

Welcome to Wizard 101! You will be a student at Ravenwood School of Magical Arts, in the heart of Wizard City, in the Center of the Spiral. New and Ancient evils are stirring around the Spiral, and Merle Ambrose Seeks Brave Young Wizards to help the Spiral!

Take 1000 Card Points to stack the deck with!

Backgrounds

Rather than having different backgrounds, You'll be choosing which School you are choosing as your Primary school of Magic and then your favored Celestial School!



Primary School:

Pyromancy: "*If the Mind is like a candle, the Heart is like the sun.*" Fire is passion, the bright, burning flame of raw emotion sweeping over everything. Those who follow the School of Fire are tempestuous, quick to anger, and consumed by whatever drives them at that moment. They tend to walk a fine line, having great passion and enthusiasm for one's love in life is good, but watch out! Passion can burn you up and consume you, leaving nothing but a charred husk of your former self. Pyromancers use Incantations to dominate and convince Fire creatures to do their bidding. Fire Magic traces its origins back to the fierce Fire Dragons, the race of Titans that ruled the land in the Days Before. The Fire School will train its student wizards to do damage over time. Fire Wizards pile on spells that will continually do damage to the enemy. Initially these spells will not do much damage, but they eventually stack for possible large amounts of damage in short amounts of time. Fire wizards also learn the ability to stun, which disables the enemy from acting. They can heal themselves enough to get by, but nothing substantial.



Thaumaturgy:"*...with Persistence, Victory is assured.*" Ice Magic is all about persistence, slow but steady progression and advancement, like the great glaciers forever sliding across the landscape. Those who embrace the power of Ice exhibit great patience and strength, but as a result they sometimes become rigid and inflexible. Thaumaturges use Chants to bargain or plead with Ice creatures to serve them. Ice Magic has its origins in the great Ice Giants, a race of Titans that built massive castles in the sky in the Days Before. The Ice School will train its student wizards to take high amounts of damage and survive. Ice Wizards have the highest natural health points and defenses which enable them to take large amounts of damage without dying. It is very hard to defeat them. A lot of their functional spells have to do with increasing their defenses and absorbing damage. They also have the ability to taunt enemies, which forces the enemy to focus attacks on them. This can come in handy when playing in a group.



Divination: "*That which can be imagined, can be achieved.*" Storm Magic is all about creativity. It represents that flash of insight, or the spark of inspiration that makes you yell, "Eureka!" It is about the pleasure of catching lightning in a bottle. Wizards that embrace the School of Storm are driven by the thrill of investigation and discovery, the joys of invention and ingenuity, the power of creating and building. The drawback to such pursuits is the tendency to get lost in the maze of thoughts and being paralyzed to make a decision. Diviners use Verses to charm, enthrall or hypnotize creatures to help them. Storm Magic has roots in the power of the majestic Storm Lords, the race of Titans that ruled the seas in the Days Before. The Storm School will train its student wizards to do a lot of damage. Storm Wizards have the ability to unleash high amounts of damage from an early level, which is good, but they place too much emphasis on power, and therefore suffer in terms of accuracy. They



also have the least amount of base health points of any of the schools. When enemies cast damage buffs on themselves or damage reducers on friendly Wizards, Storm wizards can remove those spells.

Sorcery: "*Eye of Newt, and Toe of Frog, Wool of Bat, and Tongue of Dog.*" The Magic of Balance is harmony and finding equality in all things. It draws on elements from each of the other schools, incorporating bits and pieces of those other energies to fill in the spaces between the Schools.



Wizards who focus on Balance Magic are broad-minded. In their minds, all things deserve consideration, and there may be many answers to a single question. The drawback to this point of view, is a tendency to seem impassive or indecisive and never willing to embrace a side or position. Sorcerers use Transmutation to blend the forces of the other schools for their spells. Sorcery does not draw upon internal aspects of the caster, nor does it rely on external forces. Instead, it is the creation of something new by combining elements in unique and powerful ways. The Balance School will train its student wizards to be effective in group play. Balance Wizards are most effective in group play because they have the ability to buff others as well as themselves. They have a little bit of everything, which allows them to surpass most monster resistances, heal themselves a little bit, and buff Others.

Conjury: "*To control the Future, one must look to the Past.*" Myth is imagination. The power of the mind, and everything it can create, drives Myth Magic. It is illusion and dreams made real. If the Wizard can conceive it, it can be brought forth and even brought to life. Beware, though, for when imagination becomes too fanciful and whimsical, dreams can escape control and run wild. Wizards of the Myth School, known as Conjurers, use Naming to summon beasts of legend by memorizing and calling out their True Name. Myth dwells between Fire and Ice, for that is where the shadows lie, and Myths are the shadowy forms of thought made real. The Myth School will train its student wizards to summon minions. They have their own moderate damage spells with moderate accuracy, but a lot of their more functional spells deal with buffing, healing, and protecting their minions.



Theurgy: "*As we have been Created, so must we Create.*" Life is spirit, the force of awareness and existence. It is about constant growth and movement. Practitioners of Life Magic are positive, enthusiastic people who seek to appreciate the simple pleasures. At times, however, they can be too flighty or frivolous when circumstances demand otherwise. Theurgists use Songs to breathe life and spirit into a vessel. Unlike other magic, which relies on summoning, coercing or beseeching, Life Magic harnesses the power of the Song of Creation to create something new. Scholars believe that Theurgy channels the tapestry of music from which the Spiral was created, and that in echoing portions of the great symphony, a Wizard can bring forth and create Life where none previously existed. Life Magic rests between Fire and Storms, for the spark of Life comes from those two forces.



The Life School will train its student wizards to heal themselves and others. Life Wizards are given the ability to heal themselves the most effectively, as well as the unique ability to heal others.

Necromancy: "*Timor mortis conturbat me.*" The Death School will train its student wizards to steal and support themselves. Death Wizards belong to an advanced school, simply because most of their spells take multiple step combinations to use effectively. Their spells aren't the strongest, but some have the ability to absorb health from the enemy, which serves as a way for them to heal themselves.



They have many preparatory spells that allow them to build up high-damage spells. Death is about ending and closure. All things pass eventually, and time cannot be held back forever. Wizards devoted to Death Magic understand this fact about everything around them and strive to face it without fear. They try to make the most of their time. Beware, though; some Wizards become morbid or try to cheat death through undeath. Necromancers use Whispers to strengthen their will, and draw on the power of courage to channel their own fears out of themselves and at their opponents. Death Magic sits between Ice and Storms, for the cold energy of undeath draws on those two forces.

