Webmage

Remember the Fates, those ancient Greek spinners, weavers and snippers of life's threads? They're back with their own digital web, based on a server called the Fate Core. Power-hungry as ever, they've coded a spell to eliminate human free will. Also if you choose a background other than drop in one of them is your many time removed great grandmother.

But thats not all, Persephone goddess of spring has finally had enough of Hades. In a bid for permanent freedom she is threatening to destroy the very fabric of reality. The Furies think its all Ravirn (another child of the fates) fault and want to kill him, and Necessity (the living planet sized super computer who controls the fates of the gods) has got a few screws loose and is getting worse by the day. Not to mention Eris seems to be getting a good laugh at his expense.

And behind it all the primal chaos between worlds devours any unfortunate enough to venture there.

Do you have what it takes to thwart fate, avoid the Furies, and fix Necessity? Can you survive here for ten years? I hope so.

Heres 1000 points to buy tools and equipment.

Good luck.

>Location. Roll 1d8 or pay 100 cp to choose.

1. House of fate- You start in one of the houses of fate, while all your needs are met here and noone shall diectly attack you it may not be the best place to stay if you choose to oppose the fates.

2. America- you start in New York city, far from the house of fate yet still in one of the more normal versions of reality.

3. Montreal- you start in Montreal Canada, mostly safe unless you happen to know of any shapeshifters who want you dead.

4. 010011010- you start in the island monastary of the Binary Monks, there is no internet connection and no way to reach the mainland for most the year. A small boat makes trips twice a year to bring supplies.

5. Garbage faerie- the trees have neon highlights, one of them is spray painted "Eris wuz here!" (The trees are probably lieing) The entire countryside is covered in litter and car parts, some of the plants are actually growing garbage! This is about as far from main stream reality as you

can get, hope you can find a way back.

6. River Styx- you start in Hades! Dont be too worried you are at least on the living side of the river. The water is filled with giant undead piranha and Cerberous makes his rounds a few times a day, but dont worry as long as you can convince him you arent trying to get in they are a pretty nice guy.

7. Castle Discord- you appear in the castle of Eris goddess of Discord, she loves playing with mortals, and immortals, and its her job to give everyone a hard time.

8. Choose your location.

Age is 1d8+17. Or you could pay 100 to choose or as well as change your gender.

Drop in- You are an unknown, your appearance here has not gone unnoticed the gods have their own schemes and you may well be what they need to tip the balance in their favor.

Webmage- You are adept at the use of technomagic, with a familiar who is equal parts magic and technology you program spells to create amazing effects. Make sure you dont anger him or her though, unless you think you can whistle binary spells perfectly.

Chaos Power- You have been forged in chaos, at some point in the past your entire body was eaten by the primal chaos, however rather then die like a sane person you survived. Now though you appear mostly normal, there is nothing but primal chaos where your eyes once were. Dont get a big head though, you may be a power but you are only a minor one.

>Perks,

New guy in town (100) (free drop in)
you are an unknown, and because of that you hold the potential to either be extremely helpful or extremely troubling either way people will find you terribly interesting.

WebGoblin (100)(free webmage)
You gain a webgoblin companion, his body and looks are completely customizable as long as it is recognizable that he is a goblin. These creatures are required for you to practice your webmagic as they can safetly tap the primal chaos for spell power and turn it into useable energy for spells, they are sapient and rather smart but they do find it enjoyable to annoy you occasionally. They can also shift into an alternate laptop form, as a laptop they can still communicate with you via an icon of their head that speaks via text bubbles.

Think of them as sapient microsoft paperclips with a physical form given souls. "How can I help you today boss!?"

Chaos touched (100)(free chaos power)
There is primal chaos where your eyes once where, if people looked at you they would see empty holes filled with violently roiling glowing rainbows of light. Because you now gain a portion of your energy from chaos and you could now read by the light of your eyes you find it

extremely hard to sleep. However that is not a problem since you no longer physically need to sleep.

Better living through morphine(200)(discount dropin)
Using the magic of this world you can turn off the pain centers of your brain for a short period of time. If you are injured you will still take damage, you just wont feel it. This slightly increases your healing ability as well.

