Generic Magic Academy V1.1 by Adogdayz

The "I was Wrong" Edition

Welcome, Jumper, to a world of magical education. Or at least an education in magic. This world is a lot like the one that you come from originally… sort of. Really, the amount this world varies from your original Earth depends on some choices you make further along. The key difference that exists no matter what decisions you make is that magic is real and so are mages. And magic academies exist to teach mages how to use magic.

Have 1000 CP.

Power Level

Before anything else, you need to make a decision about how powerful the average mage is in this world. This choice is an indicator of how powerful you and your fellow classmates should be upon graduating from the Academy, though it is possible for greater heights of power to be reached through additional training, resources, and so on.

Tier 0 (+100): Magic at this level is really about making life a little more convenient. Need to clean the house? Can do. Mend a broken vase? Done with a muttered world and flick of the wrist. Combat magic? Not so much. A combat spell at this level is essentially limited to things like punching from a distance or forming patches of ice underfoot. Dangerous, yes, but not more so than a regular person could be with the right tool.

Tier 1 (Free): A mage of this power level has spells as dangerous as a handgun, can make themselves look like other people or a tree through illusions, and heal broken bones in a couple weeks instead of months. Generally, it tends to require several dozen mages cooperating together to do anything like create a flying castle within a year, and that's stretching their collective power.

Tier 2 (-100 CP): Tossing a car aside with a wind spell, recovering from deadly wounds in just a few days, and transforming lead into gold describe the average mage of this tier's capability.

Tier 3 (-200 CP): Mages of this tier could destroy a two story house with one spell, regrow a limb over several hours, and teleport across the country with a step. With time, preparation, and cooperation, there are few things that a group of mages can't do.

Tier 4 (-300): At this level, a mage is a force of nature. Able to summon storms, return the recently deceased to life if the brain is in good condition, and create wonders. If a mundane person wants to take out a mage of this strength, they better have the element of surprise and a ballistic missile.

The Broader World Creation

In this section you can nail down a few facts about the wider world, or roll the dice for some extra CP.

How common are mages? This uses Earth populations as the base so ignore the fluff text if it doesn't quite gel with how the world you are setting up. I.E. The mages have formed their own country. You may also choose Free Choice to set the ratios how you please. Choose an option for free, or roll randomly to receive 50 CP.

1. Very Rare: maybe 1 out of 500,000. That's about 15,000 mages in the entirety of Earth, which as of 2019 had a population of 7.674 billion people. The chances of a mage accidentally meeting another mage they don't already know is vanishingly low.
2. Rare: 1 in 200,000 or 38,200 mages worldwide. For reference: the USA would have about 1,641 mages amongst its population of 328.2 million muggles.

3. Uncommon: 1 in 5,000. There is now a solid chance that a muggle will at least know someone who knows someone whose cousin knows a mage. The Earth's total population of mages is still only 1.6 million round up to the nearest decimal.

4. Common: 1 in 50. Two whole percent of the world population. Just over 150 million mages worldwide.

5. Very Common: 1 in 10. We have reached the point where just fading into the background isn't a viable way to keep mages secret without magical interference. Add in other supernatural beings, and that magic best be potent and everyone must work to avoid letting the secret out.

6. Extremely Common: 1 out of every 4 people have magic. It is at this point that a magical secret world is just a laughable notion without something like divine intervention. Right?

7. Almost Everyone: At this point it is considered a birth defect or other such malady to not have magic. Like 1 in a million at most and it may even be a treatable condition.

8. Free Choice. Pick from the above, mix them, or make up your own.

How do mages come about? Choose an option for free, or roll randomly to receive 50 CP.

1. Randomly. Anyone can be born with or manifest magic with no variable seeming to change the odds.

2. Genetic. Magic, or the ability to use magic, is the result of a very specific mutation of a gene that is passed down from parent and child. It is also possible for the mutation to happen in isolation as well but this is much less common. Or is it?

3. Selected agents. Magic is gifted from a higher being and comes with a goal or mandate as the price. Fits well for agents of gods, spirits, and so on.

4. Ritual. In order to become a mage a person must perform a difficult and costly ritual. The cost need not be financial, as the loss of an eye or a prohibition on some behavior could do.

