

Jumpchain Stuff

Hi there! Welcome to Simnation! This is a world much like your own, but filled with pleasant people called Sims! It has a great deal of modern day luxuries, as well as certain futuristic options, and a small bit of magic as well. You shall be here for ten years.

Origins: With this new world, comes a new life, and since life itself is the focus here, your new age can be anything! For convenience's sake, we'll put you in a body matching your usual appearance, although if you'd like to try out how the other gender lives, I don't mind switching that around for you, free of charge!

You have 1000CP to spend on what you wish.

Now, tell me, in a word, **what exactly is your deepest desire?**

- Friends
- Career
- Violence
- Romance
- Family
- Fun
- Art
- Money

Lifestate: There's more than just sims roaming about, you know. You can pay choice points to be a different lifestate than normal, but only one. Ghosts and Star Wars aliens don't count for the limit on how many lifestates you can be, but they can't be Servos.

200CP Alien: You are now an alien, allowing you to erase minds, feel the emotions that other people feel and transmute metals and gems into other, different metals and gems. This also comes with the ability to disguise yourself as a normal sim.

0CP Star Wars Alien: You are now a species from Star Wars. However, this doesn't give any real benefit, and you might as well be a sim in a fancy costume.

400CP Ghost: Welcome to your new undead state! Being dead, you'll be pretty hard to kill, unless of course you find a way to bring yourself back to life. You can also pass through walls and possess objects, which allows you to move them about, as well as sabotage or fix them. You also change color depending on your mood. You can also choose how it is that you died, which may or may not grant you special powers. For instance, if you died in a fire, you'll gain the ability to start fires at will.

400CP Servo: You are a robot. As such, this means that you do not get hungry, and will not die of old age. You are also equipped with scanners powerful enough to tell someone else's entire personality, as well as their current emotional state, and can communicate with electronic devices.

400CP Mermaid: You are a mermaid. As such, your voice now has magical powers. You can alter people's mood to make them tense, flirty, inspired or sad, summon fish or dolphins to you, lure people to the water in order to drown them, which refills all of your physical, mental and emotional needs, change the weather to clear skies, rainstorms or thunderstorms and call forth terrifying sea monsters to swallow people whole. Furthermore, you can grant people the ability to hold their breath for a lot longer by kissing them. You can also talk to fish now, and you swim a lot faster.

600CP Spellcaster: You are able to learn magic and brew potions now! You'll need to seek out teachers, however. You also gain a free familiar, which is able to grant you spare magical power, as well as being able to save you from death once every jump, or every ten years, whichever comes first. You can import a pre-existing familiar. For an extra 100CP (per level) you can upgrade to have a weak, strong or ancient bloodline, which will improve your spellcasting.

600CP Vampire: You have become a creature of the night. Whilst this does mean you'll burn up in the cruel sun, it also means you do not age, as well as being immune to drowning, overly hot or cold temperatures and poison. You can also gain cool vampire powers such as turning into a bat, controlling people's minds, locking and unlocking doors and resistance and even eventual immunity to that damnable flaming orb. You also receive a dark form, representing your true vampiric nature, but if you want, it can just be the same as your normal form.

Locations: You can roll a die to choose where you start up, or pay 100CP to choose from any town in the Sims 4, including one's not listed here.

1: Newcrest: This town may be flat, but don't let the abundance of space fool you. Take a look around, admire the wonderful scenery, and explore the endless possibilities. Do you see it? This is your whole new world! What are you waiting for?

2: Willow Creek: A verdant, sprawling region of lush bayous and rolling plantation land that is home to aristocratic farmers, southern gentry, and swamp-dwellers. Willow Creek is a diverse blend of rich tradition, understated grandeur and true salt-of-the-earth hospitality.

3: Oasis Springs: An oasis nestled in the austere beauty of the western desert, this haven of eclectic culture is fringed by countless soaring palms, and lent vibrant color through impossibly lush landscaping. Oasis Springs offers relaxing retreats from the sun to any traveler who discovers it.

4: Winderburg: Take ye olde deep breath and enjoy the mountain air. This green, expansive playground has got it all; lush countryside, serene and rocky cliffs, a quaint village with remnants of the old world all nestled around the modern shore side business center.

