Witch on the Holy Night

In the mansion on the hill, there lived two witches. *One a human girl whose body is engraved with Magic Circuits: A pseudo-nervous system that can convert ambient life force into magical energy and thereby recreate supernatural phenomena. Another…mostly the same.*

It is the late 1980s-the twilight of an era of beauty and vigour. *Mankind continues to expand across the planet, while Mystery-concepts inexplicable by the laws of human reason, a sliver of supernatural power from olden times that accumulates in strength with age and grants power to various phenomena through its connection to the Root of Akasha-and those beings steeped in it watch humans leave them behind.*

A boy moves to the city, barely missing two witches living there. *For it is the law of those who practice magecraft, that ordinary people must never glimpse their Mysteries and by observation degrade them. One enforced on pain of death by the Mages' Association.*

The boy lives a completely ordinary life.

She carries herself with gallant pride.

The girl lives a sleepy, hidden life.

Each walks a starlit path.

One would never expect their paths to cross.

The story of how these three disparate people came together is soon to be told.

You arrive to the sleepy Misaki Town on the same day that boy, Soujuuru Shizuki, takes his first steps there.

Take 1000 CP, another little secret hidden among so many others.

Backgrounds

Choose your gender freely. Those that delve deep into this world's Mysteries often adopt fluid forms.

Drop-In: You come into this world with only the clothes on your back, if even those at all. On the surface, many of this town's inhabitants are fairly kind to outsiders. But beneath it, the iron grip of the Aozaki family and-it is rumoured-demon hunter clans fiercely guard its borders against trespassers. Perhaps ignorance is bliss after all. But gaze long into the matters of Mystery, and Mystery too will gaze into you.

Choose your age freely.

Young Magus (100 CP): Vivacious. Cocksure. Confident. All these words have been used by the magus family you've been born to describe you. As a young man or woman at the peak of your body's biological aptitude for magecraft, whoever your parents were you are seen as a rising star with great potential despite being newly initiated into the ways of magecraft. Perhaps you'll be the one to breathe new life into your family with your ascendant talent. Or perhaps you'll reject them to carve your own path.

You are 17 years old. You may choose to be part of a canon magus bloodline, or the heir of an OC clan so long as it's Thaumaturgical Foundation and magic circuits' innate traits do not exceed the demonstrated capabilities of exceptional mage families such as the Barthomeloi, Einzbern, Kuonji or Wodime. Do note that with great privilege comes with greater expectations on a rising star. While the ambition of a lesser family is seldom less fierce, its rivals are seldom as powerful as those greater families face.

Mysterious Witch (400 CP): While all magus families maintain a difference with the rest of human civilisation, some go a step further. Your upbringing has particularly esoteric or unusual in some manner-not necessarily primitive, but the practitioners among you maintain a way of life fundamentally incompatible with that of the modern world's zeitgeist. You know little of the world outside of your family's magecraft, but in its field you have been raised from birth to be an ideal heir, and even biologically you have an aptitude for it beyond the limits of most other mages. Magic is your entire world. Magic is all you need.

If you wish, you may be an ordinary member of a magecraft practitioner group so unique as to not be considered truly human. An example being the Meinster Witches, which are regarded as a form of fairy.

You are 16 years old.

Hunting Renegade (200 CP): Even in the cutthroat world of mage society, there are those who challenge it's norms. Mavericks and visionaries that have pushed magecraft beyond it's normal limits, to challenge barriers presumed insurmountable-and more importantly, becoming either a threat to the status quo or a subject worthy of vivisection. Whether through diligent research, brutal atrocity or sheer dumb luck you happened upon such a breakthrough-and others became aware. Now you are one such outcast, armed with magic and yet resented for some form of transgression or another. Will you strike back against those who cast you out, or forge a new life among innocents?

You are 21 years old.

Residual Mystery (400 CP): Those that deviate drastically from their original physiology by the introduction of elements alien to their ecology. Those born from the thoughts of mankind, or perhaps other lifeforms. And those that have simply lived so long, they have grown into something otherworldly. All such beings represented in myth and legend, collectively known as Phantasmal Beasts to mages, are in decline upon this world. You are one such entity, though with this alone you are a relatively young specimen of some supernatural being lacking in much of the magical might that would have made your foes truly untouchable to modern mages-as well as one of purely flesh and blood with this alone, however strange. Make no mistake, you are a truly potent throwback of whatever you are-whether a succubus descendent that has inherited much of the dream powers of your ancestors, a great reptilian beast resembling the dragons of old, a posthuman magus having become a prodigious Dead Apostle or an oni-blooded person-but your powers operate the scale of a village at most. Within that scale your petrifying gaze, primal strength, fiery breath or what have you may melt bullets and tear through technology, but there is a reason mankind is the dominant species of the planet as a whole.

You may choose your age to be anywhere between a few centuries old or literally born yesterday from some strange incident. If you choose the former, you may roll 1d8 centuries for the amount if you like. It's not a requirement. It's just for fun.

Perks

Perks are discounted by 50% for the background they are under. Discounted 100CP perks become free.

Undiscounted

Reenactment of Mystery (200/300/600, conditionally free): Let us speak now, of magecraft.

Simply put, if an *end result* is achievable through scientific means, then magecraft is a process which creates that outcome using supernatural *means.* Fundamentally it is the reenactment of preexisting phenomena through the circulation of life energy and magical energy through the magus' body, their implements or their familiars. In order to attune to the Mysteries attuned to the Akashic Records and reproduce their phenomena, mages use Thaumaturgical Foundations-systems straddling the line between scholarship and religion to derive theories (e.g. "Alchemy is how the world works, therefore I can instantly exchange something for something else using the spell Flash Air. A spoon for a fork, for example) shaped by mankind as a whole's collective understanding of reality, however accurate it is.

Thus, magecraft is fundamentally at a disadvantage to entities or phenomena with higher Mystery due to being an imperfect replica of similar concepts, and diminishes in power when a significant part of the human population becomes aware of it due to greater human awareness "diluting" the same source of Mystery. **More information about Magecraft can be found in the notes.**

Barring truly overwhelming fonts of magical energy or preparation, battles between mages tend to be decided by mystical compatibility and strategic conservation of resources rather than superior firepower though as with all things in this world, there are always exceptions. Brute force can be a form of compatibility on its own.

Somehow, you too have the ability to practice magecraft. This purchase determines how good you are at in terms of knowledge and practical implementation. You may select any form of magecraft still in existence in the current era of the setting, from the Japanese Shugendō which combines Buddhism and mountain worship into unique techniques themed around transforming into a tengu by arriving at Hell, to Alchemy which studies control over the flow of bodies, life and matter. Either the Clock Tower's western foundation which seeks to transform base matter into gold (and to extend the metaphor, a human being into an entity comparable to God) or that of the

Alchemists of Atlas. Who, based on Egyptian metallurgy, prefer to focus on the pure conversion of phenomena as well as the prediction-and in some cases, actualisation-of the future. And a particularly unique case greatly decreasing the usual limitations of magic circuits by focusing their grandest efforts on the creation of uniquely powerful items or entities.

This perk cannot be repurchased conventionally, *however* the backgrounds that receive it for free as stated below may purchase a higher tier by paying the 100-200 CP subtracted from a higher tier deducting the cost of a lower tier. For example, it would cost a Young Magus 200 additional CP to acquire the normally 600 CP version of this perk.

200: You are considered a highly disciplined and comprehensive student of magecraft…by the standards of a 17 year old who just gave up her ordinary life two years prior. While you are adept in whatever theories your style of magecraft provides, have a versatile arsenal spells and may even have a particular type of spell such as magical bullets that you specialise in, you are also relatively inexperienced in its practical uses, it's deeper mysteries and the more experimental or esoteric aspects of your Thaumaturgical Foundation. Depending on your style of magecraft you could be capable of unleashing torrents of fire capable of melting steel to slag, transmuting the trees near you to water and back again, summoning a spirit capable of shredding through modern military equipment with a fingersnap within your speciality or best of all shooting a BRIGHT BLUE BEAM capable of leaving a sizeable hole straight through a building-as well as being capable of general practice spells such as carving runic wards, brewing potions, hypnotising mundane people and establishing barriers of magical energy. **Young Magus gets this tier for free**

300: Not only are your educational basis rock solid and your knowledge raised to that of a fully-fledged young adult magus, but your sheer talent for magecraft is worthy of the Magus Association's coveted title Grand. Not only has whatever application of magic you favour risen to a level uncommon even at the heights of mage society, but your practical applications of knowledge have expanded to cover a wide array of basis. Fighting a magecraft battle all night and losing would leave you merely winded, not on the brink of unconsciousness, and capable of beating a hasty retreat on foot given the chance. If you are not a rising star of magus society, you are surely one of its most feared heretics. You are a magical renaissance (wo)man who is not only familiar with most forms of magecraft preserved by the Association, but capable of tweaking and innovating on them-perhaps making a barrier of magical energy able to follow a specific person around and attack others on command when it used to be able to only guard a specific location, for example. **Hunting Renegade gets this tier for free.**

600: There are those with talent. And there are those with hard work. And then, there are beings of inhuman mentality such as you forged through regimens that the ignorant would call inhumane and magi would call nothing short of wondrous. From the moment you were born, your life was planned for you to become a magus. From the time you've been able to read you've had your nose in a book of magecraft, and every aspect of your life has revolved around its history and practice. At the age of 16, you stand at the pinnacle of your craft as one trained to inherit a legacy spanning generations, both rich in troves of magecraft lore and capable of disassembling even the luminaries of the Clock Tower in magecraft battles *based on magecraft alone.* Conjuring entities that upend the laws of reality along a certain theme such as "fairytales" to reshape entire buildings to your desires, bringing down destruction capable of levelling a town or magically sealing someone inside a tiny bottle are examples of what you are capable of. These feats are representative of Ploy Kickshaws, a fragment of the First Magic, and indeed magecraft of this degree can be a facet of that or another of the Magics mentioned in the notes of this jump. All that's left is experimentation. An idle amusement for one who already knows every meaningful discovery found by prior generations. **Mysterious Witch gets this tier for free**

Bear in mind that even magecraft of such power is an "application" of True Magic. While certainly powerful enough that a master of it could rival even a fully fledged Magician, it is implied the theme of such a system limits the full scope of applications provided by the Magic.

