Libriomancer Jump chain v1.5

"Libriomancy was in many ways a lazy man's magic. There were no wands, no fancy spells, no ancient incantations. No hand-waving or runes. Nothing but the words on the page, the collective belief of the readers, and the libriomancer's love of the story."

Welcome to Jim C. Hines wonderful world of Libriomancy. An urban fantasy book series about magical librarians. In this world the magic known as libriomancy was invented by the immortal wizard Johannes Gutenberg. His invention (the printing press) and the magic system he created revolutionized the world both ideologically and magically. To safeguard magical secrecy, expand the reach and knowledge of magic and guard the world from any and all supernatural threats Gutenberg created an organization known as Die Zwelf Portenaire. Most people just call them "The Porters." Armed with libriomancy and Gutenberg's magical Automatons, the Porters established complete control over the magical world and have maintained it all the way to the year of 2012. The world is changing however and while Gutenberg has ruled over the Porters for the past 500 years unopposed, he will soon mysteriously vanish and a once benched field agent by the name of Isaac Vainio will be reactivated. A lot of changes are coming in the next few years, including the revelation of magic, the rise of the ghost army and an attempt to wipe out 2/3rds of the world through magical terrorism. Hold onto your books ladies and gentlemen, it's going to be a bumpy ride.

This should help a bit: +1000 CP

Drop-in (free)- Same as usual. You appear in this new world with no interfering identity or memories but you also don't have any contacts or information besides what you knew previously.

Porter (100)- You are a member of the porters. A secret magical organization that seeks to keep magic a secret, protect the world from magical threats, and expand the reach of magic. Headed by Johannes Gutenberg, you are perhaps one of their many cataloguers, shrinks, field agents or researchers.

Freelance magic user (100)- One of an exceedingly rare few, you are a magic user unbound by the porters and their petty rules. You instead practice your magic out in the world away from the porters restrictions and without their resources. Be warned that if you try to do anything too unethical or do anything that jeopardizes the secrecy of magic the porters will be on you faster than you can say "who's going to stop me now."

Inhuman (special)- You are a non-human person in this world. Perhaps you are some rare breed of elf. Maybe you're one of a number of humanoid clones with cybernetic implants. Or one of the many variants of vampire or werewolf. Whatever you are you aren't human and it's gonna take a bit for you to walk around normally now. Comes with a nice set of powers though. Oh, and since you technically "are" magic you are now unable to use the magic of this world. I know it sucks but that little limitation should go away once you leave.

Age: 2d8+16 or 50 CP to choose
Gender: Remain as you are or pay 50 CP to change it.

Locations

1-2- Copper River Michigan; the sleepy town of Copper river Michigan, population 2,000 and home to the now benched libriomancer Isaac Vainio. Soon his life is going to be interrupted by events beyond his control. Perhaps you might intervene before his life is turned completely upside down.

2-3- Detroit Michigan; Yes yes I know same shite different fight. Once the automotive capital of the world Detroit has fallen on hard times recently. Little do people know that beneath the city are forgotten salt mines where the largest enclave of vampires on the eastern seaboard have managed to create an underground city of their own. Just...don't try and go "slayer" or anything. They don't like that.

3-4- Vatican city; You arrive in the Vatican City of Italy. The heart of catholicism, filled with history and in a few short years, real angels...well, *A* real angel….sort of. Hope you have time to enjoy the architecture before it gets hit by lightning.

5-6-Las Vegas Nevada; A city of lights, gambling arid nights and warm beds. Las Vegas is a massive tourist trap at the moment but in a few short years just outside its city limits will emerge the first headquarters of the New Millennium organization. Get the real estate while you can because it's going fast.

7-8-Free Pick; Lucky you. You get to choose where you'll start your next ten years of adventure.

Perks

Notes: Perks are discounted for their assigned origin. The first 100 perk is free save for drop-in where it is discounted.

Inhuman options (undiscounted; may only be purchased by inhumans)

Worst-tier vampire (+200 CP)- You are the worst kind of vampire. Requiring a pint of blood a day to survive or else die in horrible pain, you are not significantly stronger or faster than a normal human. You do however have all of the standard vampire weaknesses and then some. You will be burned by silver, have anaphylactic shock when you encounter garlic, and will burst into flames upon coming into contact with any UV light, and will disintegrate in direct sunlight. You also cannot cross running water (i.e. streams, rivers and oceans) without being in a coffin filled with the dirt from your home land, nor can you sleep or rest outside of a similar coffin. If you wish to enter a building, someone who is already inside of it must agree that you may come in. You are unable to transfer this condition by bite.

Worst-tier werewolf (+100 CP)- You are one of the worst kinds of werewolf. You are human all the time except during the full moon. When it is out you transform to look like a man wearing a bad halloween

movie mask. While in this form you are not be significantly stronger but you do lose all control/reason and will violently attack any person you meet.

Elf (100 CP)- You are an elf of the high-fantasy variety. You are tall slender, unnaturally attractive by some standards, and have highly distinct pointed ears. You are significantly more agile and dextrous than the average human but are slightly weaker physically. Your senses are keener, enough that people will frequently ask you "what your elf eyes see." Aside from these traits, your tendency towards arrogance and a lifespan in excess of 1000 years, you are very much like any normal human, subject to all of their normal strengths and weaknesses. As a magical being yourself however you are still unable to use the magic of this world.