Celestial School



Solamancy: Sun Magic is about power. Power to endure, power to persevere, and power to change. Wizards that choose to learn the supplementary school of Sun magic will charge up their strength and focus their efforts to cast stronger, more accurate main school spells, and even manipulate those spells into other forms.

Lunacy: Moon Magic is about Change. Wizards choosing the supplementary school of Moon Magic can change themselves into other creatures. That change comes with all the strengths, weaknesses and spells associated with the chosen creature. The Moon School is focused on polymorphing, You won't just look like another creature, you'll have all their Statistics and weaknesses.





Astrology: Star Magic is similar to Sun Magic - after all the sun itself is a star - but where Sun Magic enhances individual spells, Star Magic enhances the Wizard. The Star School is focused around a type of magic called Auras. Auras are magical energies that surround and protect or strengthen the Wizard. Auras are unique and different from other magic in that they can't be stacked, broken, or dispelled but they will disappear over time.

OR... You can forgo to taking a Celestial School and gain Discounts on Shadow Magic

Umbramancy: Shadow Magic is an ancient form of magic, so powerful and so dangerous that Bartleby and Grandmother Raven told Merle Ambrose not to delve into it, and especially not teach it to his students. Shadow magic was forbidden for it touches the true essence of the Spiral. Although traces of it have escaped into the dark regions of the Spiral, it was largely unknown. It is unstable and difficult to control. The User will need to learn how to best manage Shadow Magic and harness its very powerful benefits, without losing themselves in the process to Backlash.



Age, Gender, & Location:

Age is 1d8 +9 and gender is what you're coming in with, or you can pay 50 CP to choose both!

You can start in your magical school for free, pay 50 CP to choose your entry point, or roll 1d8 to determine what world in the Spiral your professor has sent you to, for practical experience of course!

1. **Krokotopia:** Hot sand and ancient history, Krokotopia is home to the oppressive Kroks and peaceful Manders. In ancient times, war was waged before the enlightened Order of the Fang and the Pharaohs of Krokotopia, before powerful magic was invoked to send both sides into sleep eternal. Now, archaeologists from Marleybone threaten to upend the peace the Manders have found with their reckless investigations. Still, it is a land rife with old magic, the ideal place for any studious Pyromancer, Thaumaturgist, or Diviner. If one follows the trail of the Order, they might stumble upon magics most suited to Sorcery as well…
2. **Marleybone:** Progress and innovation, in the name of Her Royal Majesty the Queen. Home to Dogs and Cats of proper manners, and Rats and Toads of altogether different manners. A world built on a solid scientific foundation, Marleybonians are somewhat skeptical of the usefulness of magic, save the more technical aspects of Divination. Still, there are few better places to explore the history of the Spiral at large, since Marleybone is one of the greatest naval powers in it. Indeed, the Royal Museum is home to artifacts from the furthest branches of the Spiral. Still, be careful prowling its streets and rooftops at night, alley cats and street rats are a dozen on the half-pence here, and some whisper that Meowiarty pulls strings in the underworld still, even behind bars…
3. **MooShu:** Strength, Honor, and Family. These are the words by which the people of MooShu live by, under the benevolent gaze of the Emperor, Child of the Sun-Spirit. Cows make up the majority of the ruling class, Goats are the bureaucracy, and Sheep and Pigs are the majority of the peasantry. MooShu is as reclusive and secretive as it is beautiful, and it is a gorgeous land indeed. It is only by the good word of your

Professor that you were allowed entry, and even that much will not last should you act even slightly out of line. Still, there are no better places in the Spiral to learn secrets of Mind, Heart, or Spirit. In more familiar terms, this land is a paradise for Theurgists, Conjurers, and even Necromancers. The unique outlook of the monks of MooShu may even lead to innovation in the field of Sorcery, if the seeker of wisdom is true enough. If one can prove themselves Pure of Heart, Spirit, and Mind, perhaps the Samoorai will be impressed enough to allow a meeting with the Emperor Himself, and gain a chance to earn His favor.

4. **Dragonspyre:** Burning ruins and faded glory. Dragonspyre, once, was a city no less grand than Wizard City itself, dedicated to the great Dragons of eld, the creators of Pyromancy and children of Bartleby. It boasted a school of magic and draconic lore that was every bit Ravenwood's equal, indeed it was the premier school of the Spiral until Merle Ambrose settled Wizard City. Now, however, it is a burning husk of its former self, haunted by the ghosts of a once mighty civilization. Years ago, a foolhardy group of Wizards summoned the Dragon Titan itself in an ill-conceived coup attempt of the Dragonspyre Academy, for which they were imprisoned. Unfortunately, the Dragon Titan would not be denied, and laid waste to the city and the Academy, leaving only the Pyromancy classroom untouched. Where the Titan has gone, none can say, though some believe the Titan actually *ossified* itself, to become the great Dragon statue that winds about the volcano on which Dragonspyre stands. Either way, both its armies and the ghosts that fought them remain, and for the clever Wizard both may be sources of new knowledge and power, if treated with properly. Beware, however, for it seems a dark wizard has taken up residence in the highest palace of the city.
5. **Celestia:** Long-lost wonders from a forgotten age. Partially encased in domes beneath a vast ocean, the world of Celestia is the home of Astral Magic, and there is no better place to study it than among its ruins. You aren't the first to come, however, and neither are the Marleybone expeditionaries. Dark powers conspire to claim the secrets of Sun, Moon, and Stars from their rightful home, and have waited centuries for the chance to try again. Like Dragonspyre, Celestia's doom was brought about by the hands of a Titan, a great Titan of Storm magic, who first drove off the darkness that plagued Celestia, before seemingly betraying its summoners and casting the world beneath the waves. It was all the native mages could do to erect the great Domes that served to protect what is left from the harsh elements.
6. **Grizzleheim/Wintertusk:** Harsh and cold lands, guarded by a fierce and warm people. Home of Bears, Wolves, and Ravens, this world is defined by battle. Battle against one's enemies, battle against the harsh weather, battle to keep one's very place in the world. But the bonds of brotherhood forged amongst this land's warriors are stronger than iron, and should gain their loyalty, you will have it to your dying day. This will be no

easy feat, of course, as the natives are deeply untrusting of outsiders. The Bears are the most fearsome warriors, but the wolves are clever and never fight alone. The Ravens have a way with magic and fate that eludes the other races. It is here that you may learn of Rune-lore, and the language that was spoken as the world was sung into existence. IF you are brave enough or simply foolhardy, you may seek to learn what you may of Thaumaturgy from the remain of the Ice Titan, Ymir, who slumbers still in Wintertusk. Be careful not to provoke the wrath of Grandmother Raven, sibling to Bartleby and keeper of fate, and you may yet come to learn more of the secret histories of the Spiral.