Mystic Eyes of Enchantment (100/200/300 CP): Sight itself is considered the first magecraft in human history. Sometimes, a mage is born with or somehow acquires this highly specific (even by magecraft standards) but extremely efficient power. You are one such mage, and you have one of the more common versions of this power. One or both of your eyes is capable of high-level hypnosis, bending others to your will with but a glance. Intent. And a modest bit of magical energy. Alternatively it may be another similarly low key mental compulsion, like charming others or whispering subliminal suggestions to them.

Such is the case for 100 CP, at least. For 200 CP, whether through advanced surgery like Touko Aozaki or a truly freakish mutation your mystic eye(s) have another set of mystic eyes *within* them. The eyes reflecting off each other endlessly like mirrors allows you to indefinitely bind an opponent rather than issue individual commands. While not truly almighty, against more powerful opponents your eyes scale upwards with magical energy consumption to inflict greater and greater enchantments on others. Just be careful you can catch your

entire opponent in your field of vision, as in either case the eyes' power is diminished if you cannot fully perceive them.

For yet another 100 CP purchase that can be taken with or without the other addon, your eyes are of the Noble rank in the world of magecraft. The mental compulsion they inflict with but a gaze is both more absolute and complex. Examples include paralysis, following a single command or compelling a mutual agreement to be fulfilled.

Holy Orders (400 CP): There is more than one faction at play for the future of both mankind and the planet. While the Mages' Association hoards Mystery like a dragon rotting upon it's hoard, there is a hidden side to the Roman Catholic Church which seeks the destruction of all things deemed heretical-and remains embroiled in an uneasy truce with the Mages' Association as something like a mediator for the spats between individual mages. Not only armed with powerful artifacts and assistance from strange bedfellow, but the church's teachings and holy words allow their priests to use Sacraments: Magecraft in all but name with a particular focus on exorcising spirits, purging unnatural influences, soothing and perceiving emotional states, and reinforcing the body-among other methods, many of which can counter even the formidable magecraft employed by the heads of magus families.

Whether or not you are officially registered as an Executor of the church, through either a hellish regimen of combat training believed impossible by the general public or some unnatural quirk of your biology as well as the gift of Sacraments you have become a potent weapon for the glory of God and mankind against the depredations of the supernatural. Your peer, Eiri Fumizuka, possess such divine skill with the sword he once destroyed the body of the Fifth True Magic's former wielder with a single slash-and in the present, the lone witness to that feat is still unsure who would win in a fight to the death. Similar to him, your priestly training also have a piercing insight into the nuances of human nature and how to cut to the heart of most emotional turmoil. Perhaps it would be worth catching up with him while he's in town. Or perhaps not, given his sharp tongue. But other possibilities such as similar skill in a barehanded martial art that surpasses modern understanding, augmentation by Sacrament-enhanced cybernetics or even a bloodline of unnatural origin used in service of God also exist, so long as they are all roughly in the same ballpark.

Wrath of the Roomies (200 CP): Whether you have friends in high places or enemies with /very/ poor aim, for some reason whenever you're in danger rapid fire blasts of magecraft seemingly aimed at you strike out at your enemies-an effect toggled by your intent. Be they blinding blue bolts or avian familiars imbued with fairytale curses, they're the kind of thing an overprotective and

highly talented young magus can dish out at short notice. It's never anything on par with the more complex forms of magecraft but for someone with none of their own, these magical attacks are can harm even powerful familiars such as Servants-if only lightly. After purchasing this perk an extra 50 CP, you may swap to a different type of magecraft to lay down supportive fire for you at any given time you attack. Instead of Aoko or Alice, perhaps the prestigious Cornelius Alba's will sear a path to victory for you or Touko's puppets will briefly manifest to strike at your enemies. Occasionally your helpful mage friend might add some colour commentary (or excited battle cries) to your fights. As if the 5th Magic itself is setting up these strange moments of combat synchronicity

The Magic of Youth (300 CP): You can feel the wishes, hopes and dreams of every young man and woman burning bright inside your chest! That's right, you've gained THE POWER OF THE PROTAGONIST! It gives you an incredible knack for second winds in all kinds of circumstances, letting you ace tests you had to cram for the previous night or letting you stand up at full power during intense battles of magecraft after being brought to the brink of death so long as your motivation remains strong. But while the fire of youth blazes fiercely, the cold hard world can dampen it-and should the odds greatly exceed your means, even you can be beaten down too hard to recover or slain. This is a power more fit for bolstering you to use the tools and powers you have at available to you in their best condition and with the best circumstances, than paving a preordained path for victory or winning the lottery.

But why keep all the fun for yourself? You can also "transfer" this status to someone you've met providing them with an unbreakable will and the fortune to live in interesting times so they can use your protagonist status to become their best self. Just stop by to catch up with them and wish for it, if you want to become the main character again

True Magician (600/1200 CP): Despite all its applications, the ultimate purpose of magecraft defined by most of its senior practitioners can be described as a system meant to open a path to the Swirl of the Root, Akasha: The ultimate origin point of all events and phenomena in this universe. All magecraft is a complex system trying to tap into that transcendental truth from many removes.

True Magic is a single concept that has carved a path directly to that truth. The actualisation of events impossible to reproduce in a certain era by humans or the planet itself, even given an infinite amount of time and resources, and a Mystery surpassing that of any modern mage. Feats such as time travel, resurrection and gathering enough energy to blast a hole straight through the planet may be difficult to accomplish with it for a human being-but NOT notionally

impossible; even if True Magic cannot perform one of those feats at face value it can often use “loopholes” in reality such as by going back in time to rescue someone before they died rather than directly resurrecting their corpse. And somehow, you have become the inheritor of one such True Magic. **More information about True Magic can be found in the notes**

In addition to the capabilities mentioned in the notes, all Magicians possess resistance against magical energy-based effects, fate or “instant death” type effects, temporal anomalies and “purge” attacks. Basically if it sounds like an utterly unfair power that should be able to instantly delete a normal human being, merely by being a proper Magician you possess a resistance that lets you potentially negate or mitigate the effect so long as it is not greatly beyond human scope. **While there are only a limited number of Magicians without accounting for this perk as an exception, being a Magician does not prevent others from using Magic in various ways. The distinction at the time of writing is unknown.** It is said that Yumina of the First Magic died as thoroughly as is possible, leaving no trace behind. But through that, she reached a state that's practically unkillable. Whether this is an extension of this attribute, an application of the First Magic or both is unknown at the time of writing.

For 600 CP you have as much proficiency in it as Aoko Aozaki in this tale. That of a complete novice, one that has just attained it from either the original magician or a truly bizarre happenstance even by this world’s standards. You barely understand your Magic, tapping into it requires great trial, error and determination. But push you far enough into a corner, and you might just break a law of reality or two to get what you want.

For 1200 CP instead, you are a fully-fledged magician equal to Aoko Aozaki’s grandfather. Your mastery of your Magic has become second nature, and so thoroughly have you unlocked all its applications that even many mages would question if you still think like a human with the power you wield. Do be careful not to let your hubris get the better of you. In the end, your flesh and mind are still mortal, even if you wield a powerful concept as your swiss army knife.

Drop-In

Form Is Emptiness (100 CP): Those ignorant of society’s ways are not necessarily stupid per se. You quickly pick up on the conventions and procedures of a foreign environment, like a clever wild animal sniffing the correct behavioural patterns. Even better you have a knack for seeing past the pretences of conversation, body language and action to comprehending the true intentions and mindset of people. This may not always help to grasp their actual

meaning if they're operating on information you lack, but you have an uncanny way of grasping someone's character even better than they do themselves.