Troll (100 CP)- You are a troll, a creature from the Scandinavian folklore. You are decidedly inhuman looking with a mottled skin, an overly large nose and a cow-like tail. You are however skilled enough in the glamours of your people to make yourself appear as a normal if overly-large human. Your body is resistant to magical interference and you are hardy enough that small arms fire is just enough to annoy you. You are also very strong, easily able to tear a car-door off its hinges or rip a stop-sign out of the ground if you had a mind to it.

Naga (100 CP)- You are a naga, a creature from Hindu mythology primarily found in Asia. The upper half of your body is human while your lower body is that of a snake and as such you favor log flowing clothes, as well as skirts and kilts or the like. Your strength is comparable to that of a professional weight-lifter and you can move at the same speed with the same lashing sudden acceleration as a king-cobra. You also possess a harsh corrosive venom able to induce necrosis in living tissue and if you are not careful where you spit, may end up dissolving stone or wood.

Low tier werewolf (100 CP)- You are a werewolf. When exposed to the full moon (or a special piece of magical moon-rock available as a tribal weapon) you transform into a large shaggy wolf like form. In this form you are significantly stronger than a normal human, and have strength, endurance and size similar to that of a very large wolk. You are vulnerable to silver and it produces an allergic reaction as a result of prolonged physical contact.

Low tier vampire (200 CP)- You are a vampire, a being who feeds on blood. You require about eight pints of blood every week to stay alive and healthy. You are burned by direct contact with the sun as if someone had taken a blow-torch to your skin. You are significantly faster and stronger than a normal human, on-par with an olympic athlete. You also gain the ability to turn into a black mist and move around as a sentient cloud. You may also change into a bat or wolf at will. You may not spread your vampirism.

Siren (300 CP)- You are a siren. One of the merfolk of this world able to breathe and swim underwater like a fish and may switch between a humanoid or tailed form at will. You also gain access to the "sirens song" which forces whomever hears it to relive every loss and failure of their life. It leaves them feeling empty and hollow with only the singer acting as any kind of comfort or salvation. (At sea, this caused sailors to throw themselves into the water or crash their ships upon the rocks). It may instead be used

passively, making the target realize what they want most or recognize a clear goal. Of course the effect may be resisted with a sufficiently strong will or even blocked out entirely with appropriate ear-protection.

Mid tier werewolf (300 CP)- You are a werewolf who is in near complete control of their transformations (though you may show bestial features if you get angry). You are stronger and faster than a normal human even while in human form, going to the upper limits of what humanity is capable of (though you are slightly more hairy for it). You may transform into a man-wolf hybrid at will. Your senses are vastly improved able to hear a pin-drop a block away or to track a single individual through a crowded dirty city by following their scent alone. You are still susceptible to silver and cannot transfer your condition via a bite.

Bio-Android (400 CP)- You are a cyberpunk supersoldier. Perhaps an advanced retrovirus got into your system turning you into what you are now, or maybe you were grown from a vial of stem cells in a Japanese sci-fi novel. Whatever the case you are now an android and gain all the benefits thereof. Your physical and mental abilities are at the peak of human capacity. Additionally you have a wireless modem attached to your brain and various ports and wires allowing you to "jack into" modern computing technology. While not "the one" by any stretch, the ability to directly interface with any online electronic device is an invaluable skill.

Mid tier vampire (400 CP)- You are at the mid-tier of vampirism, still possessing endurance and strength on par with an olympian but this is not where your true powers lie. You subsist on 1 pint of blood a month and are able to exist in direct sunlight while wearing sufficient sunblock. You possess a hypnotic gaze allowing you to control or suggest idea's to the weak minded though stronger persons will resist this control. You also gain the ability to weave intangible visual and auditory illusions to distract and disorient opponents. These may still be seen through by a variety of methods but make excellent tools of distraction. Using this ability you may also make yourself or others invisible with a touch. The illusions and invisibility fall apart when you cease concentrating on them.

High-tier werewolf (500 CP)- You are a werewolf, strong and powerful. You may transform into a wolf, a man or any variation in between with traits of either or both. While in human form you are slightly more intelligent, about on par with most college progessors. As a wolf you are significantly faster, able to outrun and outpace cars. As a man-wolf hybrid you become very large and bestial, able to lift cars overhead and throw them. In any form you may track someone by possessing an object that they were close to or kept on them for an extended period of time, able to track someone as long as you have it, even across a continent. You are also able to commune with animals and the like though they are not very intelligent and do not possess words for complicated concepts . While they have little to say, you can more easily intimidate them to do as you wish. While your transformations are not tied to the moon you do become stronger when it is out, and grow to maximum strength when it is full. Silver does not harm you, but you may still not transfer your condition via bite.

Seductive Elemental (600 CP)- Huh, well this is interesting. You seem to have obtained numerous traits of the ever alluring nymphs of neptune. You may choose an element of some kind (classical are prefered)

within which you live and recuperate. You may merge with and manipulate this element as you please, forming it into weapons, using it as armor or even sending your senses out through it and being "aware" of everything in or around it. On top of that, you have a rather heavy-set but not unpleasant body that will take on the favored coloration and traits prefered by your significant other. Lastly you are highly aware of a person's romantic desires, able to tell what it is someone truly wants as well as whether or not they have satisfied this desire recently. So long as you are attractive to a person, you may also flame the desire in them, forcing them to desire to *know* you above all else. Those with a strong will, have their desires already fulfilled or are not attracted to you will be entirely unaffected.

High tier vampire (600 CP)- You are a vampire proud and true. Your physical abilities are on par with the peak of human fitness and slightly beyond that. You may subsist on one pint of blood a month and are not inconvenienced by the light of the sun. You also gain access to the magic of sanguimancy (described in the Freelance section below) at no cost. This is a singular exception that magical beings cannot use magic as it is merely another manifestation of your vampiric nature.