5: San Myshuno: Welcome to San Myshuno! Every day is an adventure on the streets of San Myshuno. From the wild personalities you might run into on the streets to the element of surprise of stumbling across a festival in action, there's something new to discover!

6: Forgotten Hollow: The fog dampens what little sunlight filters through during the short days in Forgotten Hollow. Uncover the secrets this sleepy village has for you.

7: De Sol Valley: A densely populated city brimming with opportunities to make it big! If you can make it in Del Sol Valley you can make it anywhere. From the lavish living in The Pinnacles to the booming nightlife of Starlight Boulevard this world has everything going for it.

8: Strangerville: Welcome to StrangerVille: "The only thing stranger than the people is the flora!" StrangerVille is a quiet little town with a strange problem. The residents are very friendly, but at night things start to get more interesting. If you want to find out more about this town you can find Military Personnel hanging out at the Local Bar, Scientists researching at the Local Library, and that Curio Shop stand is sure to have some strange odds and ends by the trailer park.

9: Sulani: The gorgeous Sulani island chain welcomes all to a life of blue oceans and friendly neighbors. The main islands show off the many walks of life from the community centered

Ohan'ali Town, to the more lavish upscale Lani St. Taz, and even down to the seemingly vacant Mua Pel'am. All around is the beauty of nature no matter where you look.

10: Evergreen Harbor: In Evergreen Harbor, every action you take and decision you make influences the state of the world around you. The cleaner Evergreen Harbor gets, the more you'll see nature thriving. You determine whether the skies are smoggy or clear enough to see the aurora borealis glimmering above. Let garbage pile up on the streets of your neighborhood or clean it up to create lush green walking paths in town. It's up to you!

11: Mount Komorebi: Locals have enjoyed the healing hot springs of Mt. Komorebi for centuries. Now, thanks to the modern snow sports resort in Yukimatsu, everyone else can, too! The region has become a hotspot for tourists looking for a vacation that's equal parts relaxing and adventurous. With so many new visitors, there have been a lot of changes to the rolling forests that surround Mt. Komorebi. Hopefully, the area will be able to maintain the charm that drew so many Sims to it in the first place.

Freebies

0CP Speaking Simlish: You have knowledge of the pseudo-gibberish language known as Simlish.

Special Abilities: These are abilities you can pick up for yourself-provided that you're willing to pay the price, that is…

Generic

100CP Always Hiring: You can walk into any place of business (including criminal business) and walk out having gained an entry level job

> *200CP Connections:* This upgrade to Always Hiring means that you instead walk out with a job that's a few levels higher than Always Hiring would have gotten you.

100CP Took An Elective Class: You are moderately skilled in one of the following areas: talking to others, comedy, cooking fishing, fitness, gardening, gourmet cooking, guitar, handiness, logic, mischief, mixology, painting, piano, photography, programming, rocket science, video gaming, violin, writing, herbalism, baking, wellness, dancing, dj mixing, singing, pipe organs, vampire lore, bowling, parenting, snowboarding, skiing, rock-climbing, pet training, veterinary skills, archeology, selvadorian culture, flower arranging, acting, robotics, or media production.

200CP Buy Mode: You can sell things within the confines of your property, or move them around, at will, as well as being able to instantly build things like walls, floors, wallpaper, roofing,

doors and windows on your property. You can also instantly buy and place furniture. You will still need to pay for the construction and furniture, however.

200CP The Blackrom Rule: From now on, someone's social opinion of you and their romantic opinion of you are no longer connected. Even if you've murdered somebody's puppy, and then forced them to eat it's flesh, assuming you could woo them if they had a neutral opinion of you as a person, you would still be able to woo them, and you could even wind up getting hitched if you wanted.

200CP Iceproof: You are immune to the negatives of cold weather, and actively enjoy cold temperatures.

200CP Heatproof: You are immune to the negatives of hot weather, and actively enjoy hot temperatures.

200CP Melt Master: You can summon grilled cheese sandwiches to you at will, as well as being able to paint pictures of grilled cheese sandwiches.

200CP Combination Hacker-Slicer: Your expertise with normal computer systems now translates directly to any alien computer systems you might encounter.

