Pale Jumpchain

2.1

Chapter One: A Scene, set in the Town of Kennet

Pale is the fifth novel by wildbow, set in the same universe as Pact, six years later. It features a magic system best described as a lawyer's take on animism. It's essential to maintain a good reputation (karma) and not get disbarred (forsworn). Precedent is paramount, but ever-shifting and easily twisted. Rhetoric is just as important as being right.

With that stated, there are three main ways to become a practitioner of magic. The world is fond of threes, you see. None are without cost.

The first is to be born into a family with the secret knowledge of magic, bloodlines and legacies propping you up and chaining you down. The second is to stumble upon it, in defiance of chance and the karmic laws of the world, alone and without influence. The third way, the oldest way, is for something on the Other's side to reach out and open the door for you.

In the case of Lucy, Avery, and Verona, the "Kennet Trio," the last one is their path to secret knowledge and ancient power, in exchange for investigating a case of murder most foul in the town of Kennet. The murder being of the Carmine Beasts, one of the spiritual Judges managing the untamed lands of Ontario, having judgment over monsters and those who kill monsters.

Of course, you're probably going to begin in Kennet, in which the investigation takes place. It's a small town with a love of the ice sports it brings in tourists with, a population of roughly 5,000, and a pervading degradation of the ordinary hierarchies of Other and Practitioner. They've been missing so long that a very odd ecosystem has developed, and has only recently been suddenly and violently interrupted via the aforementioned murder, given the Carmine Beast's judicial role, with the Kennet Trio being set on their path shortly after. Maybe you're just visiting, maybe you're a local.

Either way, I suggest watching out. It's going to be a bit tense for a bit, and then it'll escalate. You arrive the day after the Trio awakens.

Chapter Two: The Faces You Wear

Take 1000 CP. Any Origin may be used as a Drop In. You may choose age and gender for 50cp.

Wild Practitioner (A Bargain) You inducted into practice the old way, by Others. You may replace a member of the Kennet trio or make it a Kennet Foursome. Doing so means that you're tied to them, and they to you, but that won't be an issue post-jump, unless you take them as companions. If that doesn't appeal, you were awoken by an unrelated Other, for unrelated reasons. Either way, your age is 12+1d4.

Aware (+300) Years ago, you ran into something supernatural. Maybe an Other attacked you, or a practitioner curses you, or you were subjected to some test. The situation either let you piece together a few of the world's secrets or you forced a few answers out of someone. Unfortunately, while this might help you sleep a bit better at night, learning what you did opened a few doors in the metaphorical walls Solomon constructed to protect the unknowing. Your physical age is 20+1d8, though mentally you could be far, far older.

Witch Hunter (Time and Effort) You are a Witch Hunter. Out of some impulse to protect humanity or in service to a powerful Other, you've trained long and hard in the finding, policing, and killing of monsters, witches included. Unlike some you chose the ability to lie and forswear yourself over inhuman power. Your age is 16+1d12. If you don't want to start in Kennet, you may begin at the Lighthouse, a home base for witch hunters.

Orthodox Practitioner (100) Unlike the Kennet Trio, you Awoke the common way. When you entered your teenage years your parents had you strip naked and perform a ritual involving myrrah and ancient Hebrew. When it was done, you could see things that you hadn't before - connections and spirits, the building blocks of magic. You'd Awoken, and that very night your education began. Your age is 16+1d8. If you don't want to start in Kennet (which isn't a great place to be a practitioner who isn't wild) you may also start at the Blue Heron Institute, a magic school in another part of Ontario.

Other (humanity) Other is a blanket term for supernatural beings, from the highest god to the lowest goblin. Comparisons could be made to the Japanese word yokai or the English monster, but that's besides the point. The important part is that you're one of them, possibly a former human. You may freely pick your age, which might very well be counted in millennia or more.

Chapter Three: Nurture, Nature, and Talents

Discounts are 50% off. If this would apply to 100 cp options, take them free.

Karma (Mandatory) The universe's regard impacts luck, charisma, and other force multipliers. You are affected by this power, but know its basic rules. After the jump, you'll only get punished for the most fundamental violations, but can be rewarded as usual.

Innocence is Bliss (200) The spirits go out of the way to hide the evidence of your supernatural workings. Additionally, you may easily disguise yourself as a human or other staple of normality with magic. This is pretty normal around here and isn't absolute, but now the convention is toggleable and follows you.

The Best Defense (200) Wit is the sharpest weapon, and you have it in spades. You are clever, observative, and as smart as Timothy Crowe. Enjoy the force multiplier, you'll probably need it around here.

Blackguard (200) You can lie without issue; the spirits recognize and accept this. If you ever need them to trust your voice, you can bind and unbind your words at will, though the difference can be felt. Free with Sealed by Solomon.

Right and Wrong (300) A few basic customs apply to all who interact with you, Other or otherwise. You can make exceptions, but bargains, promises, favors, and hospitality are now enforced by karma when you're involved. Furthermore, you may call upon the spirits to punish other violators and have the desired effect - even against Innocents. Magical beings can argue if they know to and false accusations can rebound, but you may also offer succor and forgiveness in exchange for boons. You can even blunt the punishment, if true Forswearing is too far for you.