Drop-in

Well-adjusted (100 CP)- You are a sane and well adjusted human being. You will remain calm and collected in the face of danger or overwhelming odds and are highly resistant to coercion via pain or threats to your life or health. You are mentally resilient enough to endure a great deal of stress (including that of others) and take it all in stride. Be careful though as while your ability to act calmly and handle stress is greater than almost any human alive, you can still be overwhelmed.

On humanity and beyond (200 CP)- You are accomplished in reading the expressions and behaviors of normal humans, inhumans and book wielding wizards alike. You possess a keen insight into their behaviors and motivation that may be lost on others. Through careful examination of microexpressions, behavior patterns and personality analysis, you can generally tell when just about anyone is lying, telling half-truths or under the effect of supernatural compulsions (including but not limited to; possession, mind control, memory removal/erasure and replacement by a replicant).

Mental Fortress (400 CP)- You have a very special tattoo on your left temple. This particular mark shields you from all forms of magical, psychic or supernatural means of detecting or tampering with your emotions and thoughts. It also makes you immune to possession or any means of divining or changing your thoughts or actions by any means other than mundane ones.

Sudden Insight (600 CP)- When your back is to the wall, when all of your plans have run out and everything else seems hopeless, you will suddenly and miraculously happen upon an idea. This flash of inspiration will show you a means to overcome the danger or adverse effects of your present situation, and may very yet allow you to win the day. While you will always be physically capable of using this insight, you may not be mentally prepared or skilled enough to carry it out, and of course the whims of fate and chance can always knock you down again. Still with this you will always have at least one final brilliant plan before everything goes dark.

Sympathetic Magic (800 CP)- Like effects like, that which is a part of something may impact the whole. This is the core of all magical theorems and you have come to understand this to a degree others cannot. By taking a small piece of something (or a suitably constructed symbolic representation) you can effect the main body or others like it. Attaching a vampire's fang to a yo-yo could let you send other nearby vampires spinning back and forth. Channeling magic through a narrow straw creating compressed air could let you create localized gale-force winds. You could create tracking devices or communicators using locks of your hair, and similarly find a target by having something that they held dear or was once a part of them. Just remember that you are ultimately covered under the same sympathetic clauses as your magic.

Porter

Writer (100 CP)- You are a writer. Well I suppose anyone could call themselves that, but you stand apart. Your skill with prose and mastery of the written word allows you to create poetry and stories of such quality that you could write a best seller in under a month. Due to the quality of your writing, whatever you bring to your publisher will likely receive a third or even a fourth look and has a significantly higher chance of being published.

Technomage (200 CP)- While not a magic user per-se you have the unique ability to make magic and technology play along together in just the right kind of way. Perhaps you can take a fictional operating system out of a book and install it on a real computer. Or create a self-replicating swarm of nanomachines from a sliver of magically created tissue. Whatever it is, you can do it and are likely to be the envy of your magical peers.

Bardic Music (400)- You are a bard. A rare class of magic user who can use music to change the world. Music is most useful for altering the mental state of others, making them calmer or more compliant to your will. Alternatively it could make someone more aggressive, or in some cases more clear headed (and arguably intelligent). If the subtle manipulation of emotions isn't your style, perhaps you could default to the standard "blast them with unnatural vibrations" style of bardic music. Whatever you decide to do, the magic of music is sure to set you free.

Libriomancy (600 CP)- You have mastered the basic arts of libriomancy. With an appropriate book you may reach inside of the pages and pull out any item described. There are of course limitations to it, most significantly you can only draw out items that are small enough to fit through the open pages of the book in question. Any item you create will also drain your magical energies slightly for however long it exists. While this is slight if you keep too many items active at once (usually ten) it will become more noticeable and will negatively impact your health. Similarly, if you do not return items that you have used back to their books after using them, you will likely burn the books out and make them unusable after a mere twenty five uses. This power comes with a number of other restrictions and drawbacks (paramount that the books must be published, read by a large number of people in hard-copy and be actual books, not comic books or manga or the like) but other than that nearly the whole of literature is available to you. (Additional rules and restrictions may apply. See notes)

High Libriomancy (Requires Libriomancy) (800 CP)- Oh, oh my. You seem to have taken a step above the common libriomancer. You have grasped the true spellcasting potential of libriomancy, able to "read" the story of magic in all things living or magical. At a glance you may determine whether something is magical as well as any active spells or effects it might hold. Furthermore instead of drawing objects or energy out of books you may instead call upon supernatural or magical effects described therein, allowing you to cast spells and magical effects as though you were the proper caster (standard limits of libriomancy still apply). Perhaps the greatest application of all is that you may draw out spells and magical effects from multiple books, combining them into a new spell all its own with the best parts of all those described. Using this method, you could perhaps even create a stable portal from the earth to the moon. Whatever you do, you will likely be at the forefront of magical knowledge and research in this world. (Restrictions for regular libriomancy still apply)

Freelance Magic User

Esoteric Lore (100 CP)- You have a body of esoteric lore embedded in your mind. From ancient legends of buried treasure to what really happened to Atlantis, you know all of the old secrets and just how the secret supernatural wars shaped history into what it is today. This knowledge is updated whenever you move to a new world and while not granting you any particularly germane knowledge to your current situation, perhaps you might devise a unique insight or solution based on knowledge that no one else is privy to. (Imagine if you were the only one who knew the story of the trojan horse)