200CP Child Criminal: You are now in tune with the more spiritual side of the world, able to detect, commune with, summon and banish the spirits of the departed, as well as hold seances with others. You even know rituals that can summon an undead maid, or turn yourself into a ghost for four hours. Also, if you're wondering about the name of the perk, assuming it's true, you'd be a small medium at large.

400CP Aspirations: When you dedicate yourself to a goal, and then manage to achieve it, you are rewarded with a permanent boost to your existence related to your accomplishment. For instance, dedicating yourself to being hated by everyone will find yourself being able to know just the right things to say to cause anger, sadness, and jealousy in your opponents.

Friends

200CP Animal Affection: You have a natural bond with animals, being able to easily befriend them, as well as teaching them tricks and skills.

200CP Gregarious: You find it easier to make friends with other people.

400CP Always Welcome: You can feel free to use whatever you like when you visit a friend's house without them getting angry at you at all.

Career

200CP Genius: You have a better sense of logic, increased intelligence and you find it easier to tutor others in the skills that you have.

200CP Crunch Time: When you are focused on an important project, your stomach and bladder enter a sort of low-power mode, which means that you need to eat and go to the bathroom a lot less.

400CP Entrepreneurial: You are more likely to receive promotions in the workplace, as well as being able to sell items you've made for more money than usual.

Violence

200CP Athletic: You can exercise for longer and you gain greater gains from it. Furthermore, you don't get fatigued from exercise.

200CP Loner: You can handle yourself better when you're isolated from others, taking longer to start going crazy, as well as being less inclined to feel lonely.

400CP Mastermind: You are adept at social engineering, knowing just the right thing to say in order to incite anger, sadness and jealousy in others.

Romance

200CP Alluring: You find it easier to woo other people.

200CP Dance Machine: You are a great dancer, and can enjoy yourself more whilst dancing. Furthermore, you can easily get others pumped up to dance as well.

400CP Player: Those you've romanced will no longer become jealous of the others that you have romanced. Go ahead, start your own harem. None of your spouses will mind.

Family

200CP Family-Oriented: You'll make a great parent, and an even greater spouse. You're exceptional at performing to fill both of these roles, as well as "performing to fulfill" the latter

200CP Vicarious: You may have heard tales about people who try to live out what they couldn't achieve through their children. This is kind of like that, except when your children improve in a skill, you gain a proportionate amount of improvement in that skill.

400CP Fertile: You can now control your own fertility. Furthermore, there is an increased chance of it resulting in twins (this is toggleable) and your children are less likely to suffer complications from the circumstances of their birth.

Fun

200CP Childish: Something that doesn't grant much practical benefit, but you may still want, this will revive your inner child, and prevent it from dying ever again. You'll be able to enjoy kids cartoons, and can have fun playing with children's toys.

200CP Lazy: It may sound negative, but this trait boosts your video gaming skills, as well as helping you truly appreciate how comfortable furniture can be.

400CP Professional Slacker: No matter what you do, your superiors will never demote or fire you.

Art

200CP Bookworm: You can more easily read and understand literature, as well as having an easier time putting your thoughts into words.

200CP Creative: The winds of inspiration seem to strike you more than usual, and you find yourself having brilliant ideas for your next creation much quicker than usual.

400CP Expressionist: You have captured the essence of emotion, and can now create artwork that inspires emotion in others! You can create the kind of art that makes people sad, angry, playful, flirty or confident.

Money

200CP Business Savvy: You earn a higher-than-average salary from your career.

200CP Smooth-Talker: You're skilled at hyping up the things that you're selling, allowing you to more easily convince people that they want or need your product, even when they could probably do just fine without it.

400CP There's One Born Every Minute: Amazingly, when you're selling a product, you can get away with leaving bits out, only to later start selling the parts that you intentionally took out, without too much complaint. They just kind of accept it. Every, damn, time.

Items: It's not just about what you can do! Sometimes, it's about what you have.

Generic:

0CP Pocket Phone: You can pull this cellphone from your pocket at will, or, if you don't currently have pockets, just out of thin air. It has the phone number of anyone you are acquainted with. You can import a phone into this.