Moreover, you have attained an instinct for risk avoidance and optimization for travel that is frankly inhuman. Such is your evasiveness and efficiency that a regular teenage boy could survive in the harsh wilderness away from civilisation, and you can sneak up on most ordinary people without even trying. It doesn't impede you from actively getting someone's attention, but your ability to fly under the radar is comparable to legendary assassins and intuition-sensing swordmasters of ancient times.

Good Luck Chant (200 CP): Head empty, thoughts absent, is that any way to go through life? Perhaps not indefinitely, but such serenity brings certain advantages. Even in the heat of battle or in an encounter with the supernatural, you'll keep a cool head and maintain your priorities instead of panicking. As long as you're determined to do something, you'll keep doing it to the best of your ability with neither hesitation nor frustration getting in the way. And best of all, so serene are your thoughts that perceptions purely founded on emotional intent simply miss you, be they mundane or supernatural. A broader telepath can easily pinpoint your true intentions, but a blind swordsman trained to sense killing intent won't register you as a threat.

It seems that in addition to your other abilities, at some point in the past someone tried to cast hypnosis magecraft on you to undo your sense of fear. It failed, but the interaction nonetheless had a significant impact on you. Your ability to resist fear, confusion, conceal weapons and otherwise resist effects that would otherwise prevent you from using skills of all kinds is inhuman, letting you display tremendous resistance to legendary curses and bewitchments-as long as they only target your mental state.

Wheel of Chakravartin (400 CP): There's something about you that's really likeable in a platonic way. When you blurt out random observations you have a knack for picking your words in ways that endear you to others, and the actions you take in good faith to help others will always have a beneficial impact-however minute or misguided-that will be acknowledged. Even those seeking your death could end up finding in you a trustworthy confidante, and those striving to kill your friends end up hoping to make one of you. Those with inhuman mindsets are no exception, their alien hearts moved by your unswerving resolution. Ironically it is ordinary people who are least moved by this, simply seeing you as a standup member of the community as you go about your day. But to those who think they can set the terms of engagement, your unflappable likeability has a tendency to throw best-laid plans awry.

…conversely, your cutting insults are just as sharp. Breaking egos and making inhuman beings do a double take.

Moreover, your vigour and willpower is so tremendous that when you absolutely have to accomplish a defined, immediate objective you can perform it at the peak of your efficiency and power. Such focus can let you pull out reservoirs of power and skill that modern science can't explain-but it whittles away at your invisible force of fortuity, making it easy to slay you by chance for the duration of that same brief window. More usefully, something is off about how you fundamentally function as a biological organism. Nearly every movement you make as a human being is fully automated, barring the most vital ones like your heartbeat. But breath, bones, muscles and nerves? It's no exaggeration to say you have near-total conscious control of those biological functions, easily capable of repeating the exact motions needed to create a piece of art with robotic accuracy. Existing like this is nowhere near as straining as it would be for a normal human. Doubtless the uncanny dexterity and skill this provides will be useful for other things.

World-Breaking Fist (600 CP): There is far more to your form than meets the eye. Your childhood was a harsh and rigorous thing, spent far away in the mountains beyond civilisation's comforts where you fought beasts bigger than you. As a result, your physicality and ability to kill with bare hands is frankly inhuman. You can run ten miles in under ten minutes, pick up a young woman, and carry her back much of the way while only being out of breath from the sprint. You can access what is called hysterical strength, reading the fighting capabilities of even otherworldly foes with a glance and exceeding the safe limits of your body with machine-like precision to strike them with the full force of your body on one single point. While ruinous to your own arms and even the rest of your body, two such blows could drop even a mighty steel-furred Elemental to the ground. Doubtless any lesser confrontation for you would be like tearing apart papier mache. As long as it doesn't involve magecraft, at least. For all that your flesh is well-forged and your tendons are like steel cables, you're no more resistant to magecraft than the next man on the street.

And from this might is born a simple miracle: One utterly unavoidable blow, propelled by seemingly impossible surges of speed from you, thrown with such power it threatens to unravel your entire body without greater means of life support than the average human of this world. Though it is only a physical blow, the more unfair nonsense there is to your opponent's defences there are the more unrealistic damage that is impossible to perceive/adapt to/decipher is inflicted. And yet, fundamentally it is no death curse or all-consuming annihilation, just a punch. Against another human being, it is merely a blow

powerful enough to strike through the ribcage like cardboard. But against a god, that same punch could inflict a crippling, critical wound or knock them out cold if you view felling your enemy as important enough to stake your very existence on.

Young Magus

Queen of Tests (100 CP): You've never been one to shy away from responsibility, and your fighting spirit is far bigger than your frame would suggest. Challenging circumstances, be they academic or supernatural, bring out the best in you. You don't leave a man behind in the heat of battle unless you want to, and aura of confidant competence can cow even your nominal superiors and send your peers scurrying away at the sight of you. To top it all, your academic and managerial skills are top of the class even by the rigorous Japanese school system. Don't expect to make many friends who can't keep up, but perhaps it's better to be feared than loved.

You're also beautiful as only a SPUNKY YOUNG MAN/LADY can be.

Burning Blue Battle Axe (200 CP): What's the best way to tackle all the problems of the world? HEAD ON, AND SCREAMING! The reckless, blunt approach has a tendency to work out well for you. Fortune favours you cutting to the front of the line to get what you want or demanding people do things your way, and even if you're a nitwit that loves spamming giant magical lasers the collateral damage has a tendency to just…go unnoticed by the world at large unless you really go out of your way to advertise it. The clever and the subtle often get caught off-guard by your sheer guts. Seize the day. BY THE THROAT.

Magic Circuits (Rotation) (400 CP): Rotational speed! Structural durability! Quality of output! Fuel efficiency! In the area of BIG BLUE BEAM SHOOTING based magecraft your magical shots are to most other mages what a railgun is to a handgun. In particular, somehow your magical system allows you to create rotating circles of mana that let you charge up and BLAST away the opposition with such tremendous potency and precision that in two years, you could surpass a seemingly perfect magus solely in the area of destruction. Your gift for SCREAMING BURNING HAVOK also applies to other magic or supernatural abilities you have, allowing you to dramatically amplify their firepower by rotating them with your mana and accelerating their firepower. Everything is a railgun. EVERYTHING IS A RAILGUN.

Uniquely, these magic circuits NEVER RUN OUT OF MAGICAL ENERGY although their considerable output is still limited enough you'd be well-advised not to try a shootout with one of the Three Great Ploys unless you really know

what you're doing (and preferably have good help on your side). These particular circuits are also considered to be one of the factors necessary for humanity to depart the planet (conclusively enough to survive indefinitely away from it in the depths of space). Make of that what you will.

Life Hack E (600 CP): You know, it's not always about hard work? Some people just have all the luck. Like you. You could be some ordinary girl who just happens to share a bloodline with a powerful magus family, and the patriarch would name you heir to his Magic. Or you could go off to apprentice under someone else to actually learn magecraft from, and luck into not only a mentor who surpasses conventional magecraft understanding but is actually a pretty great friend…in her own idiosyncratic way. Last but not least, you have a tendency to bump into people with a significant role to play in the world-and make a good first impression. If you ever need a favour beyond even your own considerable power, you'll have plenty of capable folks to call in. Whether you're scrounging for useful Mysteries or angling for a promotion in the Magus' Association, the powers that be seem happy to give you leeway with underwhelming qualifications and you often bumble into first pick of the loot. Just remember, AN EASY LIFE IS NOTHING WITHOUT A RESPONSIBLE ATTITUDE

Possibly because of the…cavalier attitude to life this has bestowed, you are slightly superhumanly capable of stealing stuff from people close to you. Like, ten times as good as any average human being from this world. You are also ten times as messy as anyone else at managing your finances and organising your room whenever it would be convenient for you.

Mysterious Witch

Porcelain Vampire (100 CP): An otherworldly beauty from a more civilised age. An elegant yet menacing witch who could never be mistaken for a helpless maiden. That is the impression most have of you. Your pale beauty, your haunting eyes and your poise is that of a fairy clothed in human flesh rather than any earthly standard of beauty. But rather than being a vivacious example of blooming youth, it is an imposing presence that commands respect for all but close friends and dire enemies.

Queen of the Fortress (200 CP): The young lady of the house is neither late nor early. She arrives exactly when she intends to. Yours is a strategic mind, equally at home with grasping the schemes of enemies and expertly countering in the heat of battle as it is setting traps and laying protections. Even without magecraft, you have an intuitive grasp for the lay of any land you spend a considerable amount of time in. Furthermore, even if you have no other gifts for

magecraft some intuitive gift for the concept makes magic similar to Bounded Fields (barriers of magical energy meant to protect something within, work a transformation on something without and/or both) or anything related to manipulating leylines particular efficient for you. Rank amateurs spend days getting done what you can accomplish in one.