By Others Awakened (Exclusive to Wild Practitioners) You have traded a little bit of your humanity for supernatural power. The spirits pay closer attention to your words and actions, which allows you to see and somewhat direct them to perform magic. You also carry the establishment of the awakening and defining rituals with you.

"Wild" (100, free Wild Practitioner) Where the Kennet Others hate and fear most practitioners they accept and nurture the Kennet Trio. You may easily cultivate a similar reputation amongst those who should hate and fear you as an exception to the rule.

Other Mindsets (200, discount Wild Practitioner) One of the great dangers of interacting with powerful Others is that their mindsets are fundamentally alien to humanity. Even those that are less powerful often have very different values, needs, and histories than any normal human. Fortunately, you can almost instinctively respond accordingly, and such beings will naturally find your own mindset almost as easy to grasp and react accordingly, when that would be advantageous. This also helps you when it comes to dealing with foreign cultures.

Allied Others (400, discount Wild Practitioner) A varied group of Others - the Kenneters by default - have given you some access to their collective might. You retain this power source in later worlds, and will either start with or swiftly develop a diverse network of allies and contacts. Wild Practitioners get this for free during the jump and if they choose to stay but must buy it to keep it if they go home or move on.

Dabbler (600, discount Wild Practitioner) You shall never be pigeonholed into any one form of practice, and you are talented enough to study three or more schools of magic simultaneously without your results suffering. Given a few years, you could become a sorcerer, a practitioner who has mastered a wide array of magic, and as such you gain discounts on the basic versions of all perks in the Practice section. Also, any form of maximum spell or "school" limit you might find in other magic systems does not apply to you, so you may gain and learn as many as you like, whatever mechanism controls it, and without any negative side effects.

Greater Awareness (Exclusive to Aware) If practitioners are halfway between Innocent and Other, you are halfway between practitioner and Innocent; a human with some minor magic of their own. You might have the royal blood to enact change, be a Warbourne in thrall to violence,

or naturally attract magic items. There are also Evil Eyed Maji, miracle healers, and many other varieties to choose from. Aware may forgo this perk to gain 100 CP.

Among Friends (100, free Aware) Friends may be a strong word, but whatever experiences you've gone through, whatever traumas you've endured or conspiracies you've uncovered, you can always find others who have shared them and seen the same.

Technically Innocent (200, Discounted Aware) You retain at least half of Solomon's protections, so the universe contrives to shield you from supernatural danger, regardless of how much you know and what powers you possess. There are workarounds and exceptions, particularly if you deserve it, but you shouldn't underestimate your new defenses, even though they don't work on karma.

Karmically Blessed (400, Discount Aware) You've got a great deal of positive karma, from more than one lifetime's worth of good deeds, and whether you're a law magus or not you understand its workings inside and out, meaning you almost always know how to dodge the blame in the eyes of the spirits, and thus things tend to go your way by "happenstance." You regain this amount of positive karma every decade or jump, whichever is shorter.

Denizen of the Bronze Age (600, Discount Aware) You are an atavist to the days before the Seal, when both magic and mankind were stronger - or at least stranger. You can gain magical abilities or skills without becoming a practitioner or losing your essential humanity. In fact, you've already got two. Besides that, neither civilization nor progress is your bane, and neither will stop you from gaining or enacting the old magics, even from other worlds. The institution of Innocence has no bearing on you, and the spirits accept you as a member or even leader of ordinary society. Helpfully, you can also effortlessly bypass all sorts of weirdness censors. This does not prevent you from benefiting from Solomon's work, however.

Lighthouse Training (100, free Witch Hunter) You are a competent Witch Hunter, trained in all the techniques and tactics necessary to police and slay the supernatural while avoiding Innocent scrutiny. Additionally, you can use all varieties of silver, iron, and salt as effective countermeasures against the paranormal, albeit only negatively. Wood and flame also work, though more situationally.

Identity Protection (200, discount Witch Hunter) Your identity, at the very least, is your own. Your body may be possessed and your connections may be cut, but your memories cannot be stolen and the spirits will never mistake another for you. Your Self cannot be polluted for long, your personality cannot be erased or degraded, and your possessor has no access to your demesne. Your spirit can be reduced, but never permanently, and never in insidious ways practitioners need to fear. Even demons cannot manage it. Also, you are resistant to magical transformation, whether into an Other or an object.

Self Preservation Instincts (400, discount Witch Hunter) You're very observative, and your intuition is very good at ferreting out various traps and ambushes. You're difficult to lie to, and

can literally smell magic. You might still die in battle, but you'll never give your friends to a friendly-seeming Other or get caught too far off guard to try defending yourself.

Designated Hunter (600, discount Witch Hunter) You have a knack for this work, keen senses, and a supernatural talent for bladed weapons. Magic has a hard time harming or deterring you, and Fate favors you in certain ways. You can also use water, faith, and divine weapons in addition to the countermeasures above. Gaining greater power can improve all of these boons, but that's a hard thing for a witch hunter.

Solomon's Wisdom (Exclusive to Wild Practitioners and Orthodox Practitioners) You're recognized as human, but you're also a little bit Other, have the Sight, and receive extra attention from the universe. In short, you're a practitioner and can work general magic. You also carry the establishment of the awakening and defining rituals with you.