5. Blood of Magic. In order to have magic a person must be a part of a specific bloodline begun by one of The First Magi. The number of TFM should be either three, seven, or thirteen.

6. Free Choice. Pick from the above, mix them, or make up your own.

Is there a Magic Masquerade? If you answered yes, choose an option for free or roll randomly to receive 50 CP. If not, see the second table under this entry.

1. Pocket Worlds: most of the magical society lives in or at least conducts much of their business within small pocket dimensions that either occur naturally or are created through magic.

2. Muddle the Muggle: there is a pervasive magical effect in this world that causes mundane people to instinctively discredit real magic and supernatural happenings as either tricks of the light or special effects.

3. Mage Enforcers: it is simply the duty of every mage to prevent mundanes as a whole from realizing the truth. That means erasing memories, altering evidence, and silencing loose lips.

4. Willful Ignorance: Mundanes, gods bless them, just stubbornly refuse to believe that magic could be real. A little caution, and the Masquerade is upheld by the willful ignorance of others.

5. Magic Backlash: Magic itself requires mages to avoid revealing the truth or at least conduct witnesses fully into the magical world, or they will face life threateningly bad luck.

6. Free Choice. Pick from the above, mix them, or make up your own explanation.

You decided there was no masquerade. What does that mean for the world? Choose an option for free or roll randomly to receive 50 CP.

1. Government Assets: A properly trained mage is seen as a useful asset for a variety of reasons and are highly encouraged to take positions as government agents.
2. Celebrities: Mages are often granted celebrity status for simply being able to tell physics to go sit in the corner. Many become actors, spokespeople, religious figures, and so on in addition to whatever they actually use their magic for.
3. Normal People: mages are treated mostly like normal people. (The special classes and niche jobs that exist notwithstanding.)
4. Nobles: mages have used their abilities to secure the means of production and set themselves up as lords and ladies of the land.
5. Free Choice. Pick from the above, mix them, or make up your own.

Are there sentient supernatural creatures? If yes, which ones? To clarify, this refers to supernatural creatures you would consider people (werewolves and vampires for example). Non-sentient magic plants and animals exist by default. Choose an option for free, or roll randomly to receive 50 CP.

1. None. The only supernatural creatures that roam the world are mages and the occasional mystic creation.

2. One. There is one other type of supernatural creature out there.

3. Some. There are a few types of supernatural creatures out there.
4. All of them. If it has a myth or legend about it, it probably exists.
5. Free Choice. Pick from the above, mix them, or make up your own explanation.

Competent Secret Societies? Mages are typically a secretive lot, so there's at least a few of these. How good are they at accomplishing their goals? Choose an option for free, or roll randomly to receive 50 CP.

1. Not all. Either through lack of resources, competence, or interference from *other* societies, no one seems to get any scheming to bear fruit beyond the small scale. Well, maybe once every decade or so, if they are especially tenacious.
2. Reasonably. They succeed at least half the time.
3. Very. Many laws, traditions, and so on are the result of one hidden hand or another trying to accomplish a specific goal.
4. Extremely. The powerful ones practically rule the world from the shadows.
5. Free Choice. Pick from the above, or make up your own.

Mundane tech level? How far has mundane science advanced in this world? Choose an option for free, or roll randomly to receive 50 CP.

1. Stone Age: We've got fire and simple machines.
2. Medieval: Metallurgy, basic infrastructure, and so on.
3. Victorian: gunpowder, the printing press, advancing medical practices, and big damn hoop skirts.
4. 1920s-1960s: a transition period and the start of a rapid advance in a variety of technologies. Radios, television, commercial airplanes.

5. Modern: Everything you'd expect to find on your original Earth.
6. Near Future: Think fifty to a hundred years from now.
7. Free Choice. Pick from the above, or make up your own.

Magitech level? How far has magical technology advanced in this world? Choose an option for free, or roll randomly to receive 50 CP.

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Academy Creation

This academy may not be the only one in the world, but it is the one you will be going to attend to gain your magical education. Time to make choices or roll the dice.

Facility. This is a magic school, which means the architects may have been mages themselves, allowing for a variety of unusual design choices for the academy. Choose an option for free, or roll randomly to receive 50 CP.