Retro Hacker(200)(discount webmage) Glowing screens, flashing binary, furious high speed typing, sweat beading on your brow, you understand hacking is hard work! with this perk you can focus your magic through a nearby computer or internet connected device to control a single piece of nearby technology that you can see. This control allows you to manipulate it or cause it to malfunction and explode in a flashy and fantastic way.

Faerie Rings(200)(chaos power discount)
You gain the power to create and navigate faerie rings, faerie rings are naturally occuring places where chaos leaks through that exist in all dimensions and all over the world. Rings are incredibly dangerous to those without this power to navigate because all faerie rings are the same ring, and although you can control where you go if anyone or anything enters without you they could end up literally anywhere a ring exists. Allows for travel between places and alternate dimensions on the same world. You must be physically at a place to create a ring there if rings do not naturally exist in that setting or place. Faerie rings degrade with time, your rings never seem to last more than a week before becoming unusable.

Taste of Blood(400)(discount drop in)
By tasting the blood of someone you may designate them as prey, by doing so you gain the ability to track them wherever they go, and you will become greatly stronger and faster when you finally find them.Where you may have been strong before you may be able to lift a car with ease, where you may have been fast you can now outrun a horse. You may only have one person designated as prey at a time, while designated you know their general location in relation to you, if they are in another dimension you will be able to feel that they are not in the same one as you.

Attachment(400)(discount webmage)
Your powers and magic have grown and you have learned to blur the line between the real and the digital. With this power you can attach any object up to the size of a shoebox to an email and send it. When the email reaches its recipient and they download the attachment it will appear beside their computer.

This cannot be used to copy items though as after the first person downloads the attachment all other copies of the file will no longer work. Even if you copy the attachment before sending only one download will work. Through another application of this magic you can get immediate delivery of all goods ordered online directly to your desk.

Chaos Form (400)(discount chaos power)
Your flesh is an illusion, a lie you tell yourself and the world. Because of this your form is really whatever you want it to be. With a twist of your will and a split second of piercing agony you can take any shape up to the size of an elephant or down to the size of a bird, the one caveat is your eyes will always be windows looking into primal all consuming chaos.

Primal Talisman(600)(discount drop in)
using all of your knowledge of this worlds magic you learn to craft talismans that will turn you into any nonsapient creature you have defeated in your past. Requires you to craft a piece of the creature you wish to become into a talisman, a necklace or piece of jewelry. Talismans are single use only and burn to cinders after use. Transformation lasts for up to a day but can be

cancelled at will by the user.

Reality Hacker(600)(Discount webmage)(requires webgoblin)
With the help of your WebGoblin companion you can write spellcode, creating new spells as easily as programming. Beware however, while a glitch in a computer may crash a system a missplaced period or error here can crash reality in a myriad of devastating and explosive ways.

Crafting a new spell can take months or even years to complete and the time required to finish goes up exponentially with complexity of the spell. You must take extreme caution and make sure your spells are perfect the first time you cast them.

The more complex a spell and the more it does the longer it takes to create. Making a spell to start a fire may take a month, creating a spell to shoot flamethrowers from your hands might take five years, cloaking yourself in flames that dont harm you but can melt lead could take twenty years.

Please see notes at the bottom of the jump for more details on the reality hacker perk.

Chaos in the Blood(600)(discount chaos power)
There is chaos in your veins, and as such you no longer bleed blood, when cut you instead bleed primal chaos, primal chaos can eat through anything given time and your blood will last up to twelve hours outside your body. Also a trip through a faerie ring will give you energy equal to a full meal instead of eating if you so choose.

Primal chaos from your blood could potentially be fatal to a god however reality warpers have a natural resistance to being eaten by chaos. Primal chaos can be removed via running water or rubbing it off with dirt.

Primal Chaos can eat anything with time because it doesnt really eat anything. Primal chaos consumes reality slowly in small amounts it is basically a gentle form of nonexplosive, fluid, glowing, rainbow colored antimatter. It could consume a person to nothing in a matter of minutes, or take over a day to chew a hole in adamantium.

>Items

Cyberpunk clothes- free a set of black clothes, shades, and a leather duster.