Clever Wordplay (100, free Orthodox Practitioner) You can spot most hidden loopholes and insinuations, hide a few of your own, and will never accidentally lie aloud. This has made you a decent negotiator and made lying by omission much easier.

On Paper and In Tomes (200, discount Orthodox Practitioner) You are a speedy reader, a talented writer, and a skilled teacher. You could easily go pro, and none of the above will ever bore you.

Opposites Do Not Attract (400, discount Orthodox Practitioner) All magic and Others have thematic associations, and are weakened and harmed by symbols and examples of things that oppose those associations, and can be overpowered by those with similar associations. You are *very* good at figuring out what qualifies as "opposing" or "similar" in this context, and can apply the same principles to paranormal creatures in other contexts and worlds, even those that aren't even technically supernatural, much less Others, and make it work.

I am Claim (600, discount Orthodox Practitioner) You come from a long line of practitioners, which strengthens your practice and lets you argue with spiritual laws, particularly those against violence, though you hold sway over ownership too. You also receive free levels in Binder and War Mage; one each.

Nature and Power (Other exclusive without Very Old Thing)
Well, if you aren't any of the above, you're something else. You may choose to be any form of sentient Other that exists in Pale's universe, with the Price determined by the average power level, cosmological significance, and how many restrictions it places upon your behavior. You can be as specific as you want, but classifying Others is a fool's errand, so you may purchase multiple species, though you get 100 to start you out. Naturally, you carry your species' essential precedents with you, and may retcon certain necessities into later worlds.
• Below Average (+100 / 50): Nosferatu, Revenants, Vestiges, and fairies, the lowest of the low. They're liable to have only mild supernatural powers such as mild super strength or pulling fat from the bodies of others to create intimidating candles, and be in the process of fading from

existence or have severe weaknesses and dependencies. You only gain 100 CP for the first Below Average species you purchase. Further purchases of species are 50 CP.
• Average (100): Goblins, Dogs of War, Boogeymen, and Faeries. As said, they're, well. Average. You're liable to have a distinct gimmick on top of more basic racial abilities, based on the specifics of your being such as a Fae's court. Possibilities might include cursing others to be loathed on sight as a Faerie of Low Fall, or having access to infinite grenades and reappearing from flames as a Hot Dog. Your weaknesses or dependencies are often exploitable, but not necessarily debilitating in most cases.
• Moderate (200): Giants, Hags, Psychopomps, and Tortoise spirits; a step up from the average fare, major players on the small scale. A threat to experienced practitioners in terms of raw power, if not resources and possible retinue of similar beings. Powers of Others on this level may be three stories tall and be a sin against karma to harm, have deep skill in the Heartless school of practice at the cost of being unable to use others, or allowing the spirit world more purchase and friendly spirits greater strength. Weaknesses are obscure and individual, or dependencies manageable, if possibly horrible.
• Greater (300): Djinn, Sphinxes, Dragons, or Alabasters, the great powers of magically busy towns, and cities. Liable to have great power, and be greatly attuned to the nature of the world and its mechanisms. Powers may include manipulation of Karma and perfect memory which can overcome the connection severing of demon, at least in part, almost insurmountable raw elemental power that mounts over time and can only be brought down by overcoming them in their element or greater powers, or regional scale control of a given phenomena. Weaknesses are liable to be the workings of higher powers, or actively circumvented by their nature and abilities of the town of Coniston, against its advice.
• Greatest (400): Or at least the greatest you have access to. Modest gods, Lesser Angels or Demons, Incarnations, and Primeval Beasts, relevant on the scale of provinces, countries, or... very, very busy small towns? Don't go there. Liable to be of singular nature and power, defining regions and bearing either control of a phenomena that's both broad, precise, and overwhelming, or more limited powers which can defeat masterful practitioners and Greater Others through brute force alone. Weaknesses are less useful for harming them in most cases, and more in warding off their effects and presence.

Sensing the Spark (100, Free Other) You have an innate, if rough, sense of your karmic balance and how much power is in your Self. Additionally, if you have any divine patrons like a God-Begotten or priest, this sense also tells you roughly how much power you can draw from them before running into issues.

Slipping the Bindings (200, discount Other) When practitioners talk about how clever and wily Others can be, they're talking about you. Any attempt to confine or control you is an order of magnitude harder, and you are a master of finding loopholes in bindings and orders.

Targeted Evolution (400, discount Other) You change more readily than most Others, but only when you want to; this will allow you to quickly adapt to changing times, curses, or strange phenomenon - making them your own and new sources of strength. Sometimes it'll even let you develop new powers, or change your needs. When necessary, you can help others through this

process, even if they should be trapped in place. Doing so can and will change natures and abilities, but you don't need to fear weakening like the angels who became djinn. Even if you aren't totally remaking yourself, your capabilities will often grow or expand after achievements and adventures.

Very Old Thing (600, discount Other) You are one of the ancient, unique Others with no true species. You may purchase Nature and Power if you couldn't already, and get discounts on it either way. Your powers as an Other are significantly above average, you have extra sway with the spirits, and beyond the confines of this world, hybridizing your nature or ancestry no longer weakens you in most ways it might, allowing you to gain the powers of all with the weaknesses of none.