7. **Wisteria:** Oh dear, this isn't very good. Well, you should try to make the most of it, however unlikely it may be. Wisteria is… Well, it is *a* school, and it *does* teach magic, but… Let's just say, if you learn anything useful here, it'll almost certainly be an accident. Wisteria claims to be the greatest rival the Ravenwood School for Magical Arts has, but Ravenwood gets by fine mostly ignoring their existence. The only thing Wisteria has going for it right now is having taken home the Spiral Cup, the trophy given to the school that wins the Duelling Tournament held every so often between all the magical academies in the Spiral. And even that, it's mostly because they cheat like crazy. If you learn anything here, how to cheat in a Wizard's Duel and get away with it is probably it. And why would you want that? At least it is a mostly safe world, but if you want to learn anything at all, it may be best to find a way off it as quickly as possible.
8. **Free Choice:** From Monquista to Polaris, maybe even to Skull Island where the pirate's congregate, you may have your choice of anywhere in the Spiral to pop in at. Just be wary, some places are infinitely more dangerous than others.

Perks

General

Magical Initiate (Free): You are now a modestly trained, if generalist, wizard in the magic of the spiral! Enough to be able to turn your local magical spells into cards, able to gather pips and power pips to fuel the spells you have bound to cards.

Duelist (Free/100): Combat can be so… messy, in other Jumps, can't it? Well, it needn't be that way in our Spiral! Now, you are capable of calling out up to four foes and three allies, should they be

present, to engage in a good, old-fashioned Wizard's Duel! For 100 CP, you may keep this ability in future Jumps

Card Shark (100): You are a master card dealer and can now shuffle anyway you can think of. You'd make an excellent dealer in Las Vegas or a magician on the streets. When you shuffle, any cards you shuffle are placed in a truly random order, unless you want to stack the deck in your favor. When you are engaged in a true wizard battle during this jump, you can't influence your spell deck beyond crafting it. After this jump, you may shuffle your deck or not as you please.

Minor Teleport (200): You can designate one private home teleport location and one common area teleport location, and may freely teleport between such locations from anywhere in the same dimension. Additionally, you can place one teleport marker where you are and return to it at any time from somewhere else. Placing a new mark overrides the old mark.

Card Maker (400): You can convert any of your spells from outside this world and from others into reusable spell cards, fuelled either by their original power source or by pips. Each spell you convert is granted an affinity for the school that most closely resembles. Spells that don't fit the school system or are totally outside of all the schools are either Balance or Shadow magic, at your choice.

Cheater, Cheater, Pigswick Alumni (600): Oh, you want to do more than just stack the deck, do you? You want to just break all the rules, don't you? Well, fine. Now you know *all* the tricks. In a wizard battle, you may forcibly change the turn order to sneak off an extra spell every few turns, you may set up contingency spells that trigger whenever an opponent casts some class of spell, (ie. getting off a heal every time the enemy heals, or lays a trap, or just casts a Fire spell). Basically, you can pull off any cheat the game's enemies could pull off. But before you get too big for your britches, you may only have three such Cheats active at a time, and you can't alter the turn order at all if you have every slot filled. Outside of Wizard Duels, Cheats work fairly similarly, every few spells you find you have the time to get another off, you can set up spells to be cast automatically on an enemy performing a certain action, etc. Just don't expect to win many friends, Jumper. No one likes a cheater.

Fire

(100): School of Fire: You know and have the skills necessary to craft and cast all of the spell cards found within the school of fire, finding that they hit harder and cast faster for you than they would for those whose hearts do not burn with the sparks of the everflame as yours does.

(200): Burning Heart: A Pyromancer's passions always burn bright, and the best among them may use their passions to stoke their magics yet higher! When your passions are inflamed, your might grows with them! Be wary, however, of burning too brightly, too quickly. Overuse may leave your heart in cinders, too cold to spark the weakest flame for a time. At peak this perk may allow up to a tripling of magical power, with total exhaustion of passions leaving you up to three times weaker for three days.

(400): Ever-Growing Flame: Fire builds upon itself, taking in more fuel to reach ever-greater heights. The longer a battle goes on, the more power you are able to bring to bear. After three minutes in combat, your magical might will double. After twice as long, your power will double again. Twelve minutes after that, a total of twenty-one minutes in combat, your power will undergo a final doubling. This stacks with Burning Heart, for good and for ill.

(600): Favor of the Fire Dragons: Dragons are ineffable beings of peerless strength and unquestionable insight, unlike the cowardly Frost Giants and conniving Sea Tritons. By their grace are you now afforded a measure of that power. You are a master of Pyromancy, a peer of Ambrose himself in this branch of magic. Power enough to rend the skies and boil the seas, should you wish it. If you so choose, a measure of Draconic heritage will grace your mortal form in the shape of wings, scales and a dramatically increased body temperature. In addition, the recovery time for Burning Heart is reduced by half, even when bolstered by Ever-Growing Flame. May Dragonfire ever light your path.

Ice

(100): School of Ice: you know and have the skills necessary to craft and cast all of the spell cards found within the school of ice, finding that they hit harder and cast faster than they would for those not dusted with the eternal frost found at the heart of winter.

(200): King of the Castle: Ice, by its nature, doesn't move very fast. But where Ice is most concentrated is where it may bring all its power to bear. Now, if you are present and working your magic in the same place over and over again, you may consecrate it, make of it a focus to empower all your magic. All magic done within the bounds of this area is magnified threefold. At the start, you may consecrate an area roughly the width of a dueling circle, but with time you may be able to empower an entire manse. After working any magic in this area, however, if you leave your magic will be three times weaker for a week, as your power must drag itself away from the freezing cold of the 'castle'. If you want to sidestep this, I recommend you find a way to carry your base with you, as the Giants once did.

(400): Tower Shield: Thaumaturgy is the magic of frost and stillness. It excels above all other schools in the field of magical defense, for winter lies at the end of everything, and great power must be expended if one is to overcome its grasp. Cloaked in winter mist, you carry around some of that magic-arresting property wheresoever you go. While never as good as a dedicated defense, you may be confident of stripping any spell directed your way of at least a quarter of its potency.