1. Castle in the Sky. This school is based out of a castle on a floating island that may or may not travel around the world freely. You can be certain it has strong magics worked into the island that hide the castle and prevent collisions with airplanes.

2. Pocket Reality. The school is actually ensconced in a magically created dimension that is accessible through either a specific portal or through the use of talismans given out by the administration.
3. Dormant Volcano. This school is built inside of a living but dormant volcano, protected from the heat by powerful magic. Great place to get rid of unwanted rings and such.
4. Just a School. The academy looks like a mundane school campus like any other. It even has a mailing address.
5. Dream. The academy does not actually physically exist but instead takes place within a dream realm while the students and teachers slumber.
6. Built atop Ancient Ruins: Because that's a great idea. Also helps with necromancy studies. Probably.
7. Free Choice. Pick from the above, mix them, or make up your own.

School Specializations. It is often the case that some schools offer special programs concerning certain subjects, or the instructors happen to be good at teaching one subject over another. See suggestions for specializations in the notes. Choose an option for free or roll randomly to receive 50 CP.

1. Generalist: This school specializes in giving a well balanced education in as many different types of magic as possible. Jack of many, master of none.
2. Varied Specialties: The staff and classes offered at this school have a tendency to favor four types of magic. General education is decent.
3. Dual Specialization: This type of class structure focuses on teaching two complimentary magics. General education is okay.
4. Highly Specialized: this school is known to produce mages adept at one form of magic in particular. The general education on everything else is passable at best.
5. Free Choice. Pick from the above, mix them, or make up your own.

Age Range/School Type? It should be noted that the age ranges can be adjusted by a year or two for whatever reason. Choose an option for free, or roll randomly to receive 50 CP.

1. K through 12. Student ages range from 4-18 years old.
2. High School. 14 year olds to 18 year olds.
3. College. This academy is meant for young adults between the ages of 18 and 24.
4. Escalator School. Ages 4 to 26, providing every level of education.
5. Free Choice. Pick one of the above, mix them, or make your own.

Favored Club? What club does this academy favor above others? Other clubs exist but are either less popular or less advertised. Choose an option for free, or roll randomly to receive 50 CP.

1. Dueling: A club for one on one competitions of combat magic. Likely to use special equipment to prevent maiming and death.
2. Team Ball Sport: Typically involves two teams, a field, magic enhanced movement, and at least one ball. The Quidditch equivalent.
3. Golem Creation: A club focused on making artificial servants for various purposes.
4. Magical Beast Riding: A club that focuses on the riding and tending of creatures like griffins, wyverns, and so on.
5. Code Club: For students who delight in the making and breaking of secret codes.
6. Free Choice. Pick one of the above, mix them, or make your own.

Reputation? What sort of reputation does the school have? Choose an option for free, or roll randomly to receive 50 CP.

1. New: The school is too new to have a reputation beyond existing.
2. Solid: The school has a track record of producing a satisfactory educational experience without notable hiccups. Reliable, if a bit boring.

3. Modern: This school is known to incorporate the latest technology, mundane and magical, in order to better educate its students.
4. Prestigious Faculty: This school only hires the best mages in their subject to shape the minds of the next generation.
5. Dark: This school has a reputation for producing mages that seek out dark, blood soaked power. Be wary.
6. Ancient: The school is known for having a strict set of traditions handed down from class to class for centuries. Expect technological levels to be stuck in the medieval ages.
7. Declining: It is the common belief that this academy is on its last legs and will close its doors for good in the next decade.
8. Exclusive: Only the best of the best of mage society is permitted to attend here. Expect luxury, tradition, and rich people.
9. Secret: This school is actually a secret kept even from the majority of mages, and thus may only be heard about in vague rumors that can't be verified.
10. Free Choice. Pick one of the above, mix them, or make your own.

Gender and Age

Pick gender and age as desired and appropriate.

Origins

Drop-in: No ties, no history, and few obligations. You appear at the edge of or inside the school and are soon brought to student orientation. Apparently, the administration has received the correct paperwork to enroll you. How mysterious.

Fresh Face: You are new to the world of magic, having been mundane or otherwise isolated from it until just recently. Welcome to the club.

Old Family: You come from a family that has been an active part of the magical world for centuries. People know your family's reputation and expect similar out of you for good or ill. Something snappy.

