Night Angel Talent Supplement

Congratulations, Jumper, if you're seeing this, you've got the Talent, which means you're not a completely worthless mook! It also, of course, means you have magic, and just what that magic does is up to you! I'll give you some Talent Points to start customizing it, and you can transfer CP over from the main jump at a 1:1 ratio, plus any of the extra points you picked up from perks, so feel free to look around, grab what interests you, and most importantly: have fun, magic was practically made for doing what you want, after all!

+300 TP

Now then, let's see, how about, first, we figure out just how strong you are?

"Talented" (100 TP)	**Middling Magus (200 TP)**	**Curoch's Chosen (400 TP)**
Are… are you sure you actually have the Talent? This stuff is so weak you'd have trouble lighting a candle with it!	You couldn't handle Curoch any day of the week, but you can handle doing complicated spell weaves, such as those needed for healing, easily enough.	Oh wow, uh, wow, just wow. You have so much magical power inside you that you can actually use Curoch for more than a hot second without dying, nice!

Right, so that's how strong you are, now, let's see what your specialty is!

Elemental (100 TP)	**Stealth (200 TP)**	**Summons (200 TP)**	**Weaves (300 TP)**
Water, Fire, Earth, Air, the elements are yours to command! Just how well you command them is based on how strong you are, but for the average mage, a fireball is simple enough, though with practice, you might find that sometimes, less is more with this specialty.	The body is your temple, and you like your temple quiet. Stealth magic does a lot of things, it makes you stronger, faster, harder to see, quieter, and with more experience, phantom limbs, teleportation, and Glamours, or illusion magic. Good luck stealing things!	Pssh, why do all the work yourself when you can just summon a space worm to destroy your enemies? At first all you can do is summon a measly imp, a small flying demon, but eventually, that imp becomes bait for much stronger things...	Looking for something more complicated? Weaves are your best bet, they do all the really complicated things in magic, from healing wounds to silencing rooms to setting traps… It takes a lot of time and effort to master this stuff, but it's well worth it!

Got your specialty? Good, now let's see how easy it is for you to master it!

Dullard (Free)	**Average (100 TP)**	**Prodigy (200 TP)**
You're really, really slow at figuring out new things with your specialty, and FORGET trying to branch out into other fields of magic.	Learning to use your specialty is easy enough, but trying to learn things outside of it is really, really hard. Not impossible, but very hard.	Jumper, you are special, mastering your specialty is child's play, and the other fields of magic are almost easy to learn!

That's it, enjoy your magic, Jumper!