Chapter Four: Families and Familiars
Import (50) Import one preexisting companion. They get an origin and 600 CP to spend.

Familiar (300, Discount Wild Practitioner and Orthodox Practitioner) You possess a lifelong mystical bond with an Other, created through an important ritual. This means that you can draw power from one another and will always be a part of each other's lives. They possess two forms, one of which is an animal. This link can have a wide array of effects, but in your cases it will not allow control over the other, only relatively minor influence, on par with a few glasses of alcohol. By default, this is an Average Other, but you may pay the appropriate amount of CP to upgrade them or buy perks and items for them. Those discounted to Others are discounted to them - and thus you - in this case. The nature of this bond also means that they can be imported into all future jumps for free, gain 600 CP to build themselves, and don't count towards your maximum imported companions. This Other can be someone you meet in this world, or a prior ally you've brought along.

New Companions (100) You may choose to take any one person with you from this world. This may be purchased multiple times, and you are a Wild Practitioner, then each member of the Kennet Trio is discounted for you.

Chapter Five: From Essentials to Lordship

Destroyed items respawn after a week and items that are lost or sold are returned to the warehouse after a decade or the next jump.

Essentials (100, free Wild Practitioner) A small collection of books that act as a FAQ for the supernatural world, Others, and practice in general, which also contain an Awakening rite and a few basic spells. These books will update in future jumps to contain the equivalent information.

Mask and Outfit (200, discount Wild Practitioner) One of the Kennet Trio's "tricks" is that they Awoke in disguise, and together. This means they are strongest together, in those disguises. This is your's. It consists of a hat, mask, and cloak or equivalent, all of which have been

decorated with a number of symbols. Wearing them makes your magic substantially more powerful, even that from other jumps.

Kennet (400, discount Wild Practitioner) Yes, the very same. You may carry the town of Kennet and all its citizens and Others with you into future jumps, seamlessly inserting it into the history and setting of each world. Besides letting you carry your allies with you, this ensures that there is at least a small space in each world where all of the Otherverse's metaphysics and preestablished patterns have primacy, which will make your practice safer and more reliable.

Somewhere Found (600, discount Wild Practitioner) Once per jump, you may declare a "found" version of any one location, up to the size of a small town. This creates a mystical space where things are relaxed and peaceful, which mirrors that location and can be reached through certain practices. There are many rules intended to prevent violence, but it seems you are exempt from them, and have a little bit of a Demesne holder's power over the location.

Legal Identity (100, free Aware) You are an actual member of society, legally speaking. You have a birth certificate, dental records, and drivers license, all of which are in the various electronic systems used to check such things. It's all pretty bare bones, but legally, you exist, and can prove it.

Day Job (200, discount Aware) Not an actual job (you're a jumper) but you have a steady source of legal weekly income equivalent to a 9-5 wage slave job.

Apartment (400, discount Aware) A small apartment, fully furnished, that you'll never have to pay rent, taxes, or basic amenities on, nor will anyone try to take ownership of it from you. Again, nothing too special, but it's a roof over your head with heating, AC, running water, and electricity that you can bring with you from jump to jump.

"Dog Tag" (100, free Other) Lots of Others produce resources or objects that practitioners like to use, but that does mean that practitioners are the only ones who use them. For instance, dogs of war have dog tags that can summon them, and faeries can lend out their glamour. You may pick one form of Other-based consumable item, including the above, to have a small but steady supply of. Even if you don't use them, you gain a new one every month. Can be purchased multiple times, but only the first is free for Others.

On Jumpers (200, discount Other) Being an Other doesn't come with an instruction manual, except, evidently, in your case. This self-updating book details all of your abilities and weaknesses, physiology, mystical extensions thereof, and even provides methods of self-improvement, identification, and measuring the charges and cooldowns of your abilities and perks. I suggest keeping this out of enemy hands, but in yours it is a potent boon.

Food Supply (400, Discount Other) A lot of Others need to feed on people to survive, but you've got some method of working around that in the form of a cupboard full of various foods, that

Others and anthropage will find perfectly nourishing. It restocks itself, and supplies enough food for five people.

Seat (600, discount Other) You possess a mystical position that gives you authority over a wide area. Whether this position calls you to slay the wicked or consume the innocent is your decision, but either way you possess a small extra-dimensional realm you can freely enter and exit, and the ability to influence and manipulate the laws of karma within your domain. When you perform your duties, you are appropriately compensated with power and karma. This is not a literal item, but it can be treated as such, even set aside if you desire it. You gain a new location to preside over in each jump or world.

Personal Library (100, free Orthodox Practitioner) A collection of texts detailing the common schools of magic this world has to offer, with a particular focus on your specific practice and related Others. This collection is large enough that a beginner could totally master their school of practice without additional sources.

Implement (200, discounted Orthodox Practitioner) A high quality object of your choosing that you have infused with a great deal of power directly after a great achievement. A ritual has bound it to you, so its form grants it a number of powers and mystical associations while in your hands. It cannot be trivially lost or destroyed, nor can it be given away. Additionally, you may hide or be separated from it without the usual repercussions. Free import for an existing item, but using a magical one is not recommended.

