The Librarian v2.5
By Hunting Time

You arrive in the world of the Librarian on the day that a new librarian is to be chosen. Normally this would be Flynn Carsen unless you change something. Watch out for the Serpent Brotherhood and all the other groups out there. This is not however a safe world to live in, as world ending threats happen twice a week before Friday. This is a world of magic, where artifacts of power, shapes the world and how people live in it. In the past few thousand years the Library collected them for storage but the world is populated with them.

Maybe you prefer to start in the TV series instead? You can join up with the Librarian's In Training and be a LIT. Perhaps you want to be the Guardian for Flynn or the LITs instead. Alternatively you can work on your own as an independent adventurer or become steeped in plots and intrigue as part of the Serpent Brotherhood. Choose wisely because you can shape the future of the world.

The history of this world is much like the regular world except that the myths and legends are real here. The World was once filled to the brim with magic carried by the leylines. It was ruled by Sorcerer Kings or warlords but over time more magic has been siphoned off into items of power also known as artifacts. Magic and the artifacts created with it are not limited by anything in what is possible but there are side effects and downsides to the use of both.
Those world ending threats that the Librarian solves are from magic artifacts, magic users or magical beings.

+1000CP

Start with the Movies (2004) or the TV Series (2014) at your choice. Continue with the same gender unless paying to change. Can pick gender or age within range for 50cp. Age: 20+2d8.

Location: 1d8

1. New York City; Librarians can start here for free.
2. Oregon
3. London
4. Germany
5. Africa
6. China
7. Japan
8. Himalayas

All Discounts are half price.

Races

Human [free]
A regular human being, must pick this to choose either Guardian or Librarian origin.

Fictional [100]
You came into being of accord, born from a masterpiece of literature, an iconic character whose stories are both well written and well known. Generally Fictionals do not adapt well to the world outside their stories, their minds are only as complex as what their creator wrote meaning they may not be able to understand little if anything outside their stories. Fictionals from older or well written stories tend to have a better time adapting. Fictionals are bound by their stories, but also empowered by them. Though sentient beings Fictionals are bound to the narrative of their stories meaning they can be trapped and defeated in the ways their stories dictate. Fictionals can become extremely powerful if real life events match their narrative. Outside of defeating them in the way their story dictates a Fictional can be destroyed if the specific book they appeared from is destroyed. The book will be near you when you appear into the world.

Vampire [200]
Unaging creatures of the night, they can only be killed with sunlight, beheading or with a stake from the Aspen tree. Some diseases can weaken a vampire, for example Cholera had weakened Dracula for hundreds of years. A vampire is possessed of incredible strength, speed that appears to be teleporting to mortals and incredible durability. If they do not drink blood regularly a vampire goes into a blood haze and will drink from whatever food source is close by.

Dragon [300]
Being one of the Jinn (western dragons) or The Fei Lung (eastern dragons) is a tough choice to make. They are skilled with riddles, which they love, and shapeshifting, able to assume a human appearance when they want. They are also skilled in magic, able to fly, breathe fire and are quite large as their eye alone is 3ft by 4ft. They have some downsides though since they sleep a lot of the time, hold grudges and cannot lie.

Immortal [400]
Through either an artifact, magic or some other means you have become immortal. Like the others you cannot be killed by anything that could not also kill a God. You can still die and this does nothing to prevent pain as you can still be hurt. Dismemberment can also be a problem for you. This also does nothing to stop your aging, though it does slow it down considerably, a millennia adds 10 years to your body. Immortals cannot use prophecy magic to see into the future as that is forever blocked to them.

Origins

Adventurer [Free]
A treasure hunter, a pleasure seeker, an adrenaline junkie; you can be anyone seeking an adventure. Having a history and past memories are optional.

Serpent Brotherhood [50]
Belonging to an organization set to take over the world with them in control as well as bringing magic back to the world. If you don't appear to be helping the cause you may be labeled a traitor and hunted down.

Guardian [50]
A protector for the Library and Librarian. Fighting and a life of danger are you constant companions. A female to take charge of the librarian to prevent the librarian from getting killed. Free gender change if needed to be female or pay 50CP to be male.

Librarian Candidate [100]
You are a candidate to become the librarian. You arrive in New York on the day of choosing. Will you be picked, did you answer wrong, were you late? If chosen you are now responsible for making sure the world gets saved from the constant danger that happens here. You must also collect artifacts to add to the Libraries collection.