100CP Cauldron: This cauldron is perfect for brewing up potions, and will increase their potency by about 30%. It is also incredibly easy to clean, meaning that if you felt like it, you could also just use it to cook up some macaroni and cheese. No accounting for taste, I suppose…

100CP Lightsaber: This is a tool of the mighty Jedi and Sith, people in tune with a mystical energy field that permeates us all. You are neither of those things, which would normally mean that trying to use this is just asking for trouble, but it seems that you do have a slight connection to the force. Not enough to do anything cool, but it is enough that you can use this without chopping your limbs off like an idiot. They come in blue, green, red, purple, yellow and white. And don't worry, even if you happen to be evil, your crystal will not reject you.

100CP Wardrobe: You now possess a wardrobe containing all available outfits in the Sims, including some of the wackier ones, such as the Darth Vader costume. Maybe don't wear that in front of Kylo, he might take offence.

100CP Cat: This feline seems to have taken a liking to you. It'll frequently go out hunting, and bring you back feathers, or sometimes, boxes that contain pet toys. You can also get a racoon instead, they're basically the same thing here. Spellcasters can have this be their familiar, in which case they can also bring back magical reagents and ingredients from this world or any other worlds you may visit afterwards. You can import any pet into this role, giving them a house cat or racoon form.

100CP Dog: This canine, which is either large or small, wants to be your best friend! You can teach it tricks, and eventually, you can send it to investigate the surrounding area, in which case, it'll bring back boxes as well. If you want, you can get a fox instead, but again, it'll basically be the same thing. Incidentally, foxes are small. Spellcasters can also choose this to be their familiar, and they too will gain the ability to find magical reagents and ingredients from this world or any other worlds you may visit afterwards for you. You can import any pet into this role, giving them a large or small dog or fox form.

200CP Astromech Droid: This droid, which is either a BB unit or an R unit, is yours now. It is capable of shocking enemies, helping you hack into stuff and scan for hidden weapons. It can even be used as a radio, for some reason. On top of that, it can perform normal astromech functions, such as repairing electronics, and helping with piloting spaceships. Incidentally, that previously mentioned slight connection, coupled with the emotional investment of having helped build it, means that you can understand what it says, no matter what it's current voice sounds like. It also comes with all available personality chips; the default, both resistance ones, both First Order ones and both scoundrel ones. Counts as a follower for now, but can be imported in future jumps as a companion, at which point it shall achieve full sentience. Alternatively, you can

just give it full sentience immediately, in which case it gets 600CP to spend on perks. Either way, it is u

200CP Plasma Fruit: This is a supply of a curious fruit. It's tasty enough for most sims, however, it's also able to sate the thirst of those cursed with vampirism. It can also be used, along with two cloves of garlic, to make a cocktail which allows vampires to walk in the sun.

200CP Simray: This is your average raygun. It's main purpose is to freeze things, and it also happens to be usable to mind control people into doing things like changing clothes, sitting down and panicking.

400CP Cloning Machine: This is a machine which can be used to clone both collectibles, such as fossils, crystals and figurines of characters from the Mysims games, and people.

800CP Rewards Store: This unusual store can offer many things to you, such as always being welcome wherever you go, better luck at your job and even a potion of youth, but here's the catch; you don't pay with money here. Rather, you pay with "satisfaction points", an abstract measurement of just how fulfilling a life you've lived. A life of sin, a life of virtue, the store cares not, only that it is a life well lived. You can check how much you have at will, and in future jumps, you can either have it be a warehouse attachment, or import it into the world. If you take the second option, nobody else will know of this store unless it's pointed out to them.

Friends

400CP Whipped Dream Cupcake Factory: This is a machine which produces cupcakes on demand. Normally, it would require refilling, but since you're paying with choice points, that no longer applies.

Career

400CP Celestial Crystal Crown: This helmet comes with a variety of crystals, each of which have special effects on the wearer. For instance, there are crystals that clean you of tense, sad, angry or uncomfortable energies, crystals that fill you up and help you build logical reasoning skills, and crystals that improve your job performance.

