 CP, you are just a sleeper (Note that becoming an archmage in this jump will resolve this drawback)

Paradox (+300 CP): Your awakened magic is more prone to paradox, making safe spells harder to do

Past Adventures (+400 CP): If you have spent at least 10 years in the Chronicles of Darkness as a mage in previous jumps, you may take this drawback to merge your history with this jump. Note that this cannot be taken if you fully resolved all of the bad shit in the CofD previously.

Abyssal Troubles (+500 CP/+700 CP): The Abyss is a dangerous place, and you are now going to have to deal with it. For the 500 CP version of this drawback, you are more prone to having to deal with abyssal entities/corruption. For the 700 CP version of this drawback, you will find a high level abyssal entity hanging out in your golden road soon after starting this jump. Failure to remove him as a threat will result in you becoming a Qliphoth (which does not count as a chain failure, unless you want it to)

Pax Arcanum Violation (+200 CP/+400 CP/+600 CP/+800 CP): The archmage community believes that you have violated their cold war rules, and you cannot convince them otherwise. You get 200/400/600/800 CP for Minor/Medium/Major/Severe violations.

Hot War (+1000 CP): The Exarchs now personally believe that you are the fated one destined to bring their era of control to an end, and your death will save their plans for all eternity. The sad part is, they're technically right. You will only be allowed to leave this jump once you have kicked the Exarchs off of their supernal thrones. Have Fun!

Ending Choice:

Stay: Are you sure about this? Ok, you get to stay in the CofD, and your home life will be taken care of.

Go Home: Maybe all of this magic was too weird. You will wake up in your bed with all of your powers and items.

Move Forward: More jumps to go to, more mysteries to be found. Godspeed, jumper...

Notes:

Ascending will not end your chain. You will still maintain extreme powers over reality/conceptual immortality, but you are not omnipotent.

Changelog:
Version 1: Jumpdoc Created.