Perks

Memory of Treasures [100] [Free for Adventurer]
You know what items and artifacts are and what value they have when you study them. You don't know if they have any special properties. You spent a lot of time going over myths and casing museums. The internet might have helped too.

Tomb Heist [200] [Adventurer Discounted]
You are able to liberate items from where they are secured. Picking pockets, opening locks and swapping weights are essential skills to start your own collection. Quick hands are a must in liberating treasures and you have them all. You are the best thief in the world.

Ezekiel Jones [300] [Adventurer Discounted]
Things go your way more often than should be possible. Need an exit from a job gone bad, one is only a step away. When something depends on chance or luck, often you are the one coming out on top. Increases your luck to the point that it is noticeable to others, if it was already that high then triple it again.

Photographic Memory [400] [Adventurer Discounted]
You have a photographic memory, able to remember anything and everything you see in pristine clarity. This began during puberty for you and you are now stuck with both the good and the bad that has happened at the forefront of your mind.This is also retroactive if you want it to be.

Magic Talent [600] [Adventurer Discounted]
Talented in the application of magic, using magic comes to you naturally. You have the potential to use magic though you haven't learned how to yet or what you can do. You have the same potential as Merlin or Morgan Le Fay for magic. A teacher or books would make it easier to learn magic safely.

Physically Fit [100] [Free for Guardian]
Top physical shape, special forces level of fitness. Spending an hour working out a week will keep your fitness levels at its peak.

Weapon Mastery [200] [Guardian Discounted]
You are able to use any modern weapons with a mastery level of proficiency and are able to maintain and repair them with ease. You can disassemble and reassemble most guns in 10 seconds.

Group Combat [300] [Guardian Discounted]
You are able to fight and disarm others with skill. As a guardian you are skilled at hand to hand combat, able to fend off multiple attackers at once. Able to beat a dozen normal members of the Serpent Brotherhood at once.

Sacrificial Protection [400] [Guardian Discounted]
You are able to take damage in the place of other people and objects that are nearby if you choose to. Whatever you are hit with does not pierce through you to hit anything that is behind you. Neither is there collateral damage, you can take it all onto yourself.

Tethering [600] [Guardian Discounted]
You and your Librarian can perform a ceremony that tethers the both of you together and to the Library. Doing this means you both take the places of Charlene & Judson by becoming the Anchors to the Library. You are both also now Immortal and able to recover from any injury.

Degrees [100] [Librarian Discounted]
Gain 2 Doctorates or 4 Masters. First 2 purchases free for Librarian. All others are discounted. Any degrees that are on offer in a University can be chosen.

Improvisation [200] [Librarian Discounted]

You have a talent for coming up with things on the fly to solve problems. Being the Macgyver of the Library will set you apart from others that have held the position.

Eye for Detail [300] [Librarian Discounted]
You notice things that most people would ignore, differences in scars or the species of cat hair on someone's clothing are in your realm of ability. Sherlock Holme and you could duel on observations of a crowd and be evenly matched with just this..

Magic Scholar [400] [Librarian Discounted]
Ability to learn magic from books and instruction three times faster than normal. This stacks with any other learning boosts that you may have that apply to magic. The ability to use magic but only average potential in it.

Student of Learning [600] [Librarian Discounted]
You have become a consummate seeker of knowledge, you love to learn. The more that you learn the faster you learn. For each bachelor degree you have you can learn one time faster. For each Master's degree you learn two times faster. For each Doctorate that you have you learn four times faster. These are added together to give your total new learning speed. Multiples of the same degree do not count. Only the highest degree counts for each subject that you complete. If you have a Doctorate in Art History then your Masters and Bachelor in the same do not add to your learning speed. Getting awarded a degree from a University without having passed the tests does not count

Contacts [100] [Free for Serpent Brotherhood]
A range of people that you can talk to and pay to get information from. Unless the information is classified or known to only a few then you know someone that can get the information for you.

Network [200] [Serpent Brotherhood Discounted]
People that report information to you regularly without you contacting them or paying them. They offer up things that they know to you, that they think you might be interested in knowing.

Minions [300] [Serpent Brotherhood Discounted]
A lieutenant and a dozen mercenaries that follow you in the brotherhood and help you in completing your objectives to further the brotherhood. As long as you can convince them that what you are doing will further the goals, they can be talked into doing almost anything.

Magic History [400] [Serpent Brotherhood Discounted]
You know what effects magic has been able to do in the past by others. When in the past magic spells cast on purpose or artifacts created on purpose were performed it left an imprint on the world and you are able to read that to determine what was done as if you were standing there at the time. If the spell or ritual is overly long then you only see the last couple minutes of it. The ability to use magic but only average potential in it.