(600): Favor of the Ice Giants: The Giants are eternal bastions of wisdom and strength, unlike the vain Dragons and mad Tritons. By their grace you are afforded a measure of that power. You are a master of Thaumaturgy, a peer to Ambrose himself in this branch of magic. Power enough to sunder the land and waste the seas, should you wish it. If you so choose, a measure of Giant heritage will grace your mortal form in the shape of doubling your height, bestowing mighty facial hair upon you, and dramatically lowering your bodily temperature. In addition, the cloak of winter's chill that falls

around you has improved your Tower Shield to block half of all incoming magic damage, and one fifth of all physical harm. May Hoarfrost ever guide your path.

Storm

(100): School of Storm: you know and have the skills necessary to craft and cast all of the spell cards found within the school of storm, finding that they hit harder and cast faster than they would for those not so attuned to the hidden depths found in the darkened skies.

Eureka! (200): Storm Magic is often advanced in fits and starts, as bolts of inspiration strike the mind. Like all storm mages, if you are truly out of ideas, you are almost guaranteed to have a moment of inspiration, such as why your creations fail, or your new spell keeps fizzling.

Magitechnician (400): Storm magic, often used to summon lightning, meshes incredibly well with technology. You find you are a master at using your spells to interact with technology or using technology to replicate magical effects.

Favor of the Storm Tritons (600): The Tritons are brilliant entities of boundless creativity and thunderous power, unlike the smug Dragons and stagnant Giants. By their grace are you afforded a measure of that power. You are a master of Divination, a peer to Ambrose himself in this branch of magic.Power enough to crack the skies and shatter the land, should you wish it. If you so choose, a measure of Triton heritage will grace your mortal form, in the shape of gills, bioluminescence, and an aura of static electricity. In addition, you may channel the wild and frenzied power of the Storm into any magic you do, enhancing its power tenfold in exchange for making it five times harder to control. May Thunderbolts ever mold your path.

Balance

(100): School of Balance: you know and have the skills necessary to craft and cast all of the spell cards found in the school of balance, finding them to hit harder and cast faster than they would for someone not otherwise attuned to the school that lies between all elements.

(200): Touched by All: As the great sages of Krokotopia before you, your study of vast arrays of varied magics has led to great insights into the workings of magic. As such, you have devised and enacted a ritual upon yourself, calling out to every power to have ever touched you, balancing one against the other in a dizzying spiral, all working to further your goals. The end result is both subtle and impressive, granting you a one-third resistance to the hostile effects of any magics or elements you understand well enough, or you are empowered by, enough, in order to balance it against its counterparts that you also understand. At base this includes all of the primary schools of this realm, but this perk greatly expands with greater knowledge.

(400): A Balance, Unwound: You have been judged, your soul found in balance, and as a consequence you have received a blessing of power. Perhaps uniquely amongst balance mages, or perhaps not, you may refract out the elements bound into your balanced and untyped magics, resulting in a

storm of chaotic elemental power that crashes over your foes from even the most minor of balanced spells, gaining in strength and power the more distinct “elements” you have personally come across in your realm wanderings. You may toggle this perk as you desire.

(600): Heart of the Sands: The sands speak in whispers and riddles, and few are those who can hear, but you have learned to listen and, perhaps more importantly, speak back. You have learned how to listen to the sands of your heart, learning all that they have to teach you about the weaknesses and strengths of all that have set foot upon them, and granting you the sagely wisdom to swiftly pick out the weaknesses of any foe you happen to run across, and how best to exploit these weaknesses for your own ends as the sands whisper ancient secrets and hidden truths, granting you the greatest of advantages against any foe, that of knowledge and secrets. Instead of listening to the wisdom of the sands, you may instead [SPEAK], and command the eternal sands to obey, raising vast pyramids and swirling storms of the sand born from a thousand thousand dead worlds to crush your foes and strengthen your allies alike.

Myth

(100): School of Myth: you know and have the skills necessary to craft and cast all of the spell cards found within the school of myth, finding them to hit harder and cast faster than they would for those whose minds gaze not upon mist-wreathed Avalon, as yours does.

(200): True Visionary: You are a master of the arts. Not the magical arts, but the classical arts. Music, sculpture, poetry, you ride with the Muses from now until forevermore, with this. Any magic that relies upon your creativity in the arts is also doubled in potency. Naturally, your imagination is similarly unmatched, and you excel at finding novel solutions to problems. Such cleverness as you possess would shame great Odysseus, now.

(400): Minion Mastery: Conjurers often call up assistants both in battle and in life from the eldest halls of legend. You too may now conjure permanent assistants out of battle, and temporary but more powerful Minions in combat! Out of combat, you may maintain 5 permanent summons at a time to start, with the count increasing in power as you do, up to a maximum of 100. In combat, you may summon a small gang of up to 20 minions at the start, eventually letting you call upon small armies at the heights of power. With practice, you may also vary summon times, allowing for longer lasting but still temporary summons for more involved work. In addition, with a little imagination, just about any spell you have that summons a creature may be used to create a minion, either permanent or temporary.

(600): Eye of the Mind: You have awakened to the highest mysteries of Conjury, and know now beyond all doubt that the world we live in is defined only in the Mind’s Eye. Merle Ambrose himself respects the weight of your imagination. Deep in the shadows ‘twixt Fire and Ice, old stories still live, and you know them all. You may now make Spell Cards out of any myth, legend, fable, or tall tale you know. All summoning magics are doubled in power, and should you be capable of creating minions you may now make twice as many. You are shrouded in an aura of mist and Mythic energy,

as if you had simply stepped off an ancient fresco into the world, and all works of art seem to gain vibrancy in your presence. You may toggle this aura at will.

Life

(100): School of Life: you know and have the skills necessary to craft and cast all of the spell cards found within the school of life, finding that they hit harder and cast faster than they would for those whose heads are not crowned in fae flowers, as yours is.

(200): Satyr Song: Your voice gains the ethereal properties of the fair folk. You are supernaturally capable of adjusting your voice however you wish, and you never sound less than perfect while singing. Note, this doesn't make you a Siren, capable of luring sailors to their deaths, you just have an incredible voice. Additionally, the power of any spell can be doubled if you can incorporate singing into the casting.