Lore Defense (400 CP): To hold this moment in your grasp, forever. To maintain one's life as a magus absolutely. You've somehow had a special defensive attribute normally associated with the Ploy Kickshaw magecraft of Witches engraved upon your very body and soul. Conventional weapons cannot harm you, with mere mortals needing to resort to methods of harm defined by the local folklore of either this world or the world you are in (you may choose at the start of each jump). Even supernatural forms of attack hurt slightly less than they should-save for those of overwhelming power such as the Noble Phantasms: Legendary artifacts such as Excalibur, trump card techniques such as Hercules' feat of shooting the Hydra's heads condensed into a series of killing blows and other "special moves" generally associated with Heroic Spirits or other entities powerful enough to rival/surpass these spirits of legendary heroes.

Yumina (600 CP): Witches, it must be said, are not human. Even the rank and file of their rare kind are held as wonders by mages. You however, are royalty among them. For like Alice Kuonji, you too are a direct descendent of Yumina-and therefore a Meinster Witch yourself. A fairy of sorts, whichever gender you are. You have an abundance of magic circuits-enough to constitute crests covering your bones, veins, even your internal organs-drastically cutting the need for you to speak incantations or produce other prerequisites for magecraft and granting regeneration great enough to get up from a hole through the chest and disembowelment, recovering from it entirely in an hour-at the cost of excruciating pain.

In fact, as messy as it is this regeneration constitutes a grisly form of immortality: You are technically unkillable by acts of harm based on animosity, fear, chance or nature as their driving force; so long as this is the origin of your harm you *will* recover sooner or later. Keep in mind however that this does not account for unique weapons or means of attack that can impose a concept of death on the immortal or overwhelming force great enough to simply disintegrate you faster than you can regenerate-and that acts of harm motivated by love bypass this immortality. Such power makes the distinction between Magic and Magecraft inconsequential to you, with even making a self-contained pocket dimension being in your power using the Ploy Kickshaw system. However, despite the complexity and power of your mystical prowess, do note that this is a world ruled by specialists-and it is still possible for a talented

modern magus with a particular affinity for, say, combat to surpass you in that one area.

This perk purely grants you the biological and magic circuit-relevant capabilities of Alice Kuonji, not the training needed to use Ploy Kickshaws

Hunting Renegade

My Good Side (100 CP): For some people, multiple personality disorder is a serious medical condition with grave implications for their daily life. But due to the quirks of mage ancestry, yours is more like a funny hat you can take off and put on basically at will. When you wear glasses you come across as *nice, friendly and charming*. You're the belle of the ball, the kind of person who can talk a stranger into letting you into their house. When take off your glasses, your *ruthlessness and passion* can make their blood freeze. As for which one is your true personality-*who knows*? Not only does it not impede your life in any way, but it appears this comes with a buff to your academic skills that has already let you obtain several professional licenses from the modern world.

It should go without saying that your elegant beauty is truly worthy of a wicked witch, ensnaring the hearts of men or making them freeze as you please.

Rumour has it that wearing sunglasses will turn you into a cute weirdo with a nonsensical verbal tic.

…yes, you do need to wear or take off eyewear to perform the switch, for some reason.

Scarred Red Puppetstrings (200 CP): So you're on your own, and the world is against you. Well. *The world had better watch it's back*. You're a wickedly ruthless tactician and manipulator, expertly infiltrating your opponents' territories and sabotaging what should have been soundly crafted wards as well as grasping their strengths and *weaknesses* intuitively. As for your people skills, when you can get an inhuman being to play along with your ambitions after a bit of effort regular people are like *putty in your hands*. Your plans layer one on top of the other, each failure bringing you some twist of good fortune or other that brings you one step closer to your *goal* however distant it is, and each success bringing unexpected misfortune on your enemies. There's no need to rush your path to the Root. *What kind of fool would rush in where angels fear to tread?*

Sealed Creatrix (400 CP): *You're a polymath of all things magical yes, that much should be obvious to anyone who knows of you*, and even without any

particular knowledge about a given field learning and picking up more comes easier to you than most modern magi. However, there is one area where you really shine: The creation of Mystic Codes-artifacts created by magecraft which supplement magic users and have various properties of their own. From designing your own mystic eyes to implant into others, to creating and patenting a form of broomstick-based flight your *genius* at innovating on magical principles of all kinds ensures that innovating your magic items is second nature to you. But your most *terrifying* capability is a gift for reverse engineering other magic items. From the most advanced works of man to the legacy of a long-lost god, with enough study, resources and patience creating simulacrae of wonders long lost to the modern age is *well within your reach.*

Heretical Achievement (600 CP): Your expertise with magically modifying the body and soul is matched only by the elder Aozaki sister in this town-a heretical mage who aspired to recreate the original human body as her path to the Root. Even powerful spirits and legendary heroes could have their spiritual structure improved and their powers or artifacts enhanced by your tampering. More importantly, somehow you've used it to create a truly impressive form of immortality even by the standards of this world-one that *almost* approaches a True Magic. Even at Touko's precocious age, she has made puppets so realistic that even if her body was burnt to ash and her soul destroyed, the puppet's similarity to her would be so exact reality itself would retroactively register it as the true "her" and consider the previous Touko to have been the fake. As if her craft created a sort of quantum superposition for her existence. Last but not least, these skills of yours are potentially transferable to other supernatural powers, letting you develop other forms of simulacrum-based immortality-some of which may even be transferable to others. How do they work for means other than puppeteering? *Isn't the joy of discovery half the fun?*

Residual Mystery

"I want to know defeat" (100 CP): An immortal existence knows neither joy no sorrow, only the monotonous turning of the seasons. You won't ever starve in ennui, you'll always have chances to affirm the fact that you're alive. As long as you seek it out, you'll encounter adventure-great foes to slay, new experiences to sample. Friends to make, new societies to explore. It's nothing truly world-changing unless you're exceptionally lucky, but there'll always be something in the world that can surprised and delight you. Don't languish as society moves on. Laugh, and the world laughs with you.

Ancient One (200 CP): Add another two thousand years to your lifespan and let the magi of the modern world despair. For your Mystery is greater than nearly anything they can bring to bear against you. It matters not if the most

destructive fireball, the vilest mental enchantment or the most devastatingly brilliant Bounded Field created purely by modern Magecraft attempts to impede you-your Mystery is simply greater and maintains the immutable perfection of every aspect of your being. Post-jump, you may add that two thousand years' worth of history to both your background's existence in a given world as well as to any powers dependent on time alone to grow and mature. It seems your seniority itself has become a Mystery in its own right.

Regression to the Age of Gods (400 CP): Among the Phantasmal Beasts, there are those that are special even among them. We speak of the Elementals: Spirits that are the planet's sense of touch. You can freely shapeshift, becoming a giant monkey, a fair young child or a golden wolf-all of which are capable of shrugging off bullets and rockets like water merely with their hair, and even though sufficient raw magical energy can affect you where complex magecraft alone collapses withstanding a fifty-ton magical impact is well within your capabilities. Gender is basically aesthetic for you. And even if you could not, you could regenerate from your own heart. But your greatest ability are the unique Magic Circuits known as Regression of the Age of the Gods-gifted with the unique power to recreate Mysteries predating even True Magic itself. Your combined abilities let you engage some of the oldest monsters still walking this planet that can decide the fate of countries. Your status as a being superior to mere mortals is no idle boast-it is a simple, quantifiable fact.

Invasion of Fantasy (600 CP): Pity Flat Snark, king of fantasies, enslaved by the witch of eternity. It seems like that great Ploy, you have a little divine blood in your ancestry. Enough to work one specific miracle. With this, even an ordinary boy could release a surge of divine magical energy higher quality than any reproduceable by mages in the current era on the scale of an amusement park. Within it, fantasy overwrites reality as defined by your will, and the world starts to run on a kind of fairytale logic rather than conventional physics. Bring mascots to life, turn ordinary offices into Escheresque mazes or make the reflection of a mirror into a tangible location anyone can pass into. Your ability to manipulate reality isn't unlimited, but something on the scale of vast armies of humanoid soldiers as well as gigantic automatons to attack somebody while cutting off the area with a barrier that would challenge even powerful mages is well within your reach-and you have a great discretion to shift your form and position within the territory. Your power over illusions and perceptions is even greater; disguising yourself as the actual moon while "merely" hovering somewhere high in the sky would be easy. It goes without saying this divine magical energy can be used to empower your own abilities greatly. Best of all, the scale of your magical realm grows over time-the power of fantasies unleashed feeding back into you like a perpetual fairytale reactor. This explicitly lets you permeate the area with True Ether and overlay a Texture from the Age

of the Gods themed to suit you, like the Three Great Ploys. Let the strictures of the modern world collapse. Cry havoc, and release the dogs of fantasy

Items

Items are discounted by 50% for the background they are under. Discounted 100CP items become free.

Drop-In

Giant Cat Takeaway Service (100 CP): Recently a giant cat has been spotted around town delivering food. This has nothing to do with the events that are about to unfold, but shortly after your arrival you did the cat a favour of some sort and it handed you a great value loyalty card with a number written on it. Calling the number will have the cat infallibly deliver whatever Japanese delicacies you want on short notice, at a modest price. Tsukimi soba, kongetsu-fresh out of the kitchen, with the home-made nourishing deliciousness.

