

Magistream Jump 1.0 By MuchBadger

Welcome to the world of Magistream. Here, you and many others will be working to raise hordes of various mythical creatures that will aid you in mastering the many types of magic in this land. You'll be spending much of your time at The Keep, a magic academy/nature reserve. Be sure to treat your creatures well!
You'll need these.

1000 Choice Points.



Locations:

You'll be spending much of your time at The Keep, a magic academy/nature reserve. But you may start anywhere withing the world of Magistream, though The Keep or the Stream itself are highly recommended

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.



Perks: These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Magical Affinity (One free): In this world anyone can learn and master any type of magic, but this perk will give you the basic knowledge and talent in one type of magic, and further purchases can either strengthen your skill in a type youve already chosen or give you a head start in a different affinity. There are many types of magic, some more esoteric than others, but for the purposes of this perk you can choose from Earth, Life (Think plant growth and healing), Fire, Air, Water, Light, Dark and Void. Void isn't quite the same as Dark magic, as Void is considered more along the lines of the study of Magic itself. This will also help you in raising and

handling creatures of that type.

Animal Affinity (One Free): One of the main aspects of this world is the care and raising of powerful creatures. With this perk bith magical and mundane creatures with be more friendly and welcoming to you.

Animal Welfare (Free): There are thousands of magical beings in this world, and its likely that there will always be multiple under your care at any point during this jump, and that's just the hatchlings! Caring for all these creatures will be difficult to keep up with, so to help with that, this perk ensures creasures you raise will grow up stronger and healthier than normal. They will never catch a disease, accidentally ingest something harmful to them, or get injured in a normal day to day life that they would lead in the wild. It also gives you a sixth sense for how to care for any new creatureyou encounter. You won't know everything, but it'll be a start.

Egg Care (Free): Before raising your creatures you'll have to hatch them! This perk makes it so that any eggs under your care are less liable to break unless grossly mishandled, and and babies inside said eggs wont die before they have a chance to hatch or get stuck in the egg because it cuoldnt break the shell.

A Good Memory: You'll have perfect memory that can't be altered by outside forces.

Animal Specialty: There is one type of creature here that you specialize in caring for. You can make this as broad as 'reptiles' for a decent boost in knowledge, skill and that types friendliness towards you. If you Wanto to be more specific, like 'venomous reptiles' this increases that boost. A Major boostwould be applied if you instead choose a particular creature such as 'Hellhounds.'

Anti-Poaching: This perk prevents your creatures both in this world and others from being targeted by hunters and trappers, no matter how valuable that creature is or how much money they stand to make off of capturing or killing them. This diminishes if that creature starts attacking people, though usually only as far as those individuals defending themselves or thier loved ones.

Loyalty: Creatures you raise will become unfailingly loyal to you, though if you treat them poorly or abuse them this lessens the effect.

Symbiotic: The better you treat your animals (or even friends) the more of a boost they can give you to your magic and other abilities.

Element-proof dwelling: anywhere you live and any items you have will be heavily resistant to damage from various element, both magical and non-magical. Wouldnt want to end up homeless brecause your baby dragon had a tantrum do we?

Element-proof you: Same as above, but applied to you body and mind.

Magical Craftsmanship: You gain great skill in crafting items both magical and mundane, with a boost to items made from the shed bits of your animals. Make a beautiful cloak from your Pegasus' shed wing wing feathers, or a nigh-indestructable set of armor from your dragons shed scales.

Your new home: Sometimes people just cant take care of thier pets anymore, or are being purposely cruel to them. You can always aadopt these creatures, either by buying them or stealing them in the case of abuse. In the case of the latter no one will stand against you, and may actively antagonize the individual(s) you took the creatures from if they try to get back at you for it.

You'll like it here: There are however some species that HATE being sold or re-homed. This perk makes it so that these creatures will make an exception for you. They may still need to get acclimated, but they'll be just as friendly towards you as your other pets.