Faculty: You are no longer a student and have decided making your profession to teach the next generation of magic users.

Perk Discounts

100 CP perks are free to their respective origins with the rest of the line being 50% off.

General Perks

Spark of Magic (Free): The thing that allows people in this world to generate mana and use magic. You have it and so will your offspring if you so choose. Perhaps you can learn to grant this gift to others?

Beauty Booster (Free): This is a world of magic, and there is no way someone out there hasn't figured out spells or brewed potions to improve their looks. Now you benefit from that labor without having to bother with actually doing the work, bringing your looks to an arbitrary eight on a hotness scale of ten at least.

Supernatural Species (Variable): Depending on options taken in the earlier sections, you may just be a normal member of a supernatural species, a hybrid, or a magical experiment. As the possible creatures you could choose to be is near limitless the following tiers will act as guidelines to how powerful this makes you.

Tier 0 (Free): This is almost purely aesthetic, granting you at most animal grade claws and fangs. Want to be a child of Medusa? Sure, but the snakes are harmless, and you don't get a petrifying stare.

Tier 1 (-100 CP): This tier gives enhanced physical capabilities and one truly supernatural ability. Think a werewolf that transforms into a mundane wolf but keeps the same improved sense of smell in both forms.

Tier 2 (-200): This is where your typical supernatural creature gets enhanced healing, 3-4 minor supernatural abilities, and the physical ability to face several mundanes at once. No ability should be more flexible or potent than entrancing eyes, a dire-animal form, and so on.

Tier 3 (-300): Fully functional Medusa, werewolves that can shove cars out of their way, and more.

Drop-in Perks

Powerless (-100 CP): You can at will make it seem as though you possess no supernatural abilities. For example, if you are a mage this ability allows you to hide your mana signature so that not even an expert could detect it. This effect breaks if you use the powers you are hiding.

Traveling Mage (-200 CP): You have a knack for spells of travel. Be it teleportation, increasing your endurance on foot, or the making of enchanted transportation you know or can find out how to eke out twice the normal effectiveness.

Undaunted Within (-400 CP): There is something off about your power. It is slippery, untamed, and undaunted in the face of those who would try to suppress or steal it. These attempts shall fail unless you allow them to succeed.

Unchained Mind (-600 CP): You are now immune to mind affecting supernatural abilities and know when they are used against you. What's more, your presence can bolster the mental defenses of those around if you so wish.

Fresh Face Perks

Hard Worker (-100 CP): You are studious and determined. This has made you capable of ignoring boredom for days on end, though you still need to tend your bodily requirements.

Learning Booster (-200 CP): Increases your learning rate by a factor of five. Should make getting through the boring classes easier so you can get to the good stuff.

Mana for a Rainy Day (-400 CP): You have the talent of solidifying mana into crystal form and more efficiently than others. While most only receive half the mana they exert to make their crystals, your efforts lose only a fifth of your mana in the solidification process. They serve as good power sources.

Magitech Engineer (-600 CP): Being a person more familiar with mundane science, you are more equipped to see how magic can be turned to make hybrids of the two. Flying cars fueled with mana converters, guns that fire bolts of arcane force, and power reactors capable of powering cities off the siphoned mana of the populace.

Old Family Perks

Old Reputation (-100 CP): Your family has a reputation that opens doors for you. You find that people are more likely to offer you business opportunities, sell you items from restricted stock, and share secrets they think might gain them your favor.

The Family Magic (-200 CP): Your family has a secret school of magic that only they practice. You start with two years of study in this school and a database, either stored in an accessory or as a spectral instructor you can summon, to learn from going forward.

Honor Duel (-400 CP): If someone aggrieves you or your companions, you may choose to challenge them to a one on one duel. You lay out terms and, if the challenged person accepts, the result of the duel is considered legally binding. This can be a duel to the death or first blood, just as examples.

Powerful Blood (-600 CP): In your veins coalesces the result of generations of careful marriages and education. Your mana is stronger, easier to command, and your reserves deeper than the average mage. A willworker of your caliber comes about only once a century.

Faculty Perks

Seen and Heard (-100 CP): This perk gives you a sense of your students' mental, physical, and emotional health and how that is influencing their academic performance. This can help point out who is being bullied, is bullying, or needs some extra help due to things like dyslexia or ADHD. Doesn't tell you how to address these issues but knowing about a problem is the first step to resolving one.