Why this is happening, is a small-m mystery.

Mysterious Phone (200 CP): Well, aren't you popular? You've been a productive member of society for a while, making perhaps a dozen or so friends, and even if you didn't know how to someone was kind enough to explain how to use this phone to save their contacts here. Some may even have supernatural powers of their own-even ones substantial enough to rival the heirs of magus lineages. All respect you enough to do any reasonable favour on fairly short notice, and all are particularly well-positioned to help out whatever your goals are. After this jump, you'll have a similarly important small social network to help you out in future worlds too.

Branch of the Holy Church (400 CP): Somewhere in town is another parish, every bit the equal of the one mediating magus conflicts but with much less traffic. To most outsiders it seems just like any church, perhaps with an ineffable extra bit of tranquillity. Magically sensitive individuals may notice that service is empowered by magecr-sorry, Sacraments and that the priests have a very particular set of skills. Skills that make them a shining beacon of light against the darkness of the occult. Most have relatively modest and utilitarian abilities that let them do things like sense malign intent and grant medical treatment thought impossible by the modern era, but at least one is a one-man army capable of laying low the greatest magi alive. Oh, and somehow you're the rightful owner of the church, and they're paying you rent. Your tenants are fond of you, and don't mind doing a side gig or two.

Holy Armament (600 CP): In this world, just like men and beasts certain weapons that boast a long enough history acquire a degree of Mystery and get imbued with a certain concept powerful enough to contend against Phantasmal Beasts even when magecraft fails. This melee weapon of your choice is one such example. Shining with the light of faith and sharpened by prayers, it cuts through magecraft of all kinds like cobwebs and scorches the flesh of supernatural beings with holy golden flame. Even against mundane materials, it's sharpness cuts like a hot knife through butter-and it's blunt edges are almost impervious to mundane force and inertia. Not quite one of the legendary Scriptures nor from the common ranks of priestly armaments, this weapon has one final gift: It is uniquely loyal to you, and can never be used to hurt you without extreme amounts of corruption or reforging. Attempting to strike you with it finds the weapon simply bounce off like it was made of foam.

Young Magus

Rock 'n Roll! (100 CP): YEAH, baby. All work and no play makes a growing girl a dull girl. Hence why you have this massive walk-in closet full of striking outfits (and several spare school uniforms fitted for you, for some reason) sure to catch the eye of everyone around town. And a collection of excellent electric guitars. These outfits are the tippy-top of style, comfortable and unmistakeably *you,* oozing whatever stately poise or boisterous confidence you want to project.

An Unpleasantness Collection (200 CP): Ah. Yes. That. These curated set of substances represents the seedier side of mage society. A tasting flight of poisons that if not taken consecutively, will kill after half a day or so as the older poison dissolves the newer poison. A collar that can tighten around a neck hard enough to strangle the average human. Rowen pills that once forced down the throat of a mage, damages their ability to use magecraft until it is processed in a day or so. And similar nasty, nasty things that restrain, inhibit or otherwise cripple others. The best thing you can say about them is that if used correctly, you can guarantee none will do any *permanent* harm as long as the subject cooperates. Restocked every week by what appears to be a tiny injector needle with arms and legs.

Legacy of the Magi (400 CP): Engraved somewhere on your body is the greatest treasure of a magus family-one equal in value to that of the Aozaki family's: A Magic Crest. A collection of magic circuits extracted by a magus over the years and amassed into a collection of biomass that contains both substantial magical energy, knowledge and spells that have been made stable and easy to activate by the Crest's complex structure. Not only does all this power considerably augment your normal magecraft, but it also grants you a powerful form of regeneration as part of the Crest's purpose is to keep it's host

alive so the knowledge can survive to future regenerations. Even if your spine was broken, as long as your body remains alive the crests will piece it back together and as long as your body is still physically there more extensive mutilation can be treated with the help of heavy surgery. Your very body is now, in a small way, a vessel preserving Mystery.

The Legacy of a Magician (600 CP): At first, one might question what all the knickknacks and curios in this dusty attack are good for. These mystic codes make no sense! These grimoires and notes refer to principles alien to magecraft! But take a closer look: These are the personal effects of a Magician, the left-behind comprehensive research about how to use one of the True Magics as well as the reagents and artifacts needed to channel it as a professional magus would magecraft. It will take time and diligent study for even many of the greater mages, but with enough determination it might just be possible to unlock the power detailed here; a mediocre magus might take six or so generations to make that breakthrough. And if you know True Magic already? This trove is pretty much like having a mentor walking alongside you.

Mysterious Witch

Elegant Tea Assortment (100 CP): Chamomile. English Breakfast. And tch-that oriental…"matcha" green filth if you have questionable taste. This elegant cabinet has all sorts of tea catering to the tastes of a refined lady in both bag and pure tea form. Along with cups, teapots, strainers and spoons all correctly labelled as if recently mishandled by some idiot boy who couldn't tell a cup of coffee from a cup of Earl Grey. The décor of both the cabinet and cutlery evokes fairy tales in all their whimsy and horror, though not without a solid old world class, but the soothing taste of the tea is its own escape from harsh reality. Regularly restocked by a very, very overworked blue bird.

Mysterious Group (200 CP): Not every magus family is overly skilled in magecraft per se, some are far better when it comes to finances. Yours is a powerhouse equal to the Kuonji Group, having bought significant shares in Misaki Town or a similar urban environment. If a restaurant is popular with the locals, there's a 1 in 4 chance they own it. If you see a high-rise building, there's a 1 in 3 chance its occupants pay rent to them. Your family members view you as their representative in the world of magecraft, and are happy to cater to you financially with their conglomerates and financial strings letting you live as comfortably as a princess well into the 21st century. Post-jump they retain all their wealth, even if their mysticism fades away to little more than an odd family tradition in less magical worlds.

Haunted Manor, Priceless Land (400 CP): Leylines, the veins of the planet, are highly coveted by mages due to being immense sources of magical energy. You happen to not only have a firm claim on one such area, but own an elegant European-style mansion straight out of a fairy tale in it. It's more than simply luxurious and classy in ways that would make aristocrats green with envy, it's also so loaded with magical assets and defences it would be suicide for most mages to pursue you into it. Not to mention the massive library full of information about magecraft of your choice, including both theory and spells. While traps on the level of floating mists that can banish people into mirror worlds abound for those unauthorised by you to visit, the forest outside's good health can enhance your ritual magic too. Furthermore, as long as you're inside the manor, your body will be healed as if receiving the minimal medical treatment needed to keep a young human alive and comfortable.

Trump Cards (600 CP): This is the magecraft equivalent of a missile arsenal, passed down to you from some illustrious ancestors. Be they bizarre familiars like the Ploy Kickshaws belonging to Alice that are protected by a form of fairytale logic preventing them from taking harm that does not abide some sort of rule or more solid Mystic Codes, even the least among them has some unique advantage in the world of Magecraft. Among those, one is a puny but sentimental thing that has little to offer you other than loyalty. The majority run the gamut from offence to utility; think of each as a powerful magecraft spell with loose rules incarnated into a physical vessel that can repeatedly cast itself whether you want to trap a person inside a tiny bottle, lower local conditions of reality to empower fantasy-based effects, distort space or monitor a whole city at once. Finally, three of them are catastrophically powerful or life-changingly miraculous constructs on par with the Great Three Ploys Flat Snark, Wandersnatch and Thames Troll. Even if their Mystery is strictly speaking inferior to that of a truly ancient Phantasmal, each operates on a scope resembling more a mythological miracle than anything conceived of by modern civilisation. Only the safest hands can be trusted with such power. And only the most foolish would try to pry them from you, their rightful wielder.

Hunting Renegade

Bespoke Facade (100 CP): Remember that other walk-in closet? While this one is no less fancy, it tends a little more to haute culture and sophistication than what's up and coming now. The outfits here, while no less stylish and tailored to you precisely, are more geared towards presenting a certain mood with your appearance. Sophistication, menace, demureness-so striking is the cut and the colour you'll be making a strong statement when you show up in town with one of these. As a little bonus, there's a collection of Mystic Eye Killers too: (Stylish) Glasses with the power to restrain the power of eye-based magic such

as Mystic Eyes, and protect oneself from those of others if they depend on eye contact.

Little Shop of Horrors (200 CP): Not every mage can afford to have a first class workshop when they're on the move and trying to exact revenge on their dim-witted devil of a little sister. You're not just every mage. This roughly schoolhouse-sized building has all the reagents and tools needed to create a plethora of Mystic Codes or at a stretch, a greater ritual. Suited for your style of Magecraft, if you have one. While the magical energy within is bent to your will and everything is both clearly marked as well as neatly sorted, it would take a skilled crafter of Mystic Codes to make the best use of it. One who could, would doubtless be able to unleash hordes of automatons or similar forces. Restocked weekly by what a very gloomy automaton designed to look like Aoko Aozaki, if she was naked and sometimes crawled around like a spider.