Traditional Practices (200 CP)- You have been classically trained in ancient spellcraft. Your magic is more refined, being built on a long tradition of magic users working to improve your magical field. You need less energy to cast spells than most magic users, are able to do magic more frequently and with a shorter casting time. You may also engage in "cooperative" magic with other magic users, making more difficult spells easier for everyone involved and accomplishing feats of magic impossible by a lone spellcaster. (Note: this does not grant you access to magic, simply altering the potential of existing magics you purchase here)

Sanguimancy (400 CP)- You are a rare breed of magic user. A sanguimancer, one who taps into the inherent magic of blood. No; you can't go making blood spurt out of people's ears. It's more subtle than that. By imbibing the blood of another , you gain a fraction of their powers temporarily. The blood of a normal person will let you heal your own wounds and extend your lifespan to unnatural lengths. The blood of a wizard may give you access to his particular brand of magic. The blood of supernatural creatures such as vampires or werewolves will grant you the abilities of a fledgeling of whatever species you drank of, without any of their corresponding weaknesses. You are skilled enough in your art that you will never succumb and become a vampire or werewolf permanently through your magic unless you intend to. However, these abilities are temporary -while you may extend the duration of them given practice, once the blood leaves your system you will revert to normal. Generally, about 250 ml of blood will give you enough "juice" for about half a day but the ratio of blood consumption to time of empowerment will likely improve with experience.

Necromancy (600 CP)- No, this isn't your classic "bones rising from the grave" Necromancy, this is "control the spirits of the dead" necromancy. You are a fledgling medium, able to see and talk to the dead as you please. They frequently speak in long dead languages and are generally confused but using your very particular brand of magic you can bend them to your will. Forcing them to divulge secrets or knowledge long passed from mortal memory is one of the more common practices of necromancy. You will of course have to find their spirit first. Smart money is either their place of death or burial. As you grow you will find that you can command these ghosts to do more for you, such as spying on your enemies and reporting back or alerting you to intruders. Eventually you may even be able to force them into the bodies of the recently deceased, granting them a physical form able to impact the world. What? You want to make devourers? Well, I guess you can but why would you want to? Stripping away the ghosts identity until it becomes a blank burning slate of raw hatred and magical chaos? Immune to magical ingres and capable of suppressing or destroying magic in its entirety through simple contact. A creature bent on devouring magic and turning all other magic users (save you of course) into inhuman souls like them. I hope you can live with yourself if you do that.

Sorcery (800)- Well, it's been a quite some time since one of you came along. You are a true sorcerer, able to "see" or "feel" or "sense" magic as is appropriate to your chosen medium. For Bi Wei it was starlight, for Ponce de Leon, wind. Who knows what it is for you. In any case you are able to draw upon the power of magic in very nearly all of its various forms. While not capable of the specific applications of magic such as libriomancy, bardic music or sanguimancy you can generally dabble and control magical energies of all sorts to some extent. More specifically you have the most general powers of your envisioned "wizard" able to communicate across great distances to pre-created scrying mirrors, teleport short distances or fly as you please. Cause heavy objects to become light, light objects to become heavy and lift and throw both of them with magic. Heal most wounds, unravel violent spells and turn them back on their caster or simply deliver raw concussive force as needed. Don't even start me on your ability to go unnoticed in crowds, transform magically unprotected individuals into newts or turn a letter opener into a broadsword. You're a sorcerer now - subject only to the amount of magic you can channel and your imagination.

Inhuman

Supernaturally Streetwise (100 CP)- You are familiar with the magical underground, the major players in your area and rumors of all supernatural goings on that travels through the inhuman grape-vine. Wherever the supernatural exists you are able to find it, drawn inexorably to stories, legends and myths which are more often than not true. No matter what world you go to, so long as there is a secret supernatural world you will almost certainly find it with only a modicum of effort.

Tamer (200 CP)- Perhaps as a consequence of your own inner monster, real ones seem to respond better to you. Non-sapient creatures that may be considered "monsters" do not immediately attack you instead regarding you with cautious gestures of trust. You may build up a rapport with such monsters, gaining their trust and allowing you to train them more easily.

Flawless Recall (400 CP)- You have a flawless memory, able to recall instances that happened years ago as if only a few seconds had passed. While this photographic function will not let you "know" something automatically, you may go back and review your memories as though they were photographs or videos with perfect recollection of how things really happened. You are also gifted with superb mental organization, never getting lost in your memories and always able to summon up the correct thought or series of thoughts without fear of your mind wandering.

Magic Damper (600 CP)- Any hostile magic used against you will likely be dispelled or suppressed as if by reflex, and you may in turn extend your will out into the world. By concentrating on an active spell or magical object you can will it to unravel. Weak magical objects may be outright destroyed by your ability while stronger ones will be suppressed. Magical creatures may have their individual abilities suppressed but cannot be outright destroyed by this.