Violence

400CP Laganapgyllis Simnovorii: Otherwise known as the cowplant, this plant is prone to try and eat people. The first time around, it'll simply drain their emotions, but if someone whose emotions have already been drained, and haven't yet recovered, is fed to it, they will die. You can also milk it to gain potions that give you the emotions that it's most recent meal was feeling at the time, or, if it has recently killed someone, an elixir to expand one's lifespan

Romance

400CP Heart-Shaped Bed: This bed greatly enhances all bed-related activities performed on it, both providing a good night's rest and making sure that any lovemaking done on it is more pleasurable for both parties than it otherwise would be. It also vibrates.

Family

400CP Wedding Arch: This wedding arch is blessed by the fates themselves. As long as a wedding has the vows exchanged at this arch, the marriage will be granted at least seven years of happiness and good luck.

Fun

400CP Voodoo Doll: This doll can be imprinted onto others, allowing you to affect them by proxy. Poke the doll to make them angry, cuddle it to make them feel playful, tickle it to make them uncomfortable, all that good stuff.

Art

400CP Easel Of The Masters: When painting using this easel, you'll find it easier to replicate and improve upon what you see in front of your eyes, helping you to create the perfect portrait or still-life, as well as increasing your chances of being able to create a masterpiece.

Money

400CP Money Tree: This is a set of three seeds for a tree that grows money. Once it's ready for harvest, you'll get about $15,110 of the local currency, as well as another seed. It takes about a year for a tree to grow.

Housing: You or your family own a house, but not just any house! You see, when purchasing properties, you need to think and take into consideration what, exactly you plan on doing with your time, so that you can buy the house that's right for you. You may import a previously-owned house to gain these traits.

Lot Traits: You can get one 100CP trait for free.

0CP Off-The Grid: There's no water or electricity on this lot. On the bright side, that means no water bills or electricity bills.

100CP Great Acoustics: The acoustics of this house help improve the rate at which you improve your musical skills.

100CP Fast Internet: The wifi is great, and as such, it's easier to learn how to program, write or play video games.

100CP Homey: The homey vibe allows you to quickly master the domestic arts, such as cooking, handiness, gardening and mixology.

100CP Science Lair: The secluded vibe improves both logical thinking, and the learning of rocket science

100CP Convivial: The house has a specious, yet intimate feel, assisting in social skills such as talking to others, comedy and mischief.

100CP Natural Light: The natural light in this house makes it easier to learn how to paint and take photographs.

100CP Bracing Breezes: The fresh air here helps with exercising, as well as wellness, which is basically yoga and meditation.

200CP Chef's Kitchen: Food prepared here seems to come out better quality than it otherwise would.

200CP Gnomes: Broken furniture and other things are sometimes fixed overnight, as if they were repaired by stealthy gnomes.

200CP Party Place: Parties just seem to go better at this house, with reduced effort on your part.

200CP Registered Vampire Lair: You will occasionally receive gifts from the League of Vampires in the mail.

Companions:

50CP Import: This option allows you to import one of your pre-existing companions into the jump, or create a brand-new one. They get 600CP to spend on lifestates, perks and items.

50CP Canon Sim: Made a connection with one of the sims here? Feel free to bring them along on the chain!

100CP Ideololis: This is an interesting development. You see, this is a set of triplets who, whether by chance or divine machination, seem to have all developed several different ideas for which system of government is best; Anna supports freedom for all, Lydia supports everybody getting their fair share and Tanya is in support of absolute power. Regardless of the details, they

appear to have decided following you on your journey is their best bet for sorting out this issue. For import purposes, they count as one companion, and any purchases are shared amongst them. They have 600CP to spend.

Drawbacks:

You can take drawbacks in order to gain the listed amount of choice points. They disappear and stop affecting you at the end of the jump.

0CP Way In The Past, Somewhere Else: Since this apparently a Star Wars jump now, barely, feel free to import any of your previous adventures in this world.

100CP No Privacy: You always feel as though you are being watched. Sims seem to know the details of your home life, and everybody knows about your private affairs.

100CP Weak Bladder: You should probably keep close to a toilet at all times, as you never know when you might need one, thanks to your shrunken bladder.

100CP Translation Issues: You don't receive the benefits of Speaking Simlish until the end of your stay here. You can still learn it by yourself, however.

100CP Censorship: You will never see any nudity or become intoxicated during your entire stay here. Juice and nectar do nothing, and nudity will be nothing but static to you.