On Borrowed Wings (400 CP): What look like golden leaves bent in the shape of wings sprouting just behind your back are something far more menacing: Magic Crests taken from mages who once challenged you and failed. The magical energy they provide you exceeds that of the typical family heir twice over, however due to being foreign from you they're not as efficient when it comes to actually casting their spells than a Magic Crest fully bonded to your body. Furthermore, while they don't strain you to use unlike a bonded Magic Crest, if defending from powerful attacks they can be forced into a state of temporary shutdown. Alternatively you may have a more efficient but also less personally beneficial solution: An automaton of some kind, full of artificially replicated magic crests with roughly the same amount of magical energy.

If you do take the default option though, don't worry about the defeated mages. They spend all their time partying and generally enjoying themselves in a little café/carnival/astonishingly pleasant facility that seems to have a means of replenishing itself. All things considered they're surprisingly upbeat about life despite having their life's work literally ripped out of them. If you like, a garish door in your Warehouse can take you to the ex-mages who're inclined to treat you as an old friend. They may no longer be able to use magecraft, but they can probably still be consulted on their methods if you can get them to focus for more than a minute at a time.

Divine Reconstruction (600 CP): The crowning masterwork of Touko Aozaki's Rune collection are three replicas of Primeval Runes: Divine Magic Crests created by Odin himself. Indestructible by modern magecraft, their function is as simple as it is terrifying: To amplify the curses of other runes by tens of millions of times. Somehow, you've found or wrought an artifact of similar calibre: A magecraft-reconstructed replica embodying a concept from the Age of

the Gods, resembling a lesser version of a storied treasure from myth. Whether you've somehow found a means to partially replicate a legendary Reality Marble or swing a fleeting phantasm of a certain golden sword, do remember one thing about your terrifying power: It is ultimately still magecraft-a partial copy of something greater, and will ultimately lose a shootout to greater Mysteries such as True Magic.

Residual Mystery

Wonderous Memory (100 CP): Was this meadow torn from time itself by the 5th Magic? If it even is a meadow. It could be a woodland glen, a garden, even a seaside incongruously found somewhere behind a Bounded Field (or past an ornate blue door in your Warehouse). Whatever it is, it's a natural environment the size of the average mountainside forest with a stark beauty and the pristine state of the wild as it was before the advent of mankind. Even if you are wholly human, being here is soothing to your mind and soul. There's plenty of game and fresh water here, but no predators. To a wild beast, it's practically Heaven.

Pack of Strays (200 CP): Your superior brawn has impressed a pack of animals, something on the scale of a few dozen wild dogs or the equivalent. They may only have animal intelligence, but they instinctively fear and respect you enough to respond like trained soldiers when you will for them to cull foes you can't be bothered to face yourself. Perhaps with great patience, they could be tamed into friendlier faces for strangers. In the meantime, though they are mundane animals they will face down even supernatural foes with you at their side.

Divine Carcass (400 CP): The corpse you found somewhere in the wilderness could either be breathtakingly beautiful, the pinnacle of the human form and then some, or an incomprehensible distortion to reason and logic. No matter, it is what is left of a *god.* Less than a Divine Spirit, less even than an Elemental, yet unmistakeably steeped in Mystery predating the rise of mankind. It's blood, it's spinal fluid, it's bile-all of them are unspeakably valuable as reagents for rites in the world of magecraft. A certain witch might find a particular use for its abdominal fat. Best of all, not only does the thing not rot but it regenerates it's parts slowly when left alone-taking perhaps a month to regenerate a major organ.

…
…it's *probably* dead, and whether or not that was a wink you saw just now it's guaranteed not to move or resist unless you attempt to revive it with a greater magecraft ritual or something. It's anyone's guess what it would do if it was. The gods are fickle, not least when diminished into something technically less

than one.

Rusted God's Sword (600 CP): What a wicked, awful thing this melee weapon is, dripping with thousand years-old magical energy and malice. If it truly is the sword that once slew Yamato-no-Orochi it has rusted far from its original glory-yet soaked in it's victim still holds the power to mark the wielder as "kin" and grant them an otherworldly form associated with the divine serpent while rotting enemies with its curses. If it was once an ordinary tree branch, it's Mystery has risen to the point it could cleave a streak through small buildings with a single swing-and raise new foliage from where it struck. Whatever it's true nature, this semi-sentient artifact is a Conceptual Weapon as soaked in the Age of the Gods' Mystery as Lugh Beowulf himself-and his equal in sheer danger, requiring only a wielder to bond with. Interestingly, it always feels like a natural extension of your body even if you have no hands to wield it.

Companions

You All Enter An Empty Classroom (50/300 CP): Three can keep a secret, if one of them has been poisoned and collared. Each purchase here lets you import or create a new companion. They gain whatever background you want (without paying the CP cost) as well as 600 CP to spend on whatever they want, other than more companions.

COME BACK BAKA (Free/50 CP): You'll quickly find that beneath the veneer of normality friendship is a…strange thing, here. Seemingly benign associates can turn murderous against each other when an unspoken rule is broken, and bitter enemies may have a surprisingly respectful relationship. In acknowledgement of how bloody confusing the hearts of young women-let alone mages and Phantasmal beasts-are, if you can get someone from this world to agree they may come with you on your chain as a companion. If you feel like testing your luck, for 50 CP apiece you are guaranteed to make a strong positive impression sometime after your arrival on one of them.

Sister of Burials (50 CP, free/optional Drop-In): In the grand tradition of innocent youngsters encountering dangerous women with questionable morals and truly terrifying hidden sides, shortly after your arrival here you befriended a fairy tale-loving nun. With her black and curly hair, her gentle yet intense eyes and the kind of body that manages to make a nun's habit look degradingly sensual while being on the svelte side your first impression is a compassionate and kind philanthropist with a saintlike talent for helping people through mental health challenges. Men AND women can't help but ogle her curves, then feel bad about it trying to be their best selves.

Closer investigation still will reveal there is something wrong with the way she uses Sacraments. Oh, she can strike like a vicious serpent and with surprising strength for one so slim but instead of golden light her power resemble phantasmal hands reaching out of her shadow and gaping portals full of pink light that pull in souls and matter alike. Powers that a horrified mage might identify as a mangled attempt to replicate the Third Magic. Powers that frighten her own colleagues in the Church, yet have set her for rapid promotion despite only recently joining. While she truly does care for others, sometimes…sometimes seeing how little they appreciate what they do pains her. She's started considering some sort of ritual she thinks will prove a point. Something she calls the Sabbath that she's just waiting for the right partner to participate in with.

Someone like you.

Laughing Hyena (50 CP, free/optional Young Magus): Oh hell no, it's HER again. That smug grin. That silly hat. Those fancy clothes. YES, your self-declared RIVAL is back in town and she wants to WRESTLE. Her curls are bigger than usual, and so are her muscles. Word on the street is that she's somehow managed to inhale the lingering essence of a god, but that would be ridiculous r-right? Supposedly her family practices some sort of magecraft based around eating bits of Phantasmal Beasts to replicate their properties in their own bodies in the hopes of reaching the Root by distilling countless Phantasmal bloodlines into a new Prime Species superior to humanity but IT DOESN'T MATTER. Run from the sight of those bouncing curls because as a specialist in body reinforcement she's about to cast SUPLEX.

Your rival is generally refined and patronisingly affable to everyone except you, who she keeps trying to say "hello" to by attempting to beat at everything. As a well-educated heiress your rival is also a font of good advice and ironclad camaraderie after she's done establishing who among you is the dominant force. Also maintains a strong friendship with her Edelfelt relatives, the soot witch descendant May Riddell Archelot and several other rival-type characters. Tends to form an instinctive bond with rival-type characters even in future worlds.

Nursery Rhyme (50 CP, free/optional Mysterious Witch): One day, you found a book somewhere discrete-under your pillow perhaps-and it started talking to you. It told you it was a magical shapeshifting book that thought you looked lonely and could use a friend. As you play together you'll find it has several unique abilities. Shapeshifting versatile enough to function as a physical copy of you or gift itself attributes from fairytale monsters, the ability to loop time and an ability called a Reality Marble that overrides local reality with a magical wonderland where fantasy takes precedence over reality. In general her abilities resemble those of the greatest Ploy Kickshaws but she disapproves of using them in cynical, callous or "adult-like" ways, believing that the wonders of childhood should be used to put smiles on children's faces.

Your book friend is generally childlike in an old-fashioned kind of way and always happy to see you happy, but sometimes melancholy about how as civilisation moves on more children are spending time with their phones and less with their picture books. It can replicate your form, or that of a small girl it claims to have met "somewhen soon, but far away". Some mages might identify her as what's known as a "Heroic Spirit" but she insists she's simply a friendly guardian of whimsy and nothing more. Lately she's been having dreams about a sea of ones and zeros into which both the young and young at heart escape from cruel reality into. A sign of the times to come, perhaps?