Self-sufficient: This perk makes both you and your animals able to survive flawlessly in the the wild, even if they've lived thier entire life indoors. This will also magiaclly keep them from becoming destructive to environments and species that they wouldn't normally live around, so feel free to let them wander as they please!

Studious: It's easy to forget that The Keep is, in fact, a school. This perk helps you absorb more information and progress faster in any lessons or research that you choose to participate in. You'll also get good grades with minimal effort.

Teacher: Or perhaps you're a professor at the school and not a student? This perk boosts your teaching abilities, even allowing you to teach skill your students couldn't normally learn.

Egg-finder: Many Magi in this world spend much of thier time outside of The Keep however. They travel all over the world with thier creatures studying magic and searching for new, rare eggs to raise. This perk gives you more luck in finding such eggs, or even rare items, also granting a boost to any creatures that decide to help you retrieve such things.

Herbology: While the main focus here are the animals, there are also many strange and magical plants in this world. With this, such plants will be easier to find and grow, flourishing under your care. Plants you raise with have increased yeilds and magical potentcy.

Undead-friendly: While not as common as other types of creatures here, there are quite a few undead animals wandering around. This perk makes them not only easier to care for, but makes others more accepting of thier prescence. Optionally you can use this perk to make them less stinky, as well as non-contagious or less aggresive if that is a problem that species has.

They're allowed to be here: So you wan to take your manicore to the market or to work with you? Well why shouldn't you be allowed to! This perk makes it so no matter how large, scary, icky or dangerous your pet might be, you can still take it with you anywhere, even places animals wouldn't normally be allowed. Poeple can still react with awe if you so choose, but they wont move to stop from bringing you beloved hellound to Olive Garden with you. This only works for people reacting to you bringing your creature and it can change if your creature attacks someone. Also doesn't help with wanting to bring you 50-foot tall dragon into a grocery store that it cant possibly fit in.

Talk to the animals: You can now communicate with animal and mythical beings. Doesn't make them smarter or more friendly, just allows some form of back-and-forth conversation.

Magic Chef: This perk makes you an excellent chef, specifically when cooking with magical or supernatural ingredients. You can make normally poisonous ingredients edible and delicious. If taken with Alchemist your food can bestow magical effects on those consuming it.

Alchemist: You can create potions with supernatural effect from mixing various ingredients. This perk also increases the potentcy of your reagents and makes find ingredients easier, as well as work-arounds should you belacking the proper tools or ingredients.

Dark not Evil: Dark magic and dark magic based creaures get a bad rep. Often for good reason, but it isn't always applicable. Many 'Dark' creatures here are about as malicious and evil as a regular animal would be, unless raised otherwise. This perk makes t so that not only can you use Dark magic without it corrupting you, but you can raise creatures that most people fear to be friendly and obedient, provided that's what you want. It will also make others more tolerant of your spookier companions or pets.

Healer: You're adept atusing healing magic and curing illness. Creatures with an affinity for healing will also be more positively disposed to you and more willing to help you heal and treat others. With 'Alchemist' you can make better healling salves, potions, and cures.

Magic Advocate: You are better able to introduce people to the idea of magic and magical creatures. This will also help you reduce any negative view or prejudices they may have about this and other things.

YOU NEED PETS!!: Creatures even normally non-cuddly or aggressive ones will tolerate being petted and snuggled by you.

Poison and Disease Immunity: You can't be poisoned or infected with any sort of disease, magical or otherwise. Bites from venomous creatres dont affect you.

Aquatic: You can breathe underwater and swim swiftly. This is useful for spending time with

your water-based creatures and finding the eggs of one that live in the ocean, lakes, and streams.

Hear my call: If you call them, your pets and companions will respond, no matter where they may be. Coming to you aid if they are able, though they will not do so if makiing the journey would be suicidal.