Secrets Revealed [600] [Serpent Brotherhood Discounted]
You have the knowledge of secret groups or peoples that exist in the world or that acts within it. Gain a summary of what they are about and their goals. There are no secret groups from you. You also know how to get into contact with them. Current groups you know about are the Eastern and Western Dragons, Fae Legions, Iron Kingdom, Guild of Fictional Entities, World Crime League, The Lake Foundation, DOSA, and The Library. This updates on every new world you go to.

Items: Also known as minor Artifacts

Travel Tickets [100] [Free for Adventurer]
Tickets to anywhere that accepts a ticket to let people travel will be on you when you decide to take a trip.

Anything To English Book [100] [Adventurer Discounted]
Translate all languages into english. Egyptian, German, Spanish, Latin to English are just some examples of what it can do, all in one small travel book.

Maps [200] [Adventurer Discounted]
Shows where things are on a map, it is as detailed as a modern day road map. Like a pocket paper Google Maps without street view.

Assistant Learning Buddy [600] [Adventurer Discounted]
A wish fulfillment spell disguised as a brain training app which was created by Morgan Le Fay. Can be added to your cellphone or it provides one for you. The ALB distracts the user with a test while having them focus on the specific goal. Once the player has moved up to the next level they have unknowingly performed witchcraft. The app amplifies any wish, even a semi-conscious one, making it so. The rule of three amplifies the wish fulfillment spell for good or bad, which means that any malicious intent you do onto others will be visited back upon you threefold. If exactly 27 people use the app at the same time, its power will increase dramatically. This happens because 27 is three to the power of three (3 x 3 x 3).

Gun [100] [Free for Guardian]
Standard military or special forces gun that always has a new clip of ammo ready to load into it in your pocket. Does not ever jam or need maintenance, can be of any style or model that you want as long as it currently exists.

Motorcycle [100] [Guardian Discounted]
Drives on any terrain that can be driven on just like it was flat paved roads. Has unlimited fuel and can be of any style or model that you want as long as it currently exists.

Bathsheba's Oil of Healing [400] [Guardian Discounted]

Refills every ten years, only a sip is needed for healing. Holds enough for 20 doses. Miraculous Healing: It can cure every disease known to man, as well as instantly heal a normal wound, no matter how bad; Life Extension: It is said that whoever drinks enough of the Oil will become immortal. The exact dose is unknown but more than 20 within 20 years.

The Back Door [600] [Guardian Discounted]
The Back Door is a teleport mechanism, invented by Jenkins. It can be used to transport from the warehouse or where you have it to anywhere there is a door for it to attach to, including interdimensional places such as the Library or the Labyrinth.

Satchel [100] [Free for Librarian]
A satchel that can hold things so they don't get damaged. It is a regular size that protects whatever is inside it while it is closed. Stops liquids and gasses while closed and the occasional bullet is not a problem.

Clippings Book [200] [Librarian Discounted]
A magic book that records all unexplained magical disturbances around the world. Sometimes before they happen. It will show you newspaper clippings of the story that has something to do with the magical threat that is about to happen, happening now or already happened.

Fountain of Youth [400] [Librarian Discounted]
This reduces the age of users who bathe in its waters, but be careful you don’t reduce yourself to before your birth. Can be an attachment in your warehouse or in the world if you have something to attach it to.

The Annex [600] [Librarian Discounted]
The Annex is attached to your warehouse unless you pick somewhere in the world for it. The main room of the Annex is identical to the Library's Card Catalog, and also has the power to access any of the books found in said structure, but not the main artifacts. If you don’t know how to use the card catalog to call for the books you want, you are going to be stuck with what is already on the shelves.

Money [50] [Serpent Brotherhood Discounted]
Cash $500,000 per purchase per year is added to your account. First 2 free for Serpent Brotherhood.

Private Aircraft [100] [Serpent Brotherhood Discounted]
Private plane or helicopter, it comes with unlimited fuel. Does not include any weapons or ammunition.

Artifact's Catalog [200] [Serpent Brotherhood Discounted]
Lists artifacts that are in the world and where they were last sighted. Updates when you receive any new information on something. Updates in new jumps with a new selection of artifacts.

Crown of King Arthur [600] [Serpent Brotherhood Discounted]
Made for King Arthur by Merlin to let Arthur control his artifacts of power. Wearing the crown allows you to control magical items even if you normally would not be able to.