Prince of Flies (50 CP, free/optional Hunting Renegade): "…you have to be joking. What kind of a Human Order would abide lies? Wait. Dead Apostle Ancestor? Hehe, okay I get it. Let's start over. My name is...Peaceblossom, and I'm just a little fairy lost in this big scary world. I know I look like an emo kid with a bowl cut in a renaissance fair costume but just hear me out: I'm the greatest illusionist in the world, which means I can see through any lies! I can trap your enemies in dream worlds, and bolster you and your friends' spirits so hard you can break your limits and unleash your special abilities like never before! One of those tricks is like a small nutritional supplement made of top grade magical energy, and another's like a great big fat magical steroid that leaves you drained afterwards. I'm good at parties though. Or politics. Every word I say that comes out of my mouth soaked in insincerity. You uh, kind of suck by the way. You suck on ice, that's how much you suck. Yeah. In fact, HAHAHA, if you're willing to accept eternal slumber as a penalty I can promise you victory over nearly any foe! Imagine battling with might, magical energy and ruinous destructive power rivalling that of gods and demons…isn't exile to the land of dreams a fair price? No? Well, I can always cast it on some other useful sucker. So lemme crash on your couch and make a mess and complain about random things. And if you're lucky in life, you'll never need anything more from me"

"…"

"…you want the truth? Once upon a time, there was a fairy as old as the British isles and steeped in its black magical energy. Once upon a time, there was a dire worm who dreamed of growing up to be a dragon. And who came first, I don't know, and neither does anyone else. It's all hot garbage anyway. I guess there's no point lashing out if the children of the Crimson Moon are the dominant species here but listen. If life ever has you down. If you ever feel like seeing the world go out on a bang instead of a whimper. Just give me a shout, and I'll figure something out"

Baka (Female) (50 CP, free/optional Residual Mystery): An icy chill shoots through your heart as you spot the nonchalant, somewhat oblivious schoolgirl greeting you. Beneath her idle demeanour beats the heart of a raging beast in human form. Beneath her seemingly plain build are rippling muscles and scared flesh from a lifetime of survival in the wild. High in the mountains there was once child raised by a cult of mad assassins as the vessel of a demon who embodied the "principles" of martial arts. Whether or not they succeeded will forever be a mystery. Using an esoteric technique to walk and breathe funny, she can seemingly go invisible and knock out men much bigger than her with one hand. With simple brute force, she can kick a man through the ceiling. And

those double-pupiled mystic eyes of hers let her see through all combat moves well in advance.

As her old drinking buddy, naturally after you left the mountains she followed you hoping in the hopes of finding better beer and meat.

Drawbacks

Redshift, Blueshift (+0 CP): The true source of Touko Aozaki's ire was never her sister Aoko, but her wicked grandfather for closing off the path to Akasha she coveted. But what if…the old man had chosen her as his heir and not Aoko? Well, instead of sending you to a future where that came to pass this gives you the opportunity to make it happen. Possibly by beating some sense into the old goat. Instead of starting during the opening events of Witch on the Holy Night, you may change your starting date to sometime during the childhood of the Aozaki children.

A Record of the Moon Princess (+0 CP): Later in life, Aoko Aozaki is destined to come across a traumatised boy with a very strange gift: The Mystic Eyes of Death Perception, which show him the "dots" where anything that can end, can be stabbed so as to bring that end instantly. But with this, perhaps you'll be the one lending Tohno Shiki a hand in his time of need. This extends your stay so that you may experience all the events of Tsukihime-either as depicted in the original story, or the remake. Be warned: Characters as encountered in the remake often have a great many powers they did not in the original.

BAKA (+50/100 CP): Even Aoko is flabbergasted that you would actually put the white collar she presented you shortly after your arrival into this world on your neck, in exchange for "a quick favour". Now the psychotically hard-working and exceedingly difficult to impress, temperamental young lady can use it to choke you if you're bad. Or if she doesn't like you. Or if she's just bored. Hope you liked Journey to the West, because you're about to get a taste of Sun Wukong's pain.

For an extra 50 CP worth of "favours", word of your new fashion accessory has gotten out to town and everyone knows that you're Aoko's "pet". On the one hand, Aoko is just as embarrassed as you are, not least because she can't actually explain the situation. On the other hand, this makes her far more likely to choke you regularly out of spite.

What Is Phone? (+100 CP): Perhaps not cause for concern to those that dwell amongst Mystery, despite being a crippling blow to your social cachet. Whatever your history in this world, you lack any knowledge about most

instances of technology and institutions invented during the 19th century-electricity, schools, phones. That sort of thing. You're otherwise no less intelligent or emotionally stable, but you must have had an upbringing like a wild animal or hermit to end up like this. It should go without saying you come across as quite the eccentric due to your overwhelming naivete.

Resting Witch Face (+100 CP): As a defence mechanism for not being a morning person, you have a tendency to be snappy. Sharp-tongued. A real *mean bitch* on first impressions. You're an emotional powder keg with a tendency to think the worst of best intentions, and your resolution to take matters into your own hands prevents makes you come across as a real terror to most right-thinking people. You also have one hell of a scowl. Even a cute teenage girl would be hard-pressed to make friends busting out a scowl like that all the time.

Disfavoured (+100 CP): To have your efforts go unrecognised. To hate harshly enough that you would hurl the symbol of them at those who scorned you, just to see them break. Perhaps you'll understand a taste of that resentment, for it seems to be your fate in this world for important opportunities to miss you. That promotion critical for paying rent goes to someone far less qualified. News about rare Mysteries not only reaches you last, but is actively hoarded from you. And the one you love are surrounded by much nearer and accessible suitors. If it is at all possible to overcome such a fate, you'll have to go out of your way and fight tooth and nail outside the box. This doesn't affect your daily life and routine per se, but the chances which really matter just never work out for you. It's like fate itself wants to see you fight for what truly matters.

Sealing Designation (+200 CP): Like Touko Aozaki, something about you has caught the eye of the Clock Tower: One of the largest magecraft organisations in the world. They are a cabal of ruthless, and in some cases inhuman, mages keeping tight control over powerful occult Mystery like the dead dragon Albion's skull. Their enforcers include runic magecraft users capable of easily punching through walls and wielding divine swords passed through their bloodline-though this represents their elite. While you don't start the jump on their radar, it would be rise to keep a low profile. The Sealing Designation-a mandate to capture you for preservation or experimentation-is fairly recent, and any sign of the supernatural will make you a reasonably high priority.

Magical Murder Mystery (+200 CP): It comes to you in dreams from the start of your stay. A glamourous manor of some kind, familiar and prominent faces from this world mingling. Homicidal rivalries and clashing ideologies somehow not eliminated, but suspended for unknown reasons. And then, it happens. A murder. One by one, those within are being picked off by an unknown murderer-either one among them, or an outside force at least powerful enough to kill any of the

major characters present in this small town at least once. You awaken knowing you're fated to be present among those there when the murders happen. When, you do not know. It could be years. It could be days.

Mystical Malice (+200 CP): A long time ago, your life intersected with another individual or entity's in such a way that they ended up with a demeaning colour-themed nickname and a grudge against you so great that they do not want to see you dead. Oh no. They want to see you *beaten.* It matters not if they are a renegade magus as brilliant and ruthless as Touko Aozaki herself, a particularly cunning Phantasmal Beast or something stranger-a dead magus preserved as a wraith in his workshop, a prodigious Dead Apostle or an advanced Mystic Code battle automaton perhaps. Though whatever they are, their personal power is exceptional by the standards of magus society and they're hard to kill by conventional means, it is their cunning and vindictiveness that poses the greatest threat to your life. They will unerringly find chinks in your defences. They will isolate and hurt the people close to you-try to recruit them if they think they can. They're petty enough to stoop to stealing your teacup if they think it will cause you pain. They want your pride crush and your powers flensed from you, broken and kneeling on the ground at their feet.

The Terror of Death At Man's Hands (+300 CP): Your life danced before your eyes, and you felt death's cold grasp on your heart. Somehow, you soldiered on. But in that instant, something vital to your existence was *lost* and will not recover for the duration of your stay. Lugh Beowulf, the "perfect" Elemental, lost much of his wild power when the same terror struck his heart. But the being or force that defeated you was far less kind than Sizuki-kun. Not only are you a mental and emotional wreck, breaking out in the cold sweat at the sight of anything that could feasibly threaten the life human being of this world, but your resistance to Mystery and other supernatural forces in this world has drastically fallen. It may still be possible to overcome a witch's Mystic Eyes if you burn great amounts of magical energy fighting them off, but as a spiritual glass cannon it's seldom worth pushing your luck unless you are already the equivalent of an army-scale threat fighting a single young witch.