100CP I Don't Think You Understand How Friendship Works: Whenever someone is interested in trying to become friends with you, they will try the strategy of telling you the same joke over and over and over again.

200CP Paywalls: You need to pay large sums of cash whenever you want to do something new and non-essential. Want to build a swimming pool? Pay up. Want to go to college? Pay up. Want to experience cold weather? Pay up. You get the idea, hopefully.

200CP Constant Loading: Now, you won't be seeing any actual loading screens; this is reality to you, after all. Instead, what this does is make every 'transition' between areas seem to take so much longer to complete; the drive to work, visiting friends or family, going on holiday, it'll all seem so incredibly slow to you.

200CP Insecurity Systems: Jeez, your friends sure seem needy. If you don't hang out with them for a couple of days, you'll find that you end up drifting apart to mere acquaintances at best, meaning you'll have to build up your relationship all over again. And it happens every time.

200CP Is There Anybody Alive Out Here: The world around you seems to be a lot more empty than you'd expect. You could stand in the middle of a town square for a day and only see about five other people pass you by, if that.

200CP Wicked Whims: You are a lot more perverted than you would normally be, and have a lot less inhibitions. Whilst this won't cause you to have any criminal desires, unless of course you already had those, you'll have no such saving grace with social taboos. Be careful that the boss doesn't find out you woohooed with his wife...especially if you happen to be a criminal. You won't simply get fired in that case.

200CP Blank Page: I'm not entirely sure how this happened, but any unique personality you may have had before are just...gone now. You are merely a blank slate, who lives only to fulfill their needs.

300CP All Hail Our Dear Leader: Oh dear. I regret to inform you that the player of this particular version of the Sims 4 seems to be the Youtuber CallMeKevin. As such, there's a new neighbor in town, called Jim Pickens, and he seems to be hellbent on making other people's lives worse. You had best be on your guard, or else you might find yourself dying by fire, eating pufferfish, or any of the other ways Jim might decide to try and kill you.

300CP Hated By The World Itself: As the name says, it seems that the world itself has it out for you. As such, you should watch out for faulty wiring, fire hazards, stormy weather, overheating and rodents. Oh, and try to keep calm, or else you might die of laughter, shame or a rage-induced heart attack.

Endings:
Quit: Go home, keep all your powers and items.

Save: Stay here

New: Go on to the next jump

Scenarios:

Career Student: Welcome to university life! You'll be here for a little longer than ten years; you see, you now have to earn all thirteen of the distinguished degrees earnable. For reference, that means you need a degree in Art History, Biology, Communications, Computer Science, Culinary Arts, Drama. Economics, Fine Art, History, Language And Literature, Physics, Psychology and Villainy.

Furthermore, you can't afford to flunk even once, as completing a course without at least passing means that you fail your chain. As a reward, however, you will be allowed to keep all of your degrees. Furthermore, simply having a degree will allow you to apply for a high-level

career in any relevant field. For instance, your Computer Science degree will allow you to become a computer engineer, a start-up entrepreneur, a freelance programmer, an expert at a company or, I suppose, a cybercriminal. You can choose to reject this, only gaining the degrees, and in return not have to worry about failing. You'll still be here until you've earnt all of the degrees, though.

Gotta Collect Them All: This world has a lot of collectibles in it, you know? And now you have to stay here until you've got a complete collection of them all. The reward for such dedicated autism, is that you now get to keep it all. Whenever anything gets used, lost, or dies, it is automatically replaced or resurrected.

Hope Versus Order: Your mission, should you choose to accept it, is to join the fight between the resistance and the First Order, and lead your chosen side to victory. Failure to do so is not a chainfail itself, although you might end up killed as a result, but victory will bring with you one major reward, that being that the force-sensitive on your chosen side, that being Rey Skywalker or Kylo Ren, will join you as a companion.

Please note that to prevent cheese, if you side with the resistance, the First Order will become more competent, and Rey will be less of a Mary-Sue. You will need to actually put in effort in order to ensure victory in other words.

Note: A year takes exactly how long a year should take, as do lifespans. You will age at normal human speeds. Promotions are going to be coming at you fast, but you won't be getting multiple promotions in a week or anything, and you still get better at the things you can do at a normal rate.