Artifacts: Copies of artifacts that can be found in the world. Slight aesthetic personalized customization is possible, once at the start, for those purchased here.

Pipes of Pan: [200]
The pipes can think and move on their own as they are sentient . They can induce sleep when they are played by somebody causing nearby people to sleep. It can play on its own to make people fall asleep also. The pipes can also float around in the air making them able to move about on their own.

Judas Chalice: [200]
Restores any wounds of vampires and powers up vampires that drink from it. It also acts like catnip to them. It is made from the thirty pieces of silver that Judas was paid to betray Christ.

Philosopher's Stone: [300]
Turns anything it touches into gold over time as it spreads while in contact. It is a small golden stone that easily can fit in your hand. Careful you don't touch it though as it will turn flesh into gold as well.

Toaster of Albuquerque: [400]
This artifact creates a portal through time to a specific person for a few moments up to a few minutes. Each time that the portal opens you can view where in the past the subject is at and travel there if you wish to. When it closes and you reopen it the portal shows a time further in their personal future from the time you had just seen. Any changes to the timeline that are made are only remembered by the person or persons that touched the Toaster during its use.

King Solomon's Mine: [400]
Attached to a warehouse or volcano. Comes with a number of pools of lava and crypt slots built into the walls. There are bodies in the crypt slots making the summoning of elementals and other spells from the Book of Solomon easier to cast. Anyone can cast the spells by reading them from the book, even if they have no prior ability or familiarity with magic, while in the Mine. The lava pools can destroy anything put into them.

Angrboda Crystal: [400]
Norse artifact stolen by the frost giants and hidden in ice. Beings who regularly absorb the energy of the Crystal become potentially immortal. Immense energy is contained within the crystal. The crystal can feed tens of Frost Giants with its magic before needing to recharge. Whenever its name is said, the Angrboda Crystal will glow blue. It can enter the chest of

creatures that tap into its power. This will mean no harm or benefit to humans, as the Crystal will be expelled from their bodies a few days after the fusion.

The House of Refuge: [400]
One of six magical buildings; that became the basis of all haunted house stories. The House of Refuge is known as the friendliest of the group. It was created to help those in need, in times of crisis or desperation. Those who came upon the house would find their every need and requirement fulfilled; either indirectly by the house or through wishing. Once the need of the occupant was satisfied they left and the house would move on to a new location.The house is a nineteenth-century American frontier house. Much like Excalibur, the House of Refuge is a living, magical artifact. Created to help people, it will manifest an avatar of a kindly old butler when directly interacting with guests.

Excalibur: [600]
Sentient; wounds caused by it never heal except those healed by itself. Has the ability to fly and tell who is worthy and who isn't. The most powerful artifact created, able to break other artifacts. Can only be used by the worthy unless you purchased this copy.

Spear of Destiny: [600]
Steals the lifeforce from those stabbed to empower the user. Make your military that you are leading, win more often, defeat superior forces. Hitler and Napoleon had a third of the spear and were able to achieve what they did.

Book of Solomon: [600]
Needs King Solomon's Mine to manipulate time using the book of Solomon. All spells that are in the book are long and take minutes to cast for the least effect. The spells also cost a lot of magical energy without anything to mitigate it. Some of the most powerful spells in the book have the power to manipulate space and time themselves, altering the past and changing the future. The owner of the book can summon hordes of ghosts to use as minions, or aid in the casting of spells. Elementals can be summoned and commanded, particularly effective for fire if you are in the Mine.

Libris Fabula: [600]
When read, it can be used to alter reality. Things written or spoken into the Libris Fabula will become real. The Libris will slowly drain the life and youth of whoever person it has been read to, and transfer them to the reader. If used in conjunction with the Back Door (and presumably other portal-creating machines) the Libris will be able to open portals to almost anywhere, including the unbound Library or the Loom of Fate. The Libris Fabula will turn nearby people into fairytale characters over time, meaning that they will obtain the powers of said character, as well as its behavior and clothing. This item can be easily turned on the user by just snatching it out of their hand and reading while holding it.

Shakespeare's Quill: [600]

The quill unlocks the creative potential of its user causing the person to be inspired. It can only enhance the genius that someone already has, it does not make them any more intelligent. The quill was transformed into Prospero's staff until the latter was broken by Excalibur . It returned to normal afterwards. The quill reacts to the emotions of its owner, leading to unforeseen consequences. Prospero's staff is one of the strongest magical focuses created, it greatly increases your ability to wield magic.