(400): Master Healer: The boundless energy of Life powers into you and through you. Your healing spells bear an uncommon potency, easily triple that of lesser Theurges. Additionally, you have a mastery of the doctoral arts to match your magical mastery. This knowledge combined with your sheer power has given you a respectable passive regeneration factor, effectively cutting all recovery times to one-fifth the standard and allowing for the regrowth of lost limbs.

(600): Heart of the Body: You have awakened to the highest mysteries of Theurgy, and know now beyond all doubt the world we live in is a living being unto itself, and you know its Heart and Body as well as you know your own. Merle Ambrose himself respects the vital power in your bones. In the violent clashing between Storm and Fire does the spark of Life dwell, and by knowing that spark well, the power of nature is yours to command. When you call, nature will answer. You may command any non-sapient living creature to do your will, including plant and sea life. By your will may forests rise and cities fall, for the power of any nature or life based magics are doubled in power. You are bursting with vital energy, giving you an extremely healthy, almost fae color to your skin, and flowers may spring up about your feet as you trod upon the ground. You may stem this vital flow at will.

Death

(100): School of Death: you know and have the skills necessary to craft and cast all of the spell cards found within the school of Death, finding that they hit harder and cast faster than they would for those whose soul is not shrouded in the tattered remnants of a reapers cloak, as yours is.

(200): Interment Rites: You have the sacred and profane knowledge of how to raise the dead, and are therefore an expert in putting them back down again. All magic you perform is twice as impactful if the target is undead, whether helpful or harmful. Additionally, you know the proper steps for preparing a corpse in whatever cultural context is most appropriate, and in such a way that the prepared dead may not be raised by anyone. (But you. Most Necromancers leave that part out when dealing with grieving families).

(400): Vampiric Spirit: The foul energy of Death may be Life's polar opposite, but like all two sided coins both have certain commonalities. Death energy is not as good at healing living creatures as Life is, but it can still do so, usually to someone else's detriment. You have refined this power to a razor's edge, and now any attack you perform will restore some vitality to you, up to half of the damage done to an enemy returned as healing to you. You may also directly siphon lifeforce from an enemy without an attack, if with significantly reduced potency, which induces a deep lethargy in the target.

(600): Mirror of the Soul: You have awakened to the highest mysteries of Necromancy, and know now beyond all doubt the world we live in is nothing but a Mirror of the true world our Souls inhabit. Merle Ambrose himself respects the nephrite-black light of your soul. Where the bolts of Storm crack the frigid walls of Ice, that is where Death dwells, and you know every twist and turn of its ethereal passage. Assuming you have an intact body, and the soul is willing and able, you are now capable of manifesting a True Resurrection. This is an incredibly intensive procedure that goes against every law the world holds itself to, but as a true Master of Death you are above such things. Additionally, you may create legions of greater undead, such as vampires and wraiths, at will. All things that are no longer among the living, yet neither are among the dead, shall look to you as their master, no matter their sapience. They may still disobey you, for their will is not truly shackled, but they recognise and are in awe of the power you bear. Your soul carries within it a fog that naturally drains the life of the things around you, healing you by exactly what is taken. You may select certain entities to be immune to this effect, and may toggle the fog at will.

Celestial

Sun

(100): Sun School: Initiates of the School of Solamancy have all the skills necessary to craft and cast all spell cards of the school of power enduring.

(200): Enchanting Luminary: The Solar school is all about power. Having it, using it, and getting more of it. Now you know how to use Solar magic to enhance your gear. You may impart various buffs to your gear, equivalent to two Solar spell cards worth. You may even infuse entire spells into clothes and wands to be cast at a moment's notice in battle. You still need to have the pips or mana available to cast it, but it is cast instantaneously. You can have either two Solar spells enchanted into any one piece of gear, one Solar spell and one weak-to-middling attack spell card, or one powerful attack spell.

(400): Solar Power: Sol Invictus, the Sun Unconquered. In its light, Solar practitioners are granted even greater power. In the light of the Sun, all magic cast is tripled in potency, but when it is overcast or raining, that boost is only half again what you normally have, and at night the Sun empowers you not at all.

Moon

(100): Moon School: Initiates of the School of Lunacy have all the skills necessary to craft and cast all spell cards of the school of constant change.

(200): Spell Transmogrification: Lunar magic is all about change, in oneself and in one's capabilities. With this, you can use the shifting power of the Moon to alter the alignments of your magic. The most common and basic use of this is turning Fire to Ice, Myth to to Storm, Life to Death, etc. This works on any magic system with similar aspected delineations.

(400): Blue Moon Mage: The Moon is ever-changing, and the practitioners of its arts are more comfortable than most with shedding their forms for another's. With this power you can now, with study and effort, create new Lunar transformation spells based on monsters and supernatural creatures you encounter. Effort must be spent to know and understand the creature's inner workings, strengths, weaknesses, and so on, before a transformation can be made.

Star

(100): Star School: Initiates of the School of Astrology have all the skills necessary to craft and cast all spell cards of the school of self reflection.

(200): Stellar Aura: Usually, Astral spells are fleeting things, lasting only a few minutes of combat, or several turns in a Wizard Duel. Your alignment to the School of Stars has allowed you to keep one Aura spell on at all times, which will stack with a normally-cast Aura.

(400): Constellation Power: One's connection to the stars is usually an innately personal thing, and so Astral spells can only be cast on the user. Not so for you, who understands the connections between the stars as well as the stars themselves. You may now cast any Star School spell on any target you wish. Additionally, if two or more allies have the same Aura spell up, you may use the sympathetic connection between them to form a Constellation Aura, which will provide a minor but noticeable increase to the power of the Auras that comprise it, growing more powerful the more Auras are connected.

Shadow

(100): Shadow School: Apostates that practice the forbidden arts of Umbramancy are tenuously capable of crafting and casting all spell cards of the school of cruelest phantasms.

(200): Trial of Shadow: To even start on the road to mastery of this darkest art, a Wizard must first face their own Shadow, their deepest nightmare, the ultimate culmination of past victories and failures to prove to themselves and the world that their will is strong and their path is true. Now, you may inflict such a trial on others, and force them to face the worst of themselves. Should they pass, they may also gain access to Shadow magic, though they will be a novice at the art and likely to hurt themselves without guidance.