Efficient Teacher (-200 CP): You are a gifted teacher, able to increase the learning rate of those that receive personal tutelage from you by 2 times their normal rate.

To Teach Is To Learn (-400 CP): It has been said that the best way to learn something is to teach it to someone else. This means that you increase your own learning rate in subjects you are teaching others by 2 times. Requires you to teach the subject at least four hours a week to maintain the boost.

Knowledgeable (-600 CP): A teacher must have some expertise, otherwise, what would they teach? Taking this perk makes you an expert on three different disciplines of magic. This includes possibilities like golem creation, general magic item creation, evocation, summoning, and so on.

Item Discounts

100 CP items are free to their respective origins with the rest of the line being 50% off. You may freely import like items as is appropriate.

General Items

Focus (Free): This item is used to help channel magic into spells. The default form is of a wand, but it can be anything from a piece of jewelry, a cane, a book, etc etc. Depending on the type of magic system you use, this may be required for spellcasting or be simply used as magical “training wheels”.

Scholarship (Free/ -100 CP): Congratulations, Jumper! You have a free ride at the Academy. That covers tuition, a meal plan, on campus housing, and even a small weekly stipend for clothes and stuff. Lasts for as long as you are enrolled and maintain passing grades. You can pay 100 CP to keep this scholarship for use in future Jumps. This means that you may choose a school that is appropriate for your age range and gain a scholarship with the benefits of this item.

Grimoire of Golem Creation (-100 CP): A four inch thick book that explains how to create a variety of golems from stone, wood, and steel. Includes basic theory and other information needed to begin developing more esoteric golems. That could take years of study and experimentation, though.

A Mage's Attire (-200 CP): You gain a ring that cleans your body and clothing of filth, a long jacket that redistributes force to make gunfire survivable if bruising, and a satchel that is three times bigger on the inside than it should be while weighing only five pounds even when full.

Phial of Life (-400 CP): A fist sized phial made of magically grown sapphire. While the container is precious it is what it produces that is truly valuable. Fill the phial with water, stir twice, and pour the contents into the mouth of someone who has died within the past year. They will be made whole and come back to life sound of mind, spirit, and body as they were before their demise. Can only be used once per Jump or decade, whichever is shorter.

Drop-in Items

Identification Request (-100 CP): Once per jump you can fill out this multi-page form to order a set of ID papers, birth certificate, passport, and so on with the necessary entries in databases to pass a background check. This can be for a generic identity with no special accomplishments or a handcrafted identity set to your specifications. Keep in mind that this only creates the paper trail. No one is going to suddenly remember going to school with you because of this.

A Broom (-200 CP): This finely crafted broom is enchanted to fly, responding to its owner's thoughts. Has a maximum speed of 150 MPH. Just make sure not to crash.

A Study (-400 CP): Somehow, a thing of great utility has fallen into your hands. A pocket dimension that contains a large study, though it contains only furniture. You are now linked to it and may enter and exit it at a thought, reappearing where you left. The chief boon of this dimension is the time dilation effect upon it. Time flows five times faster inside than it does outside.

Ring of Replenishment (-600 CP): This simple ring of twisted silver and gold has been imbued with a miraculous enchantment. You may activate this enchantment with a thought and it will refill the wearer's internal magical reserves from empty to full in a heartbeat. Requires 24 hours before it can be used again.

Fresh Face Items

Book of Introductions (-100 CP): This book gives you a basic history and description of the local movers and shakers along with tips on how to get on their good side. Updates in future Jumps with similar information.

Resupplying Ingredients (-200 CP): This steamer chest contains a wide variety of ingredients of mundane and magical nature that are used in alchemy, enchanting, and spell casting. Occasionally produces a rare ingredient. Restocks every month.

Alchemy and Enchantment Lab (-400 CP): A fully equipped laboratory suited for alchemy and enchantment work. Does not come with ingredients. Self cleaning and repairing. Keeps improvements made to it. In future Jumps, choose whether the lab appears in the Jump or is a warehouse attachment.

Living Forge (-600 CP): This forge is home to a powerful pair of elementals, one of fire and one of metal. They will aid you in creating great works that require heat and the manipulation of metal. Items created in this forge take on enchantments easily and are twice as strong as they should be.