Hiveminded (800 CP)- Well isn't this curious. You are not one person nor even two. You are instead an interconnected network of multiple small minds all tied together to form a gestalt whole. Whether via asexual reproduction, infection of a mentally and biologically average human being, or artificial genesis in a lab tank, your consciousness is no longer limited to a single body. All members of your hivemind are in constant telepathic union with each other, able to share information and experiences instantaneously across great distances as though all other members were present. In combat you may coordinate all members of the hivemind with inhuman precision. With each mind you add to your network your processing power grows - but there are limits to this. You may only add one new additional mind to your hive once a year and can only have a maximum of 10 such clones at once. Should one of them die, you cannot instantly replace them and instead must wait a year as you gather resources/energy/effort together into a new clone body. Surviving clones at the end of a jump may be carried with you to your next jump. You serve as the *primary administrator* or *queen* of the group and should you die so will the rest. You may choose to spend 8 hours in mental contemplation and shift the "queen" status to any other body in the hive-mind. All members of your hive mind possess your mental abilities and skills as well as your alt-forms. However only the *queen* maintains the full effects of your supernatural perks, while the nine other members have access to your physical bonuses, supernatural abilities and alt-forms, these are all roughly at half of their original strength. For supernatural effects that require an energy source of some kind, all members of the hivemind draw upon the same pool that is shared throughout the hivemind.

General Perks (no discounts)

Dispellation resistant (200 CP)- Resistance to magic is a fact of life most practitioners have to deal with. For you it is...less of an issue. While your magic is not appreciably more powerful it is much more resistant to effects that may dispel, counter or reverse it. Foes who are normally able to dispel or resist magic with ease may be caught off guard as your magic is composed of sterner stuff, requiring greater energy or concentration to be properly turned aside.

Spell recollection (400 CP)- Somehow you have expanded the bounds of magic beyond what should be possible. You are able to perfectly memorize a spell to such a degree that you can reproduce it simply by taking the same actions as the initial caster. While this effect is significantly decreased in power from the original, you may recreate literally any spell you see cast before you with only moderate effort. As this is

a reproduction of the prior spell, you do not need to understand the principles behind it, only reproduce it. You will still need to learn the principles behind if you wish to truly cast it or bring it up to its original efficaciousness. Furthermore, you may still purchase and utilize this ability even if you chose the inhuman background.

Items

As with items the first 100 CP item is free for that background, save for drop-in which is discounted.

Cash (50 CP)- 10,000 USD to be precise. Comes with a stainless-steel briefcase with handcuffs and thumb-print recognition. Untraceable and won't raise a stink with the IRS.

Firearm (50 CP)- Your choice of real firearm and corresponding ammo (ten magazines which regenerate in your warehouse at the end of each day if spent). You possess all of the appropriate licenses for the firearm, but no forensic lab in the world could determine that the bullet was fired from this weapon.

Candy (50 CP)- You gain an unlimited supply of one type of candy of your choice. Gummy worms, M&M's, Pop-rocks, red-vines. So long as it is candy you receive an infinite supply of it from your warehouse. You may purchase this perk more than once with each subsequent purchase granting you a different type of candy (warning; no nutritional value whatsoever).

Drop-in

Magic Glasses (100 CP)- These glasses allow you to see magic as a shimmering energy field composing all things magic. Even invisible or secret magic is visible in some form while wearing these glasses. You may also see the faint lines connecting the magical aura of a created object or recent spell to its initial caster (assuming it occurred recently enough). These also give you a much better idea of what is going on whenever magic happens making it easier to understand and learn from it.

JG-367 (200 CP)- the pinnacle of military magic, a wand mounted on a handgun's grip, fully programmable through its cutting-edge touch-telepathy interface. The wand is titanium, infused with more than twenty firing modes, including sleep spells, transformation, and temporary or permanent petrification. More importantly, this new model includes an exorcism mode, capable of tearing spirits and demons from their human hosts and trapping them in a sphere of magical energy.

1973 Triumph Convertible (600 CP)- A sleek black car, perpetually clean and made of steel. Heavier and more durable than most modern cars but with all their speed - and then some. Its windshield is enchanted to remain perpetually clear and grant nightvision to the passengers, as well as act as a two-way video call to whomever you are magically connected. Its traction is good enough that it could be taken out snowmobiling on a frozen lake. Its anti-theft mechanisms are legion - ensuring it will never be taken without your say-so. With its ability to transform into a boat, submarine, motorcycle and flying saucer, the oil-slick hidden machine guns and caltrops all just seem a little overkill.

Porter

Favored Library (100 CP)- Attached to your warehouse you gain a small but well stocked library filled with all of your favorite books with a small sitting area and comfortable lighting. They are mint condition with authors signatures and first editions available to you if so desired. Furthermore, any book you bring in here will be stored labeled and sorted onto the appropriate bookshelf for easy retrieval. While the library will expand to accept more books it will not take in duplicates and any items left in the library will be shunted back to the warehouse after an hour.

Fire Spider (300 CP)- You possess a small pet, a tarantula like spider with unique red markings. Its primary diet consists of crickets, other small insects and sugary candies. It provides an immediate danger sense, flaring up as it almost supernaturally detects any and all threats to its owner. It is fiercely loyal, will obey all of your commands short of suicide and can emit heat and flame equivalent to that of a blow-torch on command. Or when angry. Mostly when it's angry. Don't make it angry.

Gutenberg's Pen (600 CP)- You seem to have acquired a copy of Gutenberg's fountain pen, made of gold with silver fletching and a diamond nib. With it your skills of libriomancy are greatly enhanced. Books can be 'locked' preventing other libriomancers from using them and other magic users may have their magic or memories sealed away. (Keep in mind that 'sealed' and 'gone forever' are two very different things and there are at least three cases where such attempts have utterly failed). Your skill with High Libriomancy is also increased, allowing you to alter book-born characters and assemble complex spells with no risk of magical char to yourself, though the books will still char if overused.

Freelance Magic User

Fence (100 CP)- You have an agent or website of some sort, through which you can sell any item you own and receive a fair sum in return. Whatever it is, it's untraceable and the fewer questions you ask about it the better.