(400): Umbral Illusions: Shadow magic touches on the true nature of the Spiral, and both creation and destruction are its wheelhouse. No Shadow mage in creation has ever been able to make a true thing, as only beings of truly unimaginable power can do such, like Bartleby or Grandmother Raven, who are wise enough not to abuse such power. The best even Shadow master can manage is Illusion, and you are no different, though with this perk you are a veritable master of such Illusions. The Illusions you can craft are capable of fooling every mundane sense and several supernatural ones, only the most puissant in magic able to call out your creations as the evening mist they are. With power enough to match Bartleby, perhaps you may even perform the impossible and create something real from Shadow.

Items

General Items

(Free): Initiate's Deck: A stylish cardbox with a belt attachment, capable of holding up to five distinct decks within it. Comes pre-stocked with a deck composed of the combined primary and secondary magic schools you belong to. Can be associated with a cardbox already in your possession, if you have one.

(Free): Initiate's Wand: A stylish wand in the style of your primary school, through which may be cast a zero-pip cantrip of your school that deals minor damage. May be enchanted further. This boon may apply to a wand already in your possession if you have one.

(100): Teleport Rune Stones: A set of three pairs of stones, done in whichever style you like from across the spiral, that can shift you from one stone to its marked partner. The traditional way to set up a system like this in the Spiral is to have one stone from each pair in a hub area, with each paired stone in a separate key location. Only has the range to cover a large neighborhood. May be taken multiple times.

(200): School Robes: A full set of Wizard Gear, from your athame and pendant to your boots and pointy hat. Enchanted to enhance your primary school of magic by a moderate amount, about twice as powerful as you are without it, all together.

(200/400): Mount: No wizard wants to be caught dead simply walking everywhere, do they? Well now you have a mount! Thanks to the power of magic, the mounts on offer all offer a guaranteed forty percent increase in your base movement speed, no matter how fast you already are. For an extra 200 points, you may have a full stable of every mount from the game.

(400/600): School-Appropriate House: Naturally, you'll have a dorm room set up for you during your time at Ravenwood, but for some a simple dorm room isn't enough. With this purchase you'll be able to take up residence in one of the many smaller islands in the Spiral, carefully designed to fit the

aesthetics of your school. For an extra 200 points, you may freely redecorate your home into any of the homes the game had.

Fire

(100): Alchemist's Workbench: Fire is the magic best suited to aspiring alchemists, thanks to the needed control over flame. This comes complete with cauldron, alembic, vial, flasks and all other assorted necessary equipment, and a shelf's worth of weekly replenishing common ingredients.

(200): All-Weather Boots: From freezing tundra to blasted deserts, from tropical jungles to volcano interiors, these dragon-leather boots are enchanted to keep you nice and comfortable. Cannot protect you from proper environmental hazards, so don't try running over boiling magma, but you could survive the wilds of Polaris with these boots and your birthday suit.

(400): Drake Egg Hatching Kit: And, of course, a Drake Egg to hatch. Unlike Dragonspyre native Drakes, your Drake can follow you anywhere. If you can successfully hatch a Drake you will join the ranks of Dragonspyre's Dragonriders. Not that there are any left to induct you into the order proper. To hatch it, you will need to bathe the Egg in purest Fire to quicken the life within, and then crack the Egg with the enclosed Crystal Hammer. You'll need to armor the young thing yourself if you want to use it in battle in the next decade, of course. A new Drake Egg will be delivered to you every month or whenever a good Dragonrider candidate appears, whichever takes longer.

Ice

(100): Crate of Jellybeans: Straight from the Gobbler Kings pantry itself! Not necessarily full of jellybeans, this crate is filled with enough foodstuff to last an average keep through a year-long siege, or approximately one of the Gobbler King's midnight snacks. If somehow emptied, it will refill every week. Refrigerated.

(200): Evil Snowman Construction Kit: Complete with magical never-melt snow, two eyes of brimstone, two branches of a willow tree, the hat of a hanged man, and a carrot grown in a blood-soaked garden. The Evil Snowman will obey commands given it, but is generally better at violence than anything. Kit replenishes supplies every month.

(400): Tower Shield Emplacement: A seemingly simple kite shield, that nevertheless seems to be eternally cold to the touch, emblazoned with the symbol of the Spiral on it. When hung upon a wall, as a trophy might be, the building it's in is enchanted to withstand magical assault equivalent to the Tower Shield perk. Once hung, the shield may only be relocated once a month.

Storm

(100): Tinkerer's Workbench: A workbench fit for any mad Diviner on a budget. Complete with a standard array of hand tools, several drawers worth of scrap metal, spare gears, screws, and other

assorted odds and ends that never seem to run out, and a handful of pre-charged Lumina Crystals that recharge themselves every week. Lumina crystals act like batteries for Storm magic, and as such serve as a fantastic power source for just about any magitech device. You cannot charge Lumina Crystals with anything but natural Storm energy, such as is refined by the Storm Mill.

(200): Lightning in a Bottle: A literal spark of inspiration, trapped in a complex assembly that surrounds a glass bottle that serves as its prison. If you need an extra kick of inspiration to get you past a roadblock in your studies, you can put on the attached breathing mask, release the valve on the bottle, and breathe in pure creativity for a small bit. The Lightning has enough juice for five light hits, a couple modest hits, or one long draw a month. Once depleted, the Lightning grows noticeably dim and listless until it recovers.

(400): Storm Mill: A full-scale mechanical mill building used for channeling incredible amounts of Storm power for various purposes, like charging/creating Lumina crystals, empowering extremely energy-intensive magitech artifacts, or calling forth powerful entities of Storm beyond simple wizard spells into the attached dueling platform. The mill works by siphoning phenomenal energy from storm systems, like actual rain and lightning storms. Fortunately, the Mill is designed such that storms constantly build themselves around it, ensuring a source of nearly infinite energy.

Balance

(100): Scarab Pendant: A scarab pendant on a brass chain, which can split into two parts. You may give one-half the pendant to someone you choose. When that person is in danger, your half of the beetle will grow agitated and fly in their direction at a fast pace.

(200): Staff of Balance: a staff that burns with an inner glow, unearthed from the heart of an ancient tomb upon Krokotopia, it grants its wielders great power, accelerating their accumulation of pips and the regeneration of any of their other sources of magic threefold.

(400): The Krokonomicon/Golden Fang of Krokotopia: These artifacts of Balance are too powerful to be held in the same hands. Therefore, you must choose.

The Krokonomicon is the single greatest codex ever put together on the magic of Life, Death, and the Balance between them. In its pages are rituals and spells that can put a civilization to sleep and wake them, that can summon armies of the undead and put them down, that can raise eternal fields of wheat and raze them. It relies on the wisdom of the reader to not misuse it and the fact that such spells require more than the power available to a single Wizard.