Wealthy Family (400, Discount Orthodox Practitioner) You come from a strong and old family, and you are its current leader. You have at least a dozen fellow practitioners that are wholly loyal to you, with some variety in power and specialization. Furthermore, while they aren't the Mussers, they do have resources and favors owed, which you can call upon if necessary.

Blue Heron Institute (600, discounted Orthodox Practitioner) An Ontario school for practitioners that teaches a wide variety of magic to its students with 50-60 students. Taking this item inserts it into future worlds, inhabited by NPC teachers and students who possess a wide array of the Practice perks at a variety of levels (including the ability to "find" appropriate Others) and have already adapted their practices to said world and either bound or contracted a variety of local Others or equivalents. If desired, you may choose to exclude any schools of practice you desire from their repertoire and curriculum as you insert, in case you don't want to subject innocent worlds to the horrors of the Abyss or the Primeval Beasts. These NPCs are not necessarily loyal exclusively to you, but will always allow you to take advantage of their library, classes, sleeping quarters, ritual space, and dining hall.

Silver Bullets (100, free Witch Hunter) You have a replenishing cache of blessed silver weapons, both blades and bullets, and a few guns of various sorts to fire them, enough to arm a small squad of witch hunters. Almost any magic or Other that isn't specifically associated with silver will find this harmful, as will otherworldly equivalents.

Hunting Manuals (200, discount Witch Hunter) You possess a small library of texts on common magic and Others. Unlike a practitioner's library, instead of instructions on performing magic and using Others, these serve mostly as extermination guides, warning you of their capabilities and informing you of their weaknesses. Updates each jump.

Magic Permits (400, discount Witch Hunter) A Witch Hunter needs weapons, and unfortunately there's a lot of paperwork to be done before you can carry a loaded shotgun around in public, if ever. Fortunately, you have these slips of paper, which are a gift from a Greater Power and more than slightly magical. Their effect is simple; you may carry any man-portable, none-artillery weapon loaded (though not cocked) anywhere you please, without anyone caring or any legal repercussions, except onto government premises, in the presence of high value targets, and anywhere where people are specifically disarmed such as a prison or airports. Even a god has their limits.

The Lighthouse (600, discount Witch Hunter) An answer to Blue Heron School, the Lighthouse is an academy for witch hunters, with roughly twenty five trainees at a time. While it is smaller, it makes up for it a variety of resources to help it police practitioners and Others of all sorts, including connections and alliances with the local police, other witch hunter groups, and even some practitioners. If you hang around here potential assignments, complete with equivalent rewards, will often appear. The Lighthouse receives equivalent connections in every jump it is imported into, and it's library will update to match. Anyone trained here will gain the benefits of the Lighthouse Training perk.

Chapter Six: To Every Power a Price
You may take up to five drawbacks for extra points.

Previous Pacts (+0) If you have done the Pact jumpchain, then you may have this jump take place in the same continuity. You can also choose to have the Parahumans multiverse exist in this jump, though it won't bother this Earth unless you make some waves. This does not count towards your drawbacks limit.

Other Worlds (+0) Instead of the canon setting, you go to an Otherverse fanfic. This does not count towards your drawback limits.

Teenage Angst (+100) Forget whatever age you rolled, because now you start somewhere in the 13-15 range, and you're going to have to go through all the joys and emotional tribulations of puberty.

~~Poof~~ Pale(+100) To err is human, which you might not be, but you're going to be erring anyway. Inevitably and periodically you're going to say something insensitive or offensive completely innocently during the course of normal conversation, at no real fault of your own. Like when it happened to wildbow, most people are happy to just forgive and forget, if you correct yourself,

but it's going to be awkward and unpleasant and every once in a while someone will bring it up, which will be just as awkward.

Procrastinating Perfectionist (+100) Like this document's creator, you are something of a perfectionist and often procrastinate when the deadline isn't nearing. This won't slow you down much in matters of life and death, but otherwise there will be some hiccups in general life and education.

Forsworn (+300).You made an oath, and you broke it, and the spirits noticed and punished you for it. You are not so accursed as Charles Abrams, who lost the practice altogether, but your local powers are significantly weakened and the spirits scorn you, leaving you with a helping of bad karma, meaning persistent and periodic bad luck. Perhaps if you work at it, you can be free of this before the decade is out, but it will be long and hard. If you are lucky, a Judge may be willing to see your case and give you some leeway, but I wouldn't count on it...

Sealed by Solomon (+300) You have been subjected to the Seal of Solomon, a nearly-universal set of precedents and laws Others and practitioners are forced to obey or lose power and karma. You cannot lie or steal, and the Innocent are protected from you. Any attempt to spread knowledge to them or interact with normal society on higher levels also faces significant karmic pushback. Mandatory for Wild Practitioners, non-Boogeymen Others, and Orthodox Practitioners for zero points, unless they take Denizen of the Bronze Age. This does not count against your drawbacks limit, and overrides Blackguard.

Poor Home Life (+300) There's no easy way to say this, but your home life is a trainwreck. If you are a child, then at least one of your parents is abusive, and the other is distant, neglectful, or just plain not there. If you are an adult, you are in an abusive romantic relationship. Either way, it will be a titan's task to escape or repair this situation, and no amount of mind control or other powers will help.