Old Family Items

The Magic of Money (-100 CP): The equivalent of $200,000 USD. There will be no questions about where you got it and the taxes are already taken care of. You get another $200,000 every year.

A Book of Favors (-200 CP): Old families tend to be owed old debts. In this thin book is the names, contact information, and nature of the debts of three people. You may call in on these debts for a favor in a similar vein of the debt owed. The first borrowed $50,000 to start a business. The second needed a place to hide for a month. The last was saved from a deadly injury and nursed back to health. They are eager to be free of their debts. Refreshes with new names every new Jump.

The Family Estate (-400 CP): You gain the family estate and enough staff to maintain it. This includes ten acres of land, a two story mansion with ten bedrooms, and an outbuilding that

serves as servants quarters. Taxes and utilities are taken care of. In future Jumps, you may choose whether this estate appears in the setting or is a warehouse attachment. Keeps improvements made to it.

Ancestral Artifact (-600 CP): You have gained the right to possess the family's greatest tool of magic. There are three forms this item may take. A sword that adds some of the power of those it slays to the wielder's. A grimoire that records the spells cast in its presence. A ring that makes the spells cast by the wearer undetectable to arcane senses. Choose one. Purchasable multiple times.

Faculty Items

Efficient Lesson Plans (-100 CP): This stack of papers includes a useful lesson plan that is tailored to any classes you are expected to teach. By following this you are guaranteed that any student that puts in a decent effort will have a solid foundation in whatever knowledge you have tried to teach them. Can alternatively serve as a study guide if you are not a teacher at the moment.

Off-campus Housing (-200 CP): This is simply a two story home with enough of a yard to have a decent garden. Comes with several spells worked into the walls to repel pests, repair minor damage, and keep the place clean. Comes with modern equivalent utilities like plumbing, running water, and so on. In future Jumps, you may choose whether this estate appears in the setting or is a warehouse attachment. Keeps improvements made to it.

Test Dummy (-400 CP): Depending on the subject matter, you will need a target for your various lessons. This modular test dummy is that target. It can mimic various magical entities up to the size of a thirty foot long dragon not counting the tail, repair itself, and even mimic supernatural effects for demonstration purposes. Can not be used as an offensive weapon but does have a guardian mode that can be activated to protect designated people if needed. If you do somehow

destroy this dummy, a new one will come into your possession within 24 hours. Default form is a wooden mannequin.

My Very Own Academy (-600 CP): After this Jump, you will have a perfect copy of the Academy you built that you own and are the Headmaster/Headmistress of. It comes with a full staff of NPCs who are experts in their subjects and are skilled at molding young minds. If you'd prefer to not be the Head of the school, you can designate an NPC to take your place. The school retains any changes made. In future Jumps, choose whether the Academy appears in the Jump or is a warehouse attachment. Students enrolled to your academy gain the Spark of Magic perk as a part of orientation but must graduate to keep it.

Companions

Imported/Created (-50/-200 CP): For 50 CP you may import one of your Companions into this setting or create a new one. They get an origin, the freebies, origin freebies, and 600 CP to make purchases with. You can pay 200 CP as a group rate to import or create up to 8 Companions with similar benefits.

Pets

All pets will remain in their prime for life and will respawn after three days if killed. They can talk and read, know one language but can learn more, and have human equivalent intelligence.

Tier 1 (-50 CP): Pick any mundane domesticated animal to have as a pet/familiar.

Tier 2 (-100 CP): Pick any non-domesticated mundane animals to have as a pet/familiar.

Tier 3 (-200): Pick any magical animal to have as a pet/familiar.

Custom Companions and Pets

Tibant (-100 CP): This raven claims to have once been a mage of some repute a century ago. If asked how he became a bird, Tibant will simply say, “It was this or death and regret.” Whether he is or is not a transformed mage, he does know a lot about magic and can serve as an excellent tutor.

Drawbacks

Take as many as you can handle.

Lewd Toggle (Free): Use this toggle to make magic and things related to it a bit or a lot lewder. Fanwank responsibly.

Fusion Toggle (Free): This toggle allows you to select a non-generic setting and apply this Jump to it.