The Golden Fang of Krokotopia, in turn, is an artifact of great power that can be used to power such great acts. On its own, it is a powerful focus of Primal magic, the magic of Fire, Ice, and Storm, and was used by the ancient Kroks to sanctify the Pyramid of Fire, the Krokosphinx, and the Tomb of

Storms in turn. It was only when studied by the sage mind of the Order of the Fang that the Spiritual aspects of magic made themselves visible, and the Krokonomicon was developed.

Myth

(100): Artist's Workbench: A large workbench designed with the classical arts in mind. Complete with an endless supply of paints, clay, canvas, sheets for writing music, blueprinting, and sketching, and all the tools necessary for sculpture. Comes with one very large block of marble, granite, or other mineral suitable for sculpture per week, big enough to recreate the Statue of David.

(200): Weathered Witch's Hat: A beaten up, raggedy old hat. Enchanted with the knowledge of countless witches before you, this hat is a veritable second brain, capable of helping the wearer come to innovative conclusions and solve problems easier than they could alone. Please be advised that the witch's hat cannot command you, and in fact, cannot speak. If you hear the hat speaking to you, please remove the hat and seek assistance from the nearest Conjuror or other mind-arts practitioner.

(400): Ravenwood Library: Largest general collection of magical knowledge in the entire Spiral, and now you have your own copy of it! Sources say it stretches on for miles, but thankfully your version is enchanted so the texts most applicable to whatever problem you face or topic you're researching will always be nearby. Does not come with a copy of Mr. Argleston.

Life

(100): Pan Pipes: A magical set of reed pipes, it attracts all manner of wildlife when played. When played well, it allows you to command the beasts to a limited extent. When played poorly, it sends wildlife into a frenzy. Life must be dealt with firmly yet gently, for it is Life's way to run wild.

(200): Green Thumb Gloves: A pair of extremely comfy leather gardener's gloves. Enchanted by faerie magic, working a garden with these gloves increases the plant growth speed dramatically, though less for plants with more magic in them. In purely non-magical vegetables, fruits, and herbs, growth is sped such that it is visible to the naked eye. The growth of magic flora is still increased such that the overall growth time may be half what it would normally be.

(400): Tree Seeds and Growing Kit: A set of eleven tree seeds, one for each school of magic known to the Spiral, and a guide for growing them into wise and benevolent tutors. When guided correctly, they will be capable of teaching new students of the arcane arts on their own, provided there are people around to teach. Additionally, this provides instructions for growing new trees around new magical principles you may discover in your future or past Jumps.

Death

(100): Penny Dreadful's Homework: A loose leaf collection of notes on the Undead. Provides an in-depth primer on any kind of undead you encounter in the wild. Please ignore any cooking instructions.

(200): Graveyard: A suitably grim locale for Necromantic pursuits, perpetually covered by fog banks in even the sunniest weather. Perfect for emergency exhumation, though the overall yard is somewhat small, you'll only have about 15 bodies at hand at a time, though the plots seem to refill every new moon somehow. Best not to question it.

(400): Reaper's Ragged Cloak: A pitch black cloak that has been worn away by countless ages and seems to be more holes than fabric by now. Still, what's left of it will not tear further, and the power of Death clings to it like mildew. Anyone who puts the cloak about their shoulders shall find that the art of raising the dead comes significantly easier, and furthermore anyone using the cloak may drain the lifeforce of anyone they touch, potentially instantly killing them, and storing that energy in the cloak for further use. There is no upper limit on how much lifeforce may be stored in the cloak, and it may be discharged in part or in whole to heal the Wizard wearing it.

Astral

Sun

(100): Sunstone: A shining gem the color of sunset, glowing with infinite inner fire. Directing and focusing its light onto an artifact, magical construct, summoned minion, or other creation of magic will grant a temporary doubling of power in the target. This cannot be used twice on the same target on the same day, and only lasts about ten minutes.

(200): Solar Shades: A pair of sunglasses in whatever style you prefer. Putting on these glasses filters out the noise of the physical world, leaving the inherent magic of things more apparent. Staring directly at the sun is not recommended.

(400): Archimedean Magic Ray: Based on similar principles as the original Heat Ray, this car-sized device is capable of turning ordinary spells into full-fledged artillery spells, by gathering vibrant Solar magic from sunlight and focusing it onto a point in from of the device, where the operating Wizard should wave his focus of choice while casting the spell desired. Can turn an ordinary Fire Cat into something that could put a whole in a medieval castle wall.

Moon

(100): Moonstone: A multilayered gem filled with softly glowing light of various intensities. Can be used in a similar fashion to a mundane camera, storing the shape of whatever being it's pointed at. The stone can hold up to 8 illusory forms at once. The wizard may cast any form upon himself at

will, but can only hold onto one form for half an hour at a time, to be regained with the turning of the full moon.

(200): Polymorph Potions: A set of potions that can transform the drinker into whatever creature is emblazoned on the bottle. Contains potions for most of the animal kingdom and every sapient Spiral species. Potions last an hour and are refilled every full moon.

(400): Moon-Blessed Water: A base liquid thoroughly infused with the shifting power of moonlight. Its myriad uses include: Being a phenomenal potion base, increasing base potion power by a factor of three, increasing the potency of alchemical transfigurations by a similar amount, and finally it can be used in a ritual to create a permanent transformation in a Wizard that shifts with the passing of the full moon. Essentially, it can grant lycanthropy, but with any creature a Wizard can create a strong enough sympathetic link with (Note: Transformations into extremely powerful creatures will be limited to around the power of a usual werewolf). You get one barrel of water a month, refilling every new moon.

Star

(100): Diamond: A brilliant gem that shines with starlight. Any self-enhancing spell cast may use this diamond as an additional focus to improve its duration twofold.

(200): Shooting Star Robes: A classic Wizard's attire, a night-blue robe emblazoned with several dozen shooting stars. Enchanted by a powerful Celestian Wizard, the robes empower the Wizard who dons them with the combined power of Sun, Moon, and Stars. Base physical attributes of the Wizard are doubled, magic power is increased by half again, and the robes will resize themselves to fit any form.

(400): Spiral Orrery: A fixture of any good Wizard's tower, the most impressive specimen of which resides in Merle Ambrose's personal tower. This orrery allows the user to observe any point in the Spiral whenever they wish, though this may be blocked by traditional anti-scrying methods. IT can also be used to pull a willing target to the Orrery's location from anywhere in the Spiral. Post Jump, can be recalibrated to local solar systems/multiverses.