Growing Up (+300) You're not exactly naive, but you *are* inexperienced. Like the Kennet Trio, you are unused to dealing with high stakes, cutthroat, and morally complex situations in life, and you're going to run into at least a few before you're done here.

Murder Mystery (+300) Someone's died, and for some reason you're the investigation team. Without your input, the murder will go unsolved, and the mystery will stretch your abilities, no matter how great they are. If you cannot solve it by the jump's end, you chain fail.

Bad with Labels (+300) Do yourself a favor and don't try to figure out what kind of Other you're dealing with, because whenever you guess, no matter how much you know you'll always be at least a little off. You might mistake an Incarnation for a god and an angel for a Primeval.

Enemy Practitioners (+400) There is a family of practitioners out there, somewhere, that dearly wants to see you bound or destroyed. They have vague knowledge of your current location and

out of jump abilities, and in depth knowledge of your in jump abilities. You know very little about them, including what schools they practice besides binding, or how many of them there are.

Bindable (+400) Any perk, power, or item that would make you immune to mind control or bindings is sealed for the jump's duration, though those that confer mere resistance remain. If you have no such perks, then you are simply much easier to bind or control magically than you should be, and are notably susceptible to possession.

Patterns and Precedent (+400) Supernatural things get stuck in patterns more easily than ordinary things, often changing to fit those patterns or grow weaker when they break them. While normally your out of jump abilities would not be bound to this rule thanks to their foreign nature, they now are, and while this will sometimes play out in your favor, it means that they will never be totally reliable and it will tend heavily towards the bad, never making them significantly stronger or more powerful unless that would harm you. Furthermore, items, abilities, and your inner nature can be permanently weakened or altered based on circumstances you aren't even necessarily aware of, without your knowledge. For instance, a power you use often may become both stronger and more uncontrollable. Post-jump, you may reset all of the above to their pre-jump state. For an additional 200 CP, which doesn't count as an additional drawback, all your abilities have been further integrated with the Pale cosmology and can have major repercussions and side effects not based on their own mechanics.

Powerless (+600) All of your out of jump power pools are now gone or inaccessible. Whatever abilities you have are still there, but if you want to use them you'll need to scrounge up power the same as anyone else here, assuming it's even compatible. Even those that don't usually require any energy from you will now, with the notable exception of sensory abilities.

Chapter Seven: And to Every Story and Ending
After a decade in this world, you face another choice:

Go Home: Return to either your original home world or a previous jump of your choosing, with a refresher of your memories as a bonus.

Stay Here: Remain in this world, forever, and enjoy whatever you've managed to build.

Move On: Go on to another Jump to whatever wonders, dangers, and rewards may or may not await you there.

Whatever you choose, you all drawbacks are removed, and receive the following perk for your troubles;

Unprecedented (Your Rightful Due) Even if you stick around, you're free of the Otherverse's native baggage, including patterns and the limits of connection. Yes, even from other jumps.

Karma still shines through though, but you may freely suppress this - or ramp it up and make magic more like a parahuman power, without the insidious side effects it's infamous for.

Chapter Eight: Appendix A; Practice for Dummies

There are numerous schools of magic, and here's your opportunity to learn some. Dabbling costs 100 CP, proficiency costs 200 CP, ordinary mastery costs 300 CP, and Durocher-like mastery costs 400 CP.

With the exception of Diabolism, you may purchase any school of practice in this way, whether or not it's listed below. Some schools have multiple varieties, but don't let that stop you from buying each separately.

If you're not sold on buying what you can earn, the perks below have some side benefits. They carry precedent, they help you adapt to local resources, and they make sure their vital necessities exist in other jumps - at least if you cannot create them. If need be, seeking these resources (including specific Others) will retroactively make it so, though only individually to start with.

This section is *not* restricted to practitioners, but they get 200 extra CP for it, plus some freebies.

Astrologer
Astrology focuses upon building up power over a long period of time using precise rituals and often astrological events. This allows them to maintain vast areas of land and produce a wide number of effects but makes their magic much slower than most practices.

Alchemist
Alchemy is used to produce potions and other consumable substances and objects using in-depth understanding of magical materials and their interactions. This makes it versatile and allows it to produce deeper effects than most magic, but is time consuming and expensive.

Augur
A form of magic revolving around acquiring knowledge of the future through a variety of means, but all come at the price of making the foreseen future more likely and risking backlash if they try to avoid it.

Binder
The magic of restricting and controlling other or Other beings, binding is one of the core arts of practice, and every practitioner has at least a basic understanding of it. It operates by altering the connections between things to metaphorically "tie targets up," and on the high end can not only outright control the target, but also be used in a number of unusual ways, such as rewriting history to insert someone into a family, in both the past and present.

Blood Mage
Despite the name, blood mages need not work with blood. What is important is that they make personal sacrifices, usually in the form of lives or bodily fluids, to create objects of power which can, in some cases, act as additional Implements.

Chosen
Chosen serve greater powers, often gods, and are given thematic but personalized magic items for overcoming adversity. Eventually, Chosen learn rituals that invite challenges from their patron, which can be completed to upgrade or expand their repertoire. However, when a Chosen fails such a task, their patron suffers for it.

Chronomancer
By bargaining with spirits called zeitgeists, chronomancers can manipulate time, though it is far easier to alter its perception than its reality. That said, the weight, not the distance, of events is cost's determining factor.