Maybe use that and the skill levels required for promotion to gauge how fast you can expect promotions?

List of deaths, as well as powers ghosts have (if applicable)

Old Age

Hunger

Fire-Can start fires at will

Electrocution-Can electrocute people, can possess electronics to break them.

Cowplant-Make plants grow faster, as well as choke them with weeds

Anger-Make people nearby angry

Laughter-Make people nearby happy, or playful

Embarrassment-Make people nearby embarrassed

Fear-Make nearby people scared.

Overexertion

Drowning-Always wet, leaves puddles around

Steam-Can absorb puddles of water

Pufferfish
Sunlight

Poison

Rabid Rodent Fever-Can spread fear of the disease

Lightning

Freezing

Overheating

Consumed by the Mother-Your needs are fulfilled

Spellcaster Overload

Crushed by Murphy Bed-You can steal energy from the living by possessing them.

Drank Beetle Juice three times

Eaten alive by flies.

Falling from a height

Crushed by a vending machine

List Of All Spells And Potions

Practical

Repario - Fixes an item, or makes it higher quality

Scrubaroo - Cleans things

Deliciousio - Creates a meal out of thin air, or purifies spoilt food.

Floralorial - Fully waters, weeds and removes insects from plants.

Transportalate - Teleportation spell

Copypasto - Duplicates an item

Herbio - Grows a useful magical plant

Homewardial - Transports you to the magical realm.

Rite Of Ascension: Grants someone else magic.

Mischief

Despairio - Make others feel sad

Deleriate - Confuse and disorientate others

Furio - Cause two other people to get angry at each other and fight

Infatuate - Make two other people fall in love for thirty minutes.

Burgliate - Stealing, but using magic to do so.

Morphiate - Turn somone into an inanimate object for two hours.

Strangeify - Make someone visually repulsive

Untamed

Inferniate - Set someone or something on fire.

Zipzap - Electrocute people.

Necrocall - Summon ghosts when cast on a gravestone.

Chillio - Freeze people alive.

Minionize - Mind-control someone for four hours.

Dedeathify - Turn a ghost into a living human.

Decursify - Breaks magic curses

Duplicato - Create a magic copy of self.

Potions

Potion Of Good Fortune: Helps find items whilst doing everyday activities.

Potion Of Plentiful Needs: Fills your needs.

Potion Of Nausea: Makes you nauseous.

Potion Of The Nimble Mind: Make you gain skills at a faster rate.

Potion Of Magical Aura: Drinker starts sparkling

Potion Of Alluring Aura: You will have more luck courting others.

Potion Of Emotional Stability: Rids you of emotional baggage.

Potion Of Forced Friendship: Unlock the power of friendly conversation

Potion Of Masterful Insults; Unlock the power of animosity

Potion Of Rejuvenation: Resets drinker to start of current life stage (child, teen, adult, etc)

Potion Of Curse Cleansing: Removes all curses from the drinker.

Potion Of Immortality: Makes drinker immortal, or at least ageless.

Potion Of The Transcendent Charmer: Unlocks the power of romantic conversation.

Changelog

1.2: Added phone and made cats and dogs able to find magic reagents.

1.3: Added lightsaber, astromech, Star Wars race, Combination Hacker-Slicer, Way In The Past, and Hope Versus Order.

1.5: Changed Hope Versus Order to require effort on the part of those siding with the resistance, as well as removing force sensitivity. Added wardrobe item.

1.9: Let imported companions buy lifestates. Changed canon sim price to 50CP. Cat, dog and astromech moved to the items section. Added Gotta Collect Them All scenario. Clarified how long years take. Minor aesthetic touch-ups to the document. Clarified how life states work.

1.10: Added list of deaths.

2.1: Added Aspirations and Lifetime Reward Store, as well as ideololis and robotics is now a skill.

2.3: Updated price of Aspirations and Lifetime Reward store.

2.4: Added snowboarding, skiing and rock-climbing skills, De Sol Valley, Evergreen Harbor and Mount Komorebi and Is There Anybody Alive Out Here drawback.

2.5: Updated list of deaths. Changed price of Elective Course to 100CP. Added Child Criminal perk.