Animal Training: You know how to teach animals tricks and how to follow commands, as well as how to house-break them.

Magical Cleaning: You know various spells to repair broken things and ‘magic-away’ messes. After all do you really want to manually clean up dragon poop?

Always fed: Though they can still eat, creatures under your care do not need to be fed. They are always full and healthy as if they’re regularly eating the most nutritious of meals.

The Power of Snuggles: Daily interaction with your creatures causes them to grow faster and stronger. This is useful for those pets that take centuries to grow.

Forever young: They’re so cute when they’re little! You can ‘freeze’ your pets in a state of childhood. They can still be as powerful and obedient as they’d be as adults but in a saller, cuter package.

Saddle up: If a creature is large and stong enough to carry you, you can ride it. Your own animals will willingly allow this, others you’ll have to befriend first.

Artificier: You can give life to and care for otherwise inanimate objects and creatures. Also helps with crafting such creatures.

Salesman: You are great at selling your wares, as well as buying from merchants. This also helps with finding good homes for and animals you decide to sell.



Items:

A Room in the Keep (Free): You get a nice, large, cozy room of your own at the keep. It's decorated to your tastes and accomadates any eggs or creatures youre caring for. You can instead have a home in any style on the Keep's grounds if you like.

Pet Supplies (Free): All the supplies you need to care for the animals you'll be raising. This includes the more mundane items like feed and housing, as well as the more magical things (magically heated or cooled bedding, fire-proof gloves, ect.). This will update for each new creature you take in.

Money (First Free): 50,000 gold just for you.

Required Reading: This tome is a beastiary, one that update for each creature you encounter. Should you adpot them it will fill itself in with a care guide for that animal as well as some helpful information on it's magical capabilities.

Your own Keep: You get your own copy of the Keep, a huge castle with its own gardens, library, kitchen and larder. Most importantly the Lands surrounding it expand to fit all your pets so you'l never have to worry about a lack of space or home for them. You can either have it appear somewhere in-jump or have it as a warehouse attachment.

Self-doing homework: Raising mythical creatures can be a hassle without having to work on homework. This pile of paper and parchment will produce a finished assignment in your voice and handwriting for whatever is required from you. Can work for regular paperwork outside of this jump.

Ingredients: A restocking collection of alchemical ingredients as well as culinary ones. They will be seperated so you dont get them mixed up.

Donation Shards: These rare shards can be used to purchase the rarest of creatures, you get 20 shards every month.

Guild Memberships: You get a membership to each of the guilds. These guild offer the ability to purchase creatures you cant get anywhere else.

Tranformative items: There are various items in the form of foods, kink-knacks, ect. That can be given to your creatures to either change thier colors, gender or even change them into entirely new species. You'll get one of each of these items each month.

The Stream (300): Perhaps you'd like to bring the creatures of this world and the oppurtunity to raise them with you? For 300 cp you can take the magical stream that carries this worlds eggs to their new owners with you. It will update to include eggs containing any creatures from future jumps as well. You can either have it appear somewhere in-jump or have it as a warehouse attachment. You can decide if people in your future jumps gain the ability to use magic from catching an egg and raising a creature.



Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

An Egg (First Free): You can very well go on a decade long creature-raising adventure without at least one creature! You can get a 'starter' egg, your options for this will be a Puvia (A giant rainbow bird), a Phoenix, a Leviathan, a Pegasus, a Manticore, a Gryphon, or a green or gold Torveus Dragon. If killed they will return to you within a day.

All your Pets! (Free): So you spent ten years nurturing and caring for countlesss creatures, just to leave them all behind? Nonsense! Take all the animals you've been caring for with you!

A Prism Fox: These foxes are a bit different from others. They have the purest connection with thier element, and are adept at teaching other to harness that element, as well as help boost the confidence of anyone just learning to use magic. You get one per purchase, of the element of your choice.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.



Drawbacks: Each of these offers 200 points unless otherwise stated.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?