City Mage
City mages and nomad shamans create and work with the personifications and spirits of places, for a wide variety of usually-subtle effects based around the environment and movement.

Collector
Collectors study the uses and safe handling of enchanted objects created by Peddler Others like Craftsman Animuses, usually with some focus. They are opposed by Others called Finders, who they will have to keep dealing with elsewhere.

Cultist
Trading safety and control for strength, Cultists gain or steal power from forces better left alone. The principles are broadly applicable, but in this case you should pick one group of "patrons," like pre-human divinities or Very Old Things such as the Beorgmann. The former are primeval beasts of exceptional power, while the latter are predatory and poorly demarcated.

Dragonslayer
This practice works by killing dragons and taking trophies from their bodies, which then act as magic items for future hunts. The principles are broadly applicable.

Draoidhe
Also called druids or callers, draoidhe invokes ancient powers like nature spirits, and works by starting small and working the way up to greater forces via small steps and small favors. Generally a caller will have one specific, major patron that they will only rarely interact with, instead working with the various entity's under that patron's umbrella. A comparison has been made to having a working relationship with the local kingpin; stay in their good books, do them an occasional favor, and the flunkies will be happy to help you. Fall out of favor, and you'd best regain it while you can, or get running.

Elementalist
Elementalists work with the most basic types of spirit, who are usually composed of the classical elements, but not always. Generally, elementals are bound into physical objects which confer benefits upon the holder, and released or invoked upon a later date.

Enchanter
The magic of manipulating spiritual connections. Most of the time enchanters use the connections between people to affect perceptions and relationships, though there are many other uses besides that, from navigating a maze up to and including teleportation.

Evangelist
The opposite of Diabolism, Evangelism centers around working with the forces and powers of Creation, making it one of the strongest and most absolute forms of practice, even when it does not directly interact with angels (which is most of the time), but also one of the most personally costly, as angels regularly demand Evangelists swear new oaths in return for favors and action.

Fae Walker
Humans can use Faerie magic like glamour, but the greatest dangers are always its teachers. While it is as weak to bluntness and directness as the Others it conjures, in a competent practitioner's hands it is possible to acquire enough glamour to rewrite reality, if believed.

Goblin King
A school of magic revolving around the binding of goblins either as servants or as tools. Its primary focuses are on getting in the enemy's way and accumulating surprisingly versatile objects.

Liche
Heartless magic focuses on transforming the practitioner into an immortal through a variety of means, and then mitigating the drawbacks that come with it. There are a variety of means, from becoming an Other outright to placing one's heart within a box and hiding it away.

Heroics
Heroic mages evoke specific, notable historical individuals for various effects. Usually this means studying unusual bloodlines and summoning names or heroes. This should probably cost extra, since you'll be able to summon major figures in worlds with less competition, but it doesn't.

Host
One of the oldest forms of practice in the world, Hosts invite Others, even physical ones, into their bodies and grant them shelter in exchange for some of their power. While there are many techniques and rituals to mitigate the associated dangers, including exorcisms, there is really no getting around the fact that possession is their stock and trade.

Illusionist

Illusion magic manipulates the perceptions and senses of others. Even magical senses can be fooled, with enough skill. It is not hard to hide the side effects of one's passing, as footprints are easy to hide, but illusions tend to fail the third time they're used, if they fail at all, and the illusionist must have someone's attention to redirect it.

Incarnate Mage
Incarnate practitioners work with Incarnations and the many Others that act as their servants or extensions, Dooms and Omens being just two examples. Most chose to serve a single incarnation, but that is not the only path, and while safer has its own downside in the form of an aura of their patron's concept that can follow them around.

Item Crafter
Sometimes confusingly referred to as Enchantment, Crafters focus on the creation of supernatural items through a variety of means, whether creating it directly via immense expenditure of power, etching it with a diagram, or sealing an Other of some kind inside of it.

Law Magus
Law mages work with the fundamental architecture of practice and the basic assumptions of the universe, which mostly means working with spirits as a whole rather than individually and as such they possess the capacity to alter the spiritual laws of the universe over time or create widespread and permanent effects, but are usually limited to imposing restrictions that alter an individual's karmic balance and must keep their own karma high if they intent to continue practicing.

Necromancer
Necromancy uses or creates the undead for a variety of effects. Unfortunately, it comes with the risk of making its practitioner a ghoul if things go too wrong.

Oddfather
A practice based on studying and controlling the Offspring, sometimes called subhumans, which sometimes arise when bloodlines are isolated or twisted too much. There are also the OffBreed, and animal equivalent.

Oni Mage
The Oni are a faction - not a species - of Others that hoped to break away from human or practitioner rule and drive off humanity. This failed, but the Oni still exist as a collective of Others with disparate or blended natures and abilities, many of which specializes in fighting practitioners. The practitioners that serve and learn from them are masters of traps, surprises, and misdirection. Tellingly, Oni magic is one of the only practices that gets stronger when it defies pattern instead of following it.

Path Runner
Path runners are Finders who emphasize exploration. Finders or Chaos Mages (formerly Dreamers) are those who focus upon things that have become untethered from reality; the

space between realms, abstract Others, and the Paths. This gives them access to a wide array of situational but potent boons, especially for the first one through the door.