Manse (300 CP)- Somewhere in the world (likely your starting location) there is a large and ornate house with your name on the lease and all expenses/taxes paid on it for the next ten years (minus utilities, of course). This manse will appear somewhere in every world you go to - always with period appropriate appearance and decoration. It comes fully furnished with 10 bedrooms 15 and a half bathrooms, a ballroom, a library and a secret study (reachable only by moving a particular book in the library) and a number of other smaller rooms whose size and function are completely unknown to all but the most posh aristocrats. Comes with your choice of pool-hall, bowling alley, tennis courts or swimming pool. Be careful about leaving too much in it as the objects not moved back into your warehouse by the end of your jump are gone.

Ponce de Leon's Cane (600 CP)- The cane of Ponce de Leon, given to him by Gutenberg himself, broken down and reforged with the highest grade of magic manageable by mortal hands. The cane is composed primarily of flawless black wood with a chromed operatic handle with flakes of gold in both it and its

neck. Using it to channel magic almost completely removes the effects of magical char from all but the greatest of workings. It may be used to store spells for later casting, though this requires a command of magic above that of most ordinary wizards. Nearly indestructible, the cane can be commanded to transform into a multitude of melee weapons and has even been known to keep devourers at bay for a time.

Inhuman

Tribal Weapon (100 CP)- You have some form of weapon relating to your inhuman origin which aids you in combat. It could be a pair of supernaturally sharp bokken grown from your tree, a piece of moonstone which allows you to control your otherwise moon-bound werewolf transformations or some other object that augments your supernatural abilities.

Gift of Bi-Sheng (300 CP)- A gift from the students of Bi-Sheng. This plain white book made from rice-paper allows you to transcribe your thoughts, memories and personality into it. It will serve as a metaphysical anchoring point, allowing you to maintain your identity and cohesion in spite of whatever trauma you may face or attempts to alter your identity/wipe you from existence.

Bronze Armillary Sphere (600 CP)- Shaped in the classic geocentric view of the universe this armillary sphere is actually a prison and font of knowledge. Whomever stares down at the earth from the uppermost viewpoint is sucked into the sphere and able to see the flow of magic with their very soul. If lacking magic there is a small chance they may develop an inkling of magical talent. If already a practitioner, they may receive new insights, becoming much more powerful or fluid in their arts. When one is inside the sphere they are free to remotely view very nearly any location in the solar system (save those that are magically warded of course). While this pseudo astral projection may be powerful, the sheer volume of information and potential for things and places to be can be overwhelming and difficult to sift through. Those that are trapped within it are forced to answer any yes or no question truthfully (indicated by the sphere changing orientation to either a correct or incorrect reading of the askers birth date). While capable of keeping a powerful sorceress prisoner for a thousand years the prisoner may be released if they can answer truly if that they regret their actions. If they are truly remorseful of their wrongdoings and willing to make amends then they will be immediately be released upon answering the question. If they are not then they could very well spend an eternity within the sphere. (Note: It may still be broken from the outside by mundane means, freeing whomever is trapped inside).

Companions

Standard Import (100 CP)- You may import a single companion. They gain a free background of their choice and 400 CP. (If the choice is an inhuman option they gain an additional 200 CP to spend on that as well).

Full Queue (400 CP)- You may import up to 8 companions. Each gains a free background of their choice and 400 CP. (If the choice is an inhuman option they gain an additional 200 CP to spend on that as well).

Bruce Lee (300 CP)- It turns out Bruce Lee did not die after his fateful car crash, but was saved at death's door by an avid fan….who just so happened to be a vampire. He has disappeared from the public eye but is now a vampire, and while he cannot go out in direct sunlight for more than a few minutes at a time and must subsist on an all-blood diet, he is easily ten times as fast and strong as he was when he was alive. In his decades of secret training he has even developed a new and deadly martial art specifically designed for use by and against supernatural beings. He will be a good friend, and an excellent teacher to you in this jump and beyond.

Nymph of Neptune (300 CP)- Stemming from a tawdry novella about the virtue of zaftig alien women in the secret tropical subterranean land of Neptune, this particular individual while book born, has somehow managed to leave her original story while retaining her identity and sanity. She is plump and curvaceous and has a personality and intellect in line with your platonic ideal of a romantic partner. She will quickly learn any skills you would wish your significant other to have (assuming they are feasible). She also gains all of the abilities associated with the Seductive Elemental inhuman background.

Drawbacks (Maximum 600 CP)

Curious (100 CP)- You suffer from the eternal curse of the libriomancers; curiosity. You will sometimes stop in the middle of a fight or dangerous situation to marvel at just how wondrous a given object is or postulate on potential applications or combinations of it. Whatever it is you're likely to need someone else there in order to break you out of it.

Persona non-grata (100 CP)- The United States military doesn't seem to like you very much. They have even devoted a specialized unit with the sole purpose of taking you down and bringing you in for questioning/vivisection. They will just be a normal SWAT-team at first but they'll get smarter and their tactics will evolve with time to counter your various powers and options. By the end of ten years, they'll be prepared for just about anything you can throw at them.

Malnourished (100 CP)- Magic tends to drop a person's appetite but for you it REALLY takes a toll. Seemingly no matter how much or frequently you eat your body remains very nearly skeletal with the lowest end of human strength and stamina. Expect to be winded after a 5 minute jog and having trouble opening a refrigerator without help.