Shadow

(100): Shadowstone: An unsightly chunk of smoky quartz, jagged, sharp, and not entirely there. Can empower any illusion spell that uses it as a focus, creating almost lifelike visages and realistic sounds at the cost of shrinking the gem. The gem may grow larger by being left in a dark place and forgotten about.

(200): Bloodied Athame: A simple dagger with a wet, red sheen to its blade that never seems to wash off. By using this blade on yourself, the blood you draw can be used in any application, enchanting, alchemy, gardening, spellcasting, whatever for a twofold boost in potency. Hypothetically, you may draw on the blood of another, but... Well, I would recommend against it.

(400): Book of Going Forth by Night: A tome of indeterminate page count and without any index a mortal mind can comprehend. Written on its pages are every creation that does not exist in the Spiral. Every dream and nightmare that Bartleby and Grandmother Raven did not see fit to include in their creation. Off-tune songs and twisted abominations, the things contained in this dark grimoire were never meant for the light of day. Think very carefully before allowing any of them into your shadow.

Drawbacks

(+100): Profanity Filter: From now until the end of your stay in the Spiral, any swear, invective, curse, slur, or profane language of any kind will be rendered unintelligible and an annoying sound will ring in your ears every time. This is a family-friendly Jump, you know?

(+100): Shuffled Paperwork: Well, this is embarrassing. It seems your paperwork has been misplaced, misfiled, and quite possibly eaten by a Gobbler. It's going to be a bit of an ordeal to get all our chickens back in order, so you'll unfortunately have a late start to the semester. Not unmanageable, but you will be noticeably behind your peers without significant effort on your part.

(+200): Dread Fortune Curse: Oh no, it looks like you've had a nasty curse laid upon you, a curse of misfortune! No matter where you go in the Spiral, bad luck will hang to you like a funeral shroud. Important documents will go missing, you'll have a much harder time finding important things, you might be targeted by pickpockets or even be mistaken for some similarly-built criminal! With a profound understanding of self-enhancement magics, at least a year's worth of study in them, you can begin to mitigate its effects.

(+200): Perma-Form: Ghoul: Uh-oh. Looks like a bout of Necromancy gone wrong has left its mark on you: you are now permanently a Ghoul. No magic, not even Lunacy, can truly undo this transformation. Being Undead like this doesn't count as true death, though you will still die if damaged enough. You will have a slight affinity for Death magic as an Undead yourself, but Undeath is no picnic: you can't eat regular food anymore, only rotting food, and rotting yourself doesn't help the taste any. You stink to high heaven, and will probably find socialization hard when your jaw is prone to falling off. At the end of the Jump this becomes an alt-form. Incompatible with Gobbler.

(+400): Perma-Form: Gobbler: Uh-oh. Looks like a failed midnight ritual had an unfortunate side effect: you are now permanently a Gobbler. No magic, not even Lunacy, can truly undo this transformation. While Gobbler's have a slight affinity to Ice magic, it's balanced(?) by their extreme appetite, and your's is as bad as they come. I hope you have a ready source of food around, because you alone could eat Ravenwood out of house and home, potentially literally. To rub salt in the wound, they aren't exactly lookers, either. At the end of the Jump this becomes an alt-form. Incompatible with Ghoul.

(+400) The New Student: Usually, the backing of someone like Ambrose would speak to the competency of the one backed no matter how new to magic they are. Now, not even that can stop the stigma of "New Guy" from keeping you down. Everywhere you go, you will be instantly recognised as not only new to Spiral magic, but the Spiral in general. Trust in your abilities will be nonexistent, and trust in general will be harder to earn. It would take something extremely impressive and rather newsworthy to shake this reputation, and even then you'll still be "The New Student" to any who haven't heard of you yet.

(+600) Known Umbramancer: You are known as a practitioner of explicitly forbidden arts without permission, whether you are or not is now irrelevant. You are an apostate now, reviled throughout the Spiral. All worlds with at least warm relations with Wizard City will close its gates to you, and no school of magic will teach you. You might find some luck in hiding out with the misfits and rejects of society, but even in far ports like Skull Island Umbramancers are not trusted. Be wary of going down this path.

(+600): Spiral Solidarity: You know how you've been used to being able to toss out Out of Context powers to baffle and concede otherwise extremely terrifying enemies with things they cannot possibly counter? Not anymore, or at least not here. If you take this drawback, you will be limited to in-universe powers, perks, and items, no warehouse, no nothing.

(+200/400/600/800): Alternate Education: Is Ravenwood not good enough for you? I doubt it, since it is the best school in all the Spiral, but you may choose to receive a substandard education at one of Ravenwood's competitors, in exchange for more points to use elsewhere. For 200 points, you may attend a combination monastery-academy in MooShu, where the pursuits of Spiritual arts are done, and more Primal arts are forgotten. For 400 points, you may learn instead at the feet of the Order of the Fang, who know some Primal magic, but whose main focus is on Sorcery. In addition, the teachers are all quite old and their teachings are simply out of date. For 600 points, you may instead learn among the ruins of Dragonspyre Academy. What professors you might find are all ghosts, shades of a better time. If you are lucky you might gain some unique Pyromantic insights, but let's say it's mostly self-study here these days. For 800 points, you will not be attending anywhere. Well, you'll actually be a Pigswick student, but it's about the same in the end. There is nothing of value here, and actively trying to learn from your teachers here will actually do more harm than good to your understanding of magic. The only thing you might learn here are new and innovative slacking techniques, perfected over the years by lazy Pigswick students who wanted to avoid knowledge as efficiently as possible.

End of the Road

Stay: Decided the Spiral is an ideal place to settle down? In that case, at the end of the Jump all Drawbacks are rendered null and depending on how you've been doing you may even be offered a Professorship!

Return Home: Finally had enough of this crazy multiverse, huh? In that case you will be returned home with all powers you've gained so far and all drawbacks removed.

The Next Step: Move on to the next Jump, as you've done so many times before.

Changelog/Notes

Version 0.1: Initial skeleton creation by Heavenicarus, without which I probably wouldn't have done most of this.

Version 1.0: First draft of the full Jump, also probably the final draft by me, this was harder than I thought it would be and would be more than happy to let someone else who had played the game past Celestia take up the reins. Special thanks to danielle young, Wraith MooCow, and Silver Trinket for their notes on the original skeleton document.