Loom of Fate: [600] Discounted if you take Secrets Revealed
You are on one side of a river with a bridge over it to a platform with a large weaving loom on it. Once per jump you may cut the thread of the loom to change history at the point you cut. Your skill matters greatly in determining how exact you can be in that cut and choosing the changes. You can travel to and from the loom via a doorway and the platform.You can move along the threads to 3 additional alternate realities than your current new one. If you change your mind and want to recombine them you can on the platform.

Staff of the Monkey King & Shangri-La: [600] Discounted if you take Jacob Stone as your companion, or have Magic Talent, Free with both.
An extra dimensional pocket dimension that is chained to reality through the location of a famous mountain range. You can only get there by being invited, or having a map to the location. Having the Staff lets you be king of Shangri-la and control how access is set. Martial Arts training done here is increased to the point that an average bar brawler can master a style with a death touch in only 2 months. The staff can bend but not break and the holder of the staff is the king.

The Tree of Knowledge & The Library: [600] Discounted if you have Charlene & Judson, or Tethering; Free with Both:
An extra dimensional pocket dimension that is chained to reality through the location of a famous public library created around the Tree of Knowledge. A magical focus made from the tree of knowledge will surpass any others in letting you wield stronger and more potent magic. The Library is sentient and able to help its librarians in many ways. Its size is unlimited as it grows as it needs to, holding most of the world's secrets and artifacts. If imported into the world then the Library can have copies of each world’s books and artifacts dealing with magic. It has doors that lead anywhere in the world and some places not in it. You can only enter the Library through an entrance or if you are let in by someone already inside it. If Charlene and Judson are with you then they will always continue their roles within the Library if they are able to.

Companions

Import 1 [100] [Adventurer Discounted]
Import one companion into the world with 600 CP to spend and a free origin.

Import 8 [400] [Serpent Brotherhood Discounted]

Import up to 8 companions into the world with 600 CP each.

Canon Companion [200]
Gain any canon character not already named in this document as a companion. If they have a different race already as part of their backstory they get that for free. They also gain the most appropriate origin and 400 CP.

Eve Baird [300] [Librarian Discounted]
She receives all Guardian Perks for free and the Gun for free. Former NATO counter-terrorism agent and as of the TV series the Guardian for Flynn and the Librarians in Training. Eve is capable of experiencing countless situations in mere seconds without her mind being destroyed. She is a trained soldier and tries to approach situations in a calm and methodical manner. She is highly skilled in leading groups and making quick decisions, a seasoned soldier and well versed in the military disciplines. She speaks fluent or near-fluent Italian. Eve is skilled in close combat. Being able to quickly take out multiple killers of the Serpent Brotherhood. Using chairs and bottles she was able to fend off multiple Ninjas in a bar fight. She was even able to defend herself for a while against the dangerous Lamia, a dangerous lieutenant of the Brotherhood, before getting overpowered.

Flynn Carsen [300] [Guardian Discounted]
He receives all Librarian Perks for free and has 12 Bachelors, 6 Masters, and 4 Ph.D.s. He spent all of his life going to school and learning until the age of 31 when he was offered the job of being the Librarian. He was disputing a thesis of Stephen Hawking's at the age of eight, had translated Don Quixote at the age of 12. During the interview Charlene asked him what he can do that other people can not. Flynn observed her for moments and told her she broke her nose as a child and has been divorced recently, as well as owning three cats and specifying all 3 breeds of cat. This impressed Charlene. A mysterious voice asked what is more important than knowledge. Flynn quoted his mom and said that what cannot be learned and only felt. He was able to learn the language of the birds, in just over seven hours, which was needed to translate the book during the flight to find the Spear of Destiny. His combination of skills and knowledge has made him highly skilled and one of the most extraordinary Librarians to have served since its creation. At the time of the TV series he is even more accomplished, knowledgeable and skilled. His knowledge is on par with all three other LITs combined, his swordsmanship and hand to hand skills are on par or greater than Guardians and Lieutenants of the Brotherhood. He has survived for almost ten years on his own without a guardian as the librarian, a feat that was thought impossible. He is a polymath and uses his academic knowledge to survive highly dangerous situations and fulfill seemingly impossible tasks. Is able to claim at one point that his knowledge of magic would let him become a god.

Charlene & Judson [400] Librarian & Guardian Discounted
Gain both of them for the good and the bad that goes with having them with you. If you have them running and managing the Library then they do not count as companions during those future jumps. Both of their lives are tied to the Library and help keep it anchored to this reality.