Goddamn Sparklers (200)- It seems the Detroit nest is unhappy with something or other and you are their prime suspect. Vampires tend not to care a lot about due-process and can easily make more of their own kind if need be. You will be beset a minimum of once a week by groups of "sparklers": vampires from the works of Stephenie Meyer. Able to stop trucks with their bare-hands, run faster than cars and immune to nearly all of the standard vampire weaknesses. Oh, and don't try to make any of them to fall in love with you. That never ends well.

Char Attractive (200 CP)- You are much more prone to magical backlash. Books you use will char out after only two or three uses and your body will regularly suffer from the deleterious effects of magical

backlash. Heck, you might start suffering from char burns just by being near someone doing magic. Hope you have good health insurance.

Desire Defined (200 CP)- Good news, you become the perfect image of your partner's affections. Bad news, you become the perfect image of your partner's affections. Any person you form a romantic relationship with will alter you in such a way that you fit their standards of an ideal partner. This may include being a genius with muscles, or a diminutive hypersexual with barely two brain cells to rub together. Keep in mind that this is based on what your partner subconsciously desires, not what they say they want. This drawback also forces you to be in a relationship for your entire ten years here. You may choose a companion to fill this role if you have one available or you may take your chances with random passerby's on the street.

Silencio (300 CP)- It seems you have run afoul of Gutenberg himself. All of your supernatural powers and abilities have been sealed for the duration of the jump - even the ones you got here. Hope you can survive living within human limits for ten years.

Sıˇ guıˇ jun duì (300 CP)- Oh, oh dear. You seem to have attracted the attention of Meridiana herself. The ghost army will be after you whenever you try to use magic and will seek to tear your soul from your body, strip you of all identity and turn you into one of them. Needless to say this would count as a loss condition.

Mahefa Knocks (300 CP)- You seem to have the grave misfortune of having to ask Mahefa Issouflay for a favor. A cunning conniving sanguimancer infamous for his ability to get into trouble and an even greater ability to drag others down with him. This would be less concerning if he did not charge 3 favors to your one and you are literally unable to refuse him. During your time here Mahefa will call upon you to perform three tasks all of which are likely highly illegal and/or will put you on the wrong side of some very powerful people with great means of retribution at their disposal. These shenanigans and their fallout will likely give you no end of grief as you constantly try to put out small fires that if left unchecked could grow into a "one against the world" scenario. Just... do yourself a favor... and don't ask him for any more.

Epilogue

Congrats you made it ten years here. Want a cookie? As usual you get three choices.

Close the book- Return home with all your collected gear, abilities and companions.

Turn the page- You've taken a liking to this world, it makes sense to you and you think you could stay here forever.

Start a new story- You're not done yet. You proceed along to another world of your choice for another ten years. Have fun.

Notes

In order to use magic there is always a price that must be paid. For most magic users this is via calories. Every casting of magic draws physical energy from the user and frequently it comes from stored energy in the body (fat and muscle tissue usually). Furthermore magic has the side-effect of leaving one "wired" as though they had just had a cup of coffee, making rest difficult at best and severely decreases the appetite. While all of these factors may look like a guaranteed weight-loss program, it can frequently lead to malnutrition, organ failure and megalomania if left unchecked. There is the additional danger in libriomancy specifically that you will become "possessed" by a character in the book you draw your magic from, worming their way into your psyche. It frequently manifests as the mythical multiple-personality disorder and these extra possessing personalities are never helpful. Even a Merry Poppins riding in your head is likely to be of the psychotic nightmare inducing variety. Don't use Libriomancy in too short a time span or you'll soon be hearing voices...and not the good kind.

Libriomancy is a special magic invented by Johannes Gutenberg to make up for the fact that he was a terrible magician. Instead of going the traditional route of drawing magic from the world, he cheated. First he created exact copies of the same story (a bible) and allowed people to read it at their leisure. Because all of the books were the same, this created magical sympathy so whatever was done to one book could be done to all other versions of it (magically speaking of course). Thus whenever the books were read, the readers invested portions of their belief into them. Their imagination and hope and immersion into these fictional worlds just made everything in them more real. It was this collective reality that Gutenberg used to pull out a Holy Grail and make himself immortal. Because all of the books were the same (or similar enough) and sympathetically linked, the belief invested in one book could be tapped into from any one of them. Thus with only a single copy of a book on hand a libriomancer draws power from all others like it, and uses that belief to manifest the objects described there in.

While this is the simplest form of libriomancy it is also the most well known, and all libriomancers know how to do it. While Gutenberg could pull out the Holy Grail with only about 200 readers most libriomancers require readers in the thousands to draw forth such an item. Each use of libriomancy decreases the collective belief stored in every copy of the book thus making it harder and harder to draw something out until eventually the magic is "gone" and must be renewed over time as more people read the books. This absence of belief is physically represented as "magical char" on the book itself. This char can be slowed down or prevented by returning objects drawn out of books back to them, allowing for a longer shelf life of the magic within.

Using magic or using a magical implement too much (in the case of libriomancy, a book) results in magical charring. Magical char is only visible to people with magic (or magical creatures) and generally looks like a blowtorch was taken to either your implement (a book if you're using libriomancy) or yourself (yep, you too could look like you've got blackened chunks of charcoal embedded in you). Charring will dissipate naturally given time but is resistant to supernatural healing. Books and other implements will repair from char over time as more care and belief is invested in them by readers. Usually though once something has been fully charred, it takes at least a decade for it to restore itself (assuming it is still commonly read).