$5,000- 50
You will recieve 5k US dollars

Handgun- 50
a normal pistol of your choice

Storage Crystals- 50
a set of five blank spell crystals, with these you can save a spell created with reality hack that anyone can activate by crushing the crystal. When one is destroyed they will replenish at a rate of one per week. They also function as 1 terabyte memory sticks.

Hacking and cracking tools- 100
These digital executable programs will make it easier to hack into computer systems. You could probably hack into an atm with these alone, but they wont let you get into The Pentagons

computers. Think of them as rock, paper, and scissors. Rock dumps a file containing the most commonly used passwords into log in slots, paper produces a list of the last ten user names of the target system, and scissors allows you to bypass one digital lock. These tools can only be used once on any computer system per day, afterwards they will no longer affect it.

Organic crystal weapon-200
Your choice of a melee weapon made of living organic crystal. If your chosen weapon has edges they will be extremely sharp, and although this weapon is harder than diamonds if it ever does break the larger piece will gradually regrow till it is complete again over the course of a month. Feature a very defined angel motif.

Athame- 200
A razor sharp knife used in spells, this one has special spells placed on it. When you place your hand palm down on a computer then drive the blade through your hand your soul will enter the computers digital network. Allows for easier hacking as well as the ability to cast spells directly into a machine or computers code. When removed the wound heals immediately and no damage is done to the computer. If lost or broken it reappears in your warehouse. It is possible to use this to possess a machine in a manner similar to a ghost, however if the machine is destroyed with you in it your body will also die.

Quantum computing chip- 300
Installing this chip in any computer system will effectively double its processing power, however it can only be applied to a system once. Roughly the size of a quater. Single use.

Chaos Tap- 400
This battery runs by siphoning the primal chaos for energy, virtually limitless energy may be acquired this way however if damaged it will leak primal chaos which can potentially lead to all kinds of badd stuff happening. A chaos tap battery is roughly the size of a portable generator.

Raven House- 600
A special faerie ring that goes only to and from raven house will appear in your warehouse. Unlike other faerie rings this one is permanent and safe, the mansion comes with a butler/servant who is a great cook and also the spirit of the house. Raven house is situated on what appears to be a deserted hawaiin island It has ten bedrooms a massive kitchen, a pool and a hottub. The mansion will magically alter itself to tmeet the tastes and needs of its owner (you) with food and clothing suiting your tastes as well as weaponry and ammunition being stocked in storage, if you should require it. You also cannot store non companion humans or sapients here between jumps, it does not work as a pod. Time does pass while you are gone from here however and your companions may enjoy The island while you are away.

>Drawbacks, you may take up to 800 points worth.

Something completely different-(0) you may exchange the greek pantheon for a norse one.

Card games with Eris (+100) Once a week Eris goddess of discord will show up for a card game, while she is trying to be nice but she cant help but break your stuff, deliver bad news, and bring you bad luck. She doesnt want cause you trouble but she doesnt have much choice she is the goddess of discord. If you dont want something broken dont let her touch it.

Spinnerette (+100) the spinneretts of fate where giant spider centaurs, but the fates

supposedly killed them all when they went digital. Seems they missed a few. This one is young standing only six inches tall and only speaks in a chittering jumble (°•○○°●•!). It needs a home and its decided to move into yours, she eats your food, takes your stuff, steals your phone and makes long distance calls, and orders pizzas in your name. Its basically like having a child. She also tries to tag along with you wherever you go and you are compelled to keep her safe. You can try to get rid of her but she always appears safely in your home when you arent looking. After your jump she can be kept as a companion.

Spellcrash (+200) Your spells need editing. At least twice a day your spells and abilities will malfunction in a nonlethal way. Applies to all your abilities gained in this jump. Your magic might just fizzle out with no reason or it could do something completely unexpected. Whatever the case expect it to be inconvenient.

Discordant Soul (+200) you are no longer a child of fate, they have stripped you of your name and cast you out. Expect every success you have to contain some failure if you win the lottery it will be a thirty way tie with others, if you run a marathon expect there to be a banana peal at the end to trip you.

Anon did it! (+300) Every time something bad happens in this world you are the person the fates will look to blame. This can be really bad if you dont have evidence to prove your innocence.