Charlene was the first guardian of the Librarian and was the Library's secretary and accountant. She will do job interviews with hundreds of candidates to select a new librarian if one is needed. Her life is tied to the Library making her immortal and she is able to use magic to separate the Library from the world it is attached to by giving up her immortality. She comes across as a hard person unless she likes you and then can get emotional. She is in love with Judson, having spent millennia with him protecting and caring for the Library.
Judson was the first Librarian, caretaker of the Library, and mentor to Flynn Carsen. He was a marine at one point as well as Librarian and Head Librarian. Judson is shown to be calm and knowledgeable. He never raises his voice and provides wisdom and teachings and acts like a mentor. Has immense knowledge about the library and magical artifacts, performs magic casually, and beats dozens of members of the Serpent Brotherhood all by himself. Also known as Yehuda, The Scholar and thought to have helped create the Library as well as being over 2000 years old. Even dying does not stop him from appearing in mirrors to give advice from time to time as a seeming ghost.

Drawbacks

Ten more Years [100]
You are here for 20 years now instead of the normal ten. That is twice as long either wishing the world doesn't end or preventing it from ending. Good Luck.

Slow Reader [100]
You read at half the speed of an average person. I hope you don't intend to be the Librarian since they need to be able to read a lot to be effective and alive.

Young [100]
You are very young and still expected to do your part as if you were a seasoned adult. You are treated as if you were 10 years old, which you are but the responsibilities of the age you rolled. Cannot take Old and Frail drawbacks.

Old and Frail [100]
You are old, slow and are injured more easily. Add 30 to your age and you heal slower as well. Cannot take Young drawback.

Bad Memory [200]
Hard to remember new things you try to learn. Only half the time can you remember things you learn since your arrival. Training times are doubled for learning anything while you are here.

Disliked [300]
You have an abrasive personality and others dislike you. Anything requiring persuasion fails to be effective. Are you ugly, have bad or no hygiene or is it the way you speak that leads to others getting away from you.

Brain Grape [300]
You have a brain tumor and not long to live, only 3 years left to go. The first year you are perfectly normal and then the symptoms begin. It can be removed with surgery or magic but it keeps coming back and has to be removed every 3 years.

Unlucky [400]
You have bad luck, things go wrong more often than normal. A coin flip might as well be a lottery drawing for how your luck is.

Supernatural Catnip [400]
You attract and stumble into weird and interesting magical situations often. They can be dangerous and life threatening, take care to be vigilant.

Unworkable Artifacts [400]
You are unable to use artifacts and those with sentience do not like you. Any artifacts that you try to use, automatically fail to do anything even passive effects fail to work.

Targeted [600]
The Department of Statistical Anomalies has flagged you as someone of interest and are after you. They will not stop coming after you and have the full backing of the US government. There is a good chance they will try dissecting you at some point or maybe even destroying you so this may end your chain.

Hunted [600]
The Library and Librarians consider you an artifact to be kept locked up in the Library. They will be after you and use what they know of magic and artifacts to capture and contain you inside the Library for the betterment of the world. Cannot be taken by Guardian, Librarian, if any of them are your companions or you have the Library. If you are caught you are either locked into a room, put in stasis or maybe even turned to gold. If you can survive these effects your chain doesn't end, you just have time to wait and boredom to endure.

Amnesia [600]
You wake up with no memory of anything from before this moment. Only what your origin provides you with is what you know.

Powerless [600]
All your powers from previous jumps do not work while you are here.

Notes

Magic in The Librarian is widely varied in that just about anything is possible using the correct artifact to focus it. Magic can be done with just your thoughts, will, desires, or subconsciously. Some use chants or words to make it easier. Certain focuses will also make using magic easier on you. Without anything to augment your magic, assuming you were a once in a thousand years magical genius, you could potentially stop time, travel to other realms, protect yourself from harm, invisibility, appear out of nowhere, be able to appear on television screens and even in mirrors, quickly switch places with multiple persons, appear in visions, and a number of other effects. With enough time and energy most effects that artifacts produce can be replicated. Be careful though, reckless magic use has killed others before or done strange things to them. Having a teacher or books on how to use magic will greatly increase your safety.

Canon nonhumans that can be companions
Dracula or Simone for Vampires
Prospero or Moriarty for Fictionals
Jenkins and Dulaque for Immortals
Mr. Drake or Dobra for Dragons

For more information see the wiki

http://thelibrarians.wikia.com/wiki/The_Librarians_Wiki