Supplement Toggle (Free): This toggle makes this Jump a supplement. Choose a second Jump to pair/combine Generic Magic Academy with. The CP pools of the two documents are separate.

Work-study (+100 CP): Remember that sweet sweet scholarship from earlier? Yeah, turns out it had a string or two attached. Now, instead of just attending classes and doing whatever you want after school lets out for the day you have a job. For ten hours a week, every week, you are required to do some boring and tedious work for the school. This ranges from janitorial work, staffing the cafeteria, or mucking out the menagerie. Shirk the work and you will be sanctioned by the administration. Do keep your grades up.

Lost and Found (+100 CP): You now have a tendency to misplace things that you carry around on a regular basis. Like, on a weekly basis. Hope it’s nothing important. At least your stuff is guaranteed to be turned in to the lost and found. Eventually.

Hostile Rival (Variable CP): You now have an overly competitive classmate that has singled you out as their rival. For 100 CP, the rival will seek to outdo you but is honest in their methods. At the 200 CP level that honesty goes out the window and sabotaging you is not only an option but the preferred method of beating you. At the third tier, gaining you 300 CP to spend, this rival will be driven to murder if you keep outshining them. Gain an additional 100 CP to any tier of this drawback by allowing the rival a pair of useful study partners/lackeys/cutthroats, respectively to the tier. You can take this drawback up to three times, gaining a new rival each time. Note: Tier 1 rival could be convinced to chill out eventually, even being recruitable as a companion if you like. Higher tiers, not so much.

Embargo (+200 CP): You lose access to your Cosmic Warehouse or equivalent along with all out of Jump items for the duration of this Jump.

Lockout (+400 CP): You lose access to all perks, powers, and anything else that comes from outside this jump. This does not include your body mod or Cosmic Warehouse.

Vancian Casting (+400 CP): Ah, unfortunate. It seems that your magic has been limited to only twenty per day outside the most basic of cantrips. What's more, you must choose what spells you will prepare at the start of your day. Spell slots refresh after six hours of rest.

The Dark Lord Rises (+600 CP): An ancient dread lord of magic has arisen once more as a deadly lich. They will soon begin amassing power, resources, and followers in both the magical and mundane world. Their goal is the domination of the mundane by mages with the lich as the eternal master of both. There will be war and death. To defeat this dark force, the lich must be slain or otherwise neutralized and their forces scattered. Have a care, Jumper, for this lich stands head and shoulders above other mages in terms of pure power and has had at least two centuries to hone their craft.

Choices at the End

Stay, for this is a good place.

Go home, as that is where the heart is.

Go on to wander ever on.

Notes

Inspired in large part by the Generic Super Academy Jump.

Mana should be viewed as a generic term for whatever a mage makes magic with and not an exclusive term. You could be throwing spirits around or something if that's how you want magic to function

Examples of possible classes of magic.

Abjuration: protective magics and counterspells.

Transmutation: the alteration of matter.

Conjuration: teleportation, summoning of creatures, and creation of items from pure magic.

Divination: the acquiring and revealing of information through magical means.

Glamor: the use of magic to affect the minds of others.

Evocation: magic needed at a moment's notice like attacks, healing, and defense.

Illusion: the magic of making the world seem a way that it is not.

Enchantment: imbuing items with magic and the creation of tools meant to better use magic.

Free Form: the dying art of channeling raw mana to get the result you want instead of a structured spell. Hard, dangerous, but versatile.

Change Log

Version 1.1 “I was wrong” Edition.

Forgot to edit out some stuff. Did that now. Never post while tired.

Added note on the term Mana.

Added gender and age section.

Added “buried atop Ancient Ruins” to Academy facility options. May have been snarky.

Broadened effect of Unchained Mind to include all supernatural mind effects so generic supernatural effects can’t ruin your day.

Upped the time dilation effect of The Study from 3 to 5.

Added a way for future students of the An Academy Of Your Own item can actually use the magic.

Added a golem item that teaches you how to make said golems.

Added Faculty origin, perks, and items. Moved the academy item to this line.

Version 1 “Probably done” Edition.

Finished making the thing with the assistance of the Jumpchain Reddit community.

Version 0.1 “Don’t use this yet, please” Edition.

Made the thing and put it on the internet.