Amnesia (+400) You have complete amnesia who you are and what you can do are a mystery. Only the skills and abilities acquired this jump are available to you, even accessing your warehouse will be difficult. All companions are likewise affected.

Wanted dead or alive… preferrably dead(+600) The sisters of fate want you dead, the other gods want you dead, your mother wants you dead, and the furies are after you. The will never stop hunting you, they do not tire, they can travel to other dimensions at will, and they find hunting you to be extremely fun. The only one who doesnt want you dead is Eris, but she might kill you and hide the body to spread more discord. Your only chance is to find a good place to hide from them. In other words you replace the MC.

Nemesis (+800) The (supposedly dead) goddess Nemesis is alive and she has a grudge against you. She looks exactly like you except her eyes are mirrors, everything she does will be blamed on you, she has all your skills and powers as well as access to your memories up till the start of the jump. And she wants you dead.

>The End

So you've survived your ten years, good on you! The fates are no longer out for your blood and any drawbacks you may have taken end also if you took the webmage path you are no longer required to have your webgoblin to cast your spells.
What will you do now?

Go home with all your powers? You would surely be like as a god to those back home by this point.

Head onto the next jump? Adventures and riches surely await.

Or stay here? Theres plenty of beautiful immortals here, even if most of them are psychotic.

NOTES:

Eris is a virgin goddess, this means that although she can and will assume forms that will send your libido through the roof you will never get anywhere with her while in this universe. If she where removed from this universe via a pod she would retain some of her destructive chaotic powers but would no longer be compelled to cause discord.

This setting is based on Kelly Mcollough's Ravirn series of books.

NOTES ABOUT REALITY HACKER

This skill cannot be used to create spells to alter time or space and cannot bring back the dead.

The more powerful a spell is the longer it will take to create.

This magic Cannot create matter from nothing.

Spells created this way have a limited range, you must be able to see your target.

Because of how taxing and dangerous this is you may only craft one new spell a year max, failure to follow this rule will result in you, your body, your soul, and everything in a thirty foot radius to be consumed by primal chaos.

ABOUT THE GODS. Common faces around Mount Olympus.

ZEUS- Loud, jovial, and party loving Zeus is the iconic dumb jock frat boy. Dont let his airhead facade fool you though he is actually very dangerous and very intelligent

HADES- megalomaniac ruler of hades, he makes it his personal mission to see to it that nobody leaves his realm. Constantly looking for a way tobsieze power from his brother.

HERA- Jelous of her husbands place of power Hera looks for ways she may quietly overthrow "her idiot husband"

HERMES- Still runs mail for the gods, like sports and racing, and enjoys watching House. Has a lot of free time since email became a thing.

ATHENA- Head of security on Mount Olympus she makes it her business that anyone who may be a threat to Olympus disappears.

PERSEPHONE- Goddess of spring, to look into Persephone's eyes is to gaze into hundreds of years of pain and anguish. She will do anything to escape hades permanently, even destroy

reality itsself.

DIONYSIS- The true party god, Dionysis just likes to have fun. Possibly the easiest god to get along with.

ERIS- Goddess of Discord, Eris lives to spread chaos. Although she is the god of chaos she doesnt really enjoy causing chaos to her friends (which she has precious few). Though she does enjoy ruining everything the fates create.

THE FATES- Atropos, Lachesis, and Clotho. The sisters of fate wish nothing more or less than to turn all mortal life into puppets that dance to their strings.

NECESSITY- as Fate of the gods Necessity sees to it that all oaths made by immortals are upheld as well as deciding how, when, and where gods die.

THE MUSES- The mothers of inspiration are chaos spirits who live to bring new things into being. Careful they enjoy old school humor and may hit you with a pie in the face.

THE FURIES- Enforcers for necessity and to a lesser extent the gods. These three women are named Tisiphone (whos wings and hair are made of flames. Yes all of her hair.), Alecto (whos wings and hair are made of darkened storm clouds filled with striking lightning), and Megaera (whos wings and hair are made of crashing waves and flowing billowing seaweed). The furies are tall well muscled women who refuse to wear clothing and can grow claws of living diamond to cut through the walls of reality to chase their target to any world.