There are also numerous other limits on magic from this world

1. No bringing people back from the dead (the results are never pretty and often monstrous)
2. You can either be magic or use magic you can't be both (thus monsters and inhumans can never use Libriomancy)
3. You can't create a consciousness with magic. Whether an artificial intelligence or a small living creature it just doesn't work. The words on a page are simply not enough to create a fully functioning living things and 99% of the time, you will end up with an insane creature/person unable to survive in this world. There are exceptions but to find those out well...you'll just have to read the book
4. Time travel is impossible. Any attempt to do so will at best fail and at worst, send you outside the bounds of space and time thus erasing you from existence forever.
5. You know that thing about making people? And time travel? Well it goes doubly so for going to mythical worlds and the like. Even if you did find a portal small enough to fit through a book and then transport you somewhere else, you'd still wind up just like that guy who thought the time-turner was a good idea.
6. You can't make knowledge from nothing using libriomancy. If you try to pull a book that doesn't exist out of a different book, all you will get is gobbledygook. If the book DOES exist then yes, you will get a copy of the real book.
    a. Magical scrying is also less than useful, as anything you try to scry with said object will attempt to show you the story they came out of rather than the real world. While it is possible to get them to show you what you want, it requires a great deal of time and effort... so why not just go see the thing yourself if you're that interested?
7. Libriomancers should not try to draw things out of books they have written themselves. Doing so is a one way trip to mental possession or worse as you try to come to terms with your own authorial creation and the readers collective imagination. DON'T DO IT!
8. All libriomancy is a form of magic. Therefore, any effects that cancel or ignore magic also affect it. High powered libriomancy and rare artifacts drawn out of books are all subject to dispelation and nullification by anti-magic fields and powers. (This will be especially important within the confines of this jump as anti-magic technology and artifacts become more commonplace.)
9. Objects drawn out using libriomancy cannot be reverse-engineered as they all require magic in order to function properly. This includes laser guns, death rays, power sources and any/all forms of cloning.

Guttenberg was a pragmatic man when he founded the porters and knew that his system of magic could be abused. To prevent this he gave himself immortality (the jerk) and denied it to anyone else fearing they might gain more experience and overcome him. He also developed a system for "locking" books, preventing them from being used for magical purposes i.e. libriomancy. (This was primarily done on books that had objects/events that were too powerful). Religious texts and role playing-game manuals tend to be sealed off (as is the entirety of the Harry Potter series) as well as a number of other "dangerous books". Most any book that contain plagues without a cure, items that can kill people from halfway across a city, nuclear weapons (or similarly destructive/explosive devices) and anything that grants immortality are all examples of books that would be sealed. Specific examples include some of the

books in the Wheel of Time series as a result of the Balefire phenomena found within them; (a fire that burns so hot it erases objects it ignites from time). The death-note novelizations are also out (given that objects described in them can kill humans from across a planet so long as you know their name or face). "The Book of Swords" is another example because it contains magical superweapons in the form of swords, particularly a weapon called heartseeker which can magically target a single individual and fly unerringly into their heart/core from across the world. Use your common sense and think "will this instantly and immediately solve this problem I am having" or "would a 500 year old paranoid wizard be comfortable letting someone ELSE have this." If so then the books are probably locked and you would be ill advised to go reaching in them. For more information on specfic books and locks please read the original setting.

For your libriomancy in future worlds, you are limited to the texts found in the initial world of Libriomancy, and cannot print or manufacture your own books. If it has not been printed in Libriomancer, it cannot be used. The literary cannon should be considered the same as your native world and must be published and printed in hard-copy to be available for libriomancy. Even books that are unlocked in cannon will be denied to you as they will be charred by other libriomancers who you will never meet and have no chance of finding before you can use them. Belief will recharge slowly in your books as you go to new worlds that have the same texts available but the belief will decay and become less useful as you go to worlds that lack said texts. Worlds that you leave are locked in time to relation to you, and will not supply your books with belief, both because they are lost in tiem, and because the belief cannot reach your books across multiversal lines. Locks on books cannot be broken until post spark.

Edit: Just so everyone knows; No, you can't just order a bunch of people to read a book all at once to empower it. North Korea tried that and even with millions of readers over an entire year there was still not enough belief to pull anything out of it. In part this was just bad prose, but indeed a great deal of magic leaves when someone is told "you must read this" instead of being allowed to read it for themselves. If you require a book to obtain readership, you must do so through regular commercial means and marketing.

Furthermore, there are upper limits on Libriomancy. Even the most powerful libriomancer in the setting, the person who CREATED the entire discipline from scratch, said that he would die if he even tried to use magic that affected an entire planet. Examples of this death-inducing magic include an undifferentiated carpet bomb of "all who would make war" and a tool that would destroy magic forever. Even within the confines of normal libriomancy there are limits to what can be done with a single book. A relatively popular book when used for high libriomancy was completely burned out when used to paralyze a small battleship by turning the surrounding water into a glacier. Consider acts like this to be the upper limit of high-libriomancy as they are the most your books can do before you yourself burn out.

Libriomancers should also be wary of the number of objects they "draw out" at any given time. Magical viewings of libriomancers show that any object they draw is still mystically connected to them and will likely put a small drain on their physical recovery. While having a few stray items may not be too bad at first (ten or maybe twenty or so), having fifty or even a hundred random magical objects will leave you quickly exhausted as these objects still run off of your own magical reserves. It is for this reason that

libriomancers usually chose to “return” objects to books after they are done using them. This returning also restores a part of the magic and belief to the books, leaving it more useful for future Libriomancy and other Libriomancers. Generally, it is just good manners.