The Masque of the Red Death (+300 CP): As you travelled here from the space beyond the Universe of Human Observation, *something* took umbrage to your very existence. Perceiving you as a threat to the survival of the human species, whether correctly or not. A red shadow now haunts your every waking moment, content to fade into the background most of the time but homing in on you if you ever use any blatant supernatural powers or items; you have far more leeway away from major human populations. It's far stricter in its enforcement than Aoko's own pursuer, viewing any supernatural ability that can even *potentially* overcome the current capabilities of humanity (which, as magecraft

demonstrates, is greater than some worlds) as a whole to defend itself from extinction as worthy of death. Throwing a car is fine, and you can probably get away with a building-but wipe a city off the map and you'll be on thin ice. While sinking a continent will almost certainly provoke it, and some seemingly innocuous abilities such as the ability to build a perpetual energy machine may be interpreted as far more threatening *based on their potential application* as weapons of mass destruction. At least it is relatively lenient upon your arrival. But even if you do nothing to provoke it, it's patience will slowly wear away over time-until your last day in this world had better be spent with some VERY powerful protections.

And if it does decide you must die? It will be upon you in moments. Few seem to know how, if at all, it can be defeated, sealed or warded off. But there is little in the modern world it cannot kill with barely a touch. Perhaps this dread wraith is the fabled Monster of Alaya, an ultimate manifestation of man's inhumanity to man.

Alternatively it might just be a very grumpy Kiritsugu Emiya in a red cloak, empowered and damned as a Counter Guardian.

Death and Bizarre Adventures (+300 CP): In exchange for more choices, you've signed a familiar contract with a magus. It could be one of the spunky young women from this tale. It could even be another occult-aware human alive (or at least functional) during this approximate time period from this world, or an interloper. While the contract is far more lenient than, say, a choke collar, it seems destiny will keep you with the magus as she embarks on a quest that for one reason or another will pit her up against some of the most powerful and ancient forces still in this world. Expect to encounter things like a train that collects Mystic Eyes, ancient giant octopi, the interdimensional portal in the Bermuda Triangle, Elder Title Dead Apostle Ancestors, a near-apocalyptic event catalysed by the battle of seven legendary Heroic Spirits and perhaps even anomalous humans with a direct connection to the Root or impossibly advanced wish-granting spiritron computers on the scale of celestial bodies during your travels together until she finds what she's looking for.

If you work well together in spite of everything, you may take the mystical young lady with you as a free companion.

Go home

Stay

Move on

Notes

On magecraft

With sufficient time, resources, research and specific artifacts or reagents that generally have the goal of a greater ritual can be enacted on a scale that bypasses many of these limitations. Past examples have included summoning the spirits of seven legendary heroes to battle to the death as fuel for what amounts to a magical nuclear reactor capable of greatly increasing the Einzbern's "wish granting" powers (described further below), or using a single legendary hero's spirit and a time-accelerating magecraft as well as the leylines located at the burial ground of the Dragon Albion (a primordial dragon as old as the planet itself) to simulate millennia of prayer and upgrade the hero into a Divine Spirit (a god that has lost its true body and merged with aspects of nature) of modern magecraft.

Certain inborn factors can influence one's affinities and specialisation in magecraft. A mage is sometimes born to an affinity for the *Elements* or basic substances composing the world such as fire, wind, water, earth and ether (the essence of magecraft itself). All living things are born with an *Origin* or core concept such as "sword" or "Relentlessness" that defines them at a fundamental level-and which can have a (usually) subtle influence on the spells they are gifted with.

Furthermore while many magecraft spells are universal, defining a spell's result beyond crude manipulation of the elements requires a *Thaumaturgical Attribute,* the "meaning" of a more complex spell that assigns a specific phenomenon to the input of magical energy. Many magus families have through various means refined their bloodlines to be unnaturally gifted in one such attribute such as the Edelfelt and Tohsaka ability to store magical energy in jewels, or the Einzbern's speciality over the flow and transfer of power

These factors are irrelevant and at best implied to exist in the focal events of this setting, and as such you can generally assume you have relevant qualifications your background and the magecraft lineage you are part of would imply.

On True Magic

The True Magics you may purchase are:

The First Magic. Name unknown, though it is related to the generation of Ether

Clumps (a clay-like attempt to materialise magical energy itself normally caused by *failures* in magecraft. Though theoretically useless as anything except a conductor of magical energy, in practice it composes the bodies of various spiritual beings and magecraft-created automatons).

The closest hint to its nature is the Ploy Kickshaw magecraft system left behind by the First's creator with the power to breathe life into fantasy and have it overwrite reality. The Three Great Ploys created by Yumina herself have the power to plaster a Texture (localised arrangement of physical and metaphysical laws coupled with a unique environment) from the Age of the Gods and permeate the environment with True Ether (significantly denser and more powerful magical energy no longer present in most parts of the modern world). Such grand forces include Flat Snark's power to bring abandoned and forgotten things to life while putting them under its control, Wandersnatch's city-smothering fog that tears foes apart with monsters that are invincible as long as they are invisible and cannot be escaped until it's true form is fully seen, and the Thames Troll: A gigantic golem that creates it's body from the environment when deployed near a river, said to be invincible even to the 5th Magician's ultimate techniques in its final form.

Lesser Ploys can take forms ranging from surveillance mists that distort the laws of physics by containing pocket dimensions or implanting suggestions among other uses, mechanical eggs that home in unerringly on a target and explode the minute they look away (or their timer runs out), creating nightfall (the condition for most other Ploys to be used, and doubling their abilities if "certain conditions" are met) or simply creating fragile familiars made of chocolate that can heal if melted into someone's wounds. The exact mechanisms of creating Ploy Kickshaws is unknown at the time of writing. Fundamentally it is a system of familiars that Alice has described as "worlds of their own, operating through toy vessels and fairy-tale souls" compared to a board game that overwrites reality with certain terms and conditions generally related to some form of narrative. The exact process for creating Ploys is unknown at the time of writing, though it appears even something like a cost-based wish-granting mechanism can be created on short notice and they can be disarmed with specialised tools though the terms and conditions Ploys can be both deployed by as well as how they operate generally require more tactical thinking than shooting someone with a blue beam. Alice has also stated Ploys are similar to the idea of summarizing the contents of books to weave spells.

The Second Magic. Operation of Parallel Worlds, and by far the most well-documented True Magic. The user can perceive, interact with, and more importantly of all *transfer magical energy between* alternate timelines.

Relatively simple applications of it include creating a time-dilated as well as spatially expanded pocket dimension in a box (perhaps by overlaying space from parallel worlds), creating magical weapons with a functionally endless supply of magical energy refracted from parallel worlds and manipulating jewels in a parallel world into the shape of a golem that the user's soul can be transferred into. Transforming the jewel golem into the user's original body, and his original body into a pile of jewels. More advanced applications of it include revising records and rewriting history itself, by perceiving the eventual outcome of various parallel worlds. Use this power carefully. Gaze long on a single possibility, and it might just come true. For this reason Kischur Zelretch Schweinorg, its creator, prefers to perform his observations from a custom-made pocket dimension designed by the Magic to let him perceive all timelines at once with no chance of interference from all but the greatest of magical beings.

The Third Magic. Materialisation of the Soul. This Magic transfigures the memories, mind and magic circuits of a human being into a higher dimensional perpetual motion machine gifted with comprehensive immortality. Though seemingly simple, the combination of one's form being defined by their innate sense of self as well as the endless amount of magical energy can raise magical effects formerly limited by the scale of magecraft to levels rivalling or even exceeding the gods and demons of old.

The Fourth Magic. It exists. It is said to have concealed itself. All else is unknown.

The Fifth Magic. Magic Blue. The discovery of Aoko Aozaki's grandfather, while its exact domain is unknown it is associated with consumption, extinction and the advancement of human civilisation. Despite being a novice wielder, Aoko was able to use it to transform herself into a completed user of the Fifth Magic temporarily-and perform the miracle of resurrection through time travel. Even lesser uses of it in this state included feats such as letting the user exist outside of linear time, avoiding attacks through quick time travel and multiplying the user by coexisting simultaneously in localised time and space. Other applications of this include greatly enhancing the capabilities of her magic circuits, enhancing her normal magical attacks to the point where they can compete with the Noble Phantasm trump cards of legendary heroes, creating a temporal "respawn point" that in areas with disjointed space-time lets Aoko survive her own death by time paradox and shunting things affecting you in the present to 0.1 seconds in the past and future-attaining a level of protection beyond even many other means of virtually invincible protection from this world.

But the resurrection it can accomplish by tearing 5 minutes out of *history itself* came at the cost of inflicting drastic damage to the lifespan of the universe due to a complex and not quite equivalent exchange of heat and magical energy (and created a very pretty but fast-fading meadow as a side effect). Even some of the most powerful beings in this world dread the sheer destructive power of this magic. But who cares? It lets you shoot MASSIVE BLUE ENERGY BEAMS with immense destructive power even by the standards of this world. If merely exchanging time can save a lost life, who knows what you could create if you could somehow sacrifice an entire history as kindling…

And.

The Sixth Magic. A mere hypothesis. Something that currently does not exist. The True Magics have been described as both the final tasks and last impossibilities of humanity, and it is currently possible for more to be discovered even if the possibility is infinitesimally small. The only insight into what such a Magic could be was offered by an ordinary boy unrelated to ongoing events, who inferred it must be “one that brings happiness to everyone”.

So long as you follow that lone guideline, instead of the other options you may discover the nature of the Sixth Magic yourself.