Priest
The devout make sacrifices and further a deity's agenda to build up favor with them before requesting aid. Some are devoted to a single patron, others invoke a pantheon as needed.

Scourge
A school revolving around the forces of the Abyss, where Boogeymen and Bathos rub shoulders with forgotten gods and ancient Others in abandoned realms filled with the lost and forgotten.

Second Sight
The Sight allows for the perception of all things magical. At the lowest level this means seeing spirits and the various spiritual connections created by the social, emotional, or metaphysical bonds between people and objects. As proficiency grows, finer details become discernible and more information becomes visible. The Sight can generally be toggled at will, but overuse can lead to it becoming stuck on, permanently, and the practitioner risks losing their grip on normal reality altogether. Practitioners get the first level of this for free.

Sealer
The very practice that Solomon used to construct his Seal, Sealers are closely related to Wardens and Binders, and work by predicting their adversaries' likely moves ahead of time and preparing accordingly, creating restrictions and automated punishments for violating them. At higher levels, a restriction can be made self-enforcing and will resist being broken, but this is temporary and eventually it will fade into a more normal seal.

Summoner
One of the most versatile schools of practice, summoning involves conjuring or creating Others and bargaining with them. All practitioners have some understanding of summoning, but a specialist works with a wide array of different Others with distinct and strict ritual requirements, giving them an eclectic but flexible array of options. At the highest levels, it is even possible to create Incarnations and some of the other Greater Powers. Practitioners get the first level of this for free.

Shaman
Shamans form contracts with spirits and provide service and sacrifices to forward their associated concepts in certain areas and gain favor from them in turn, often resulting in subtle effects upon their surroundings. They also have influence upon and can enter the metaphorical Spirit World. This is the only practice that can recreate the Otherverse as a whole.

Sympath
Sympathetic magic exploits connections and similarities to cause one object to mirror another. On the basic level this is as simple as drawing a set of runes upon one, listing three similarities between the two, then providing a small amount of power. However, using the same similarities

repeatedly becomes dangerous, and while it is possible to slay your enemies by setting a doll bearing their image aflame, that is an advanced technique,

Technomancer
Technomancy is essentially a variant of Astrology based around combining magic and technology, which can have a vast array of effects, but necessitates a constant struggle to stay relevant and at the bleeding edge of technological innovation.

Valkyr
Called Valkyries or Valkalla depending on sex, these practitioners focus on death's immaterial forces, such as souls and psychopomps, ghosts and wraiths. They can also become intangible or act as psychopomps for certain rewards.

War Magic
A somewhat vague school focused on battles and dueling. It mostly seems to modify or enforce claim through combat, though it can enhance fighting abilities as well. Taking trophies from defeated foes may also help you defeat more foes, particularly those that are similar.

Warden
One of the most respected forms of magic, Wardens focus upon constructing barriers both mystical and metaphorical using totems and regular rituals. Specialists can create wards so complex that they resemble computer programs. Whether wild or orthodox, practitioners get the first level of this for free.

Chapter Nine: Appendix B: Author's Notes

Oaths, pattern, and precedent do not carry over between jumps, though Right and Wrong can enforce the first anywhere, wherever they were taken. Also, connection doesn't have the same limits outside this jump, even if you add it to other worlds. In fact, the powers purchased here are generally not reliant on the spirit world outside this universe, with shamanism being an obvious exception.

Karma's most fundamental violations are breaking promises (even with Blackguard), breaching hospitality, and diabolism or equivalent. Innocence as well - but only in this world. I'd also avoid giving the spirit world menial labor or unjustifiably stealing objects with magically objective owners. What counts as justified can and will vary between worlds, as will most things. Solomon can't stop you from thieving in general, but certain items - like implements - belong in certain hands.

Dabbler does not remove the power cap, but it does let you gain *more* abilities, even if the system or jump document shouldn't allow it. Do mind incompatibilities.

Outside the Otherverse, Technically Innocent will only punish people for outright and intentional lies. Being sarcastic, telling jokes, using implicit metaphors, or being wrong to you incur no

penalties. On a related note, it allows you to bind the Others your practices retcon into existence to the Seal of Solomon, which *can* grow to encompass new worlds. Otherwise, there isn't the same separation between ordinary and Other in later worlds, much less a Seal. People might not know about them, but they can interfere with and even rule normal society.

Lighthouse Training and Designated Hunter let you use *all* varieties of the weapons listed, so blessing your silver and working your iron is helpful but not essential.

Fiat-backed practices easily adapt to local equivalents, even if they need to skirt some rules to do so. For instance, if you jump to the Dresdenverse, you can draw power from Mr. Sunshine without upsetting the balance between Heaven and Hell, albeit with certain restrictions. If there is no local equivalent, see above about retconning reality. Doing so often or dramatically enough can and will allow them to begin manifesting naturally, albeit with some influence from your originals. If you bound each of your creations to the seal using Technically Innocent, that's the norm. Otherwise, see above.

If a Valkyr or psychopomp is prolific enough to create a full afterlife where none existed, it will contain those who were dead when they arrived. Call it a special dispensation if you must.

Dragonslayers don't need dragons specifically, but I am going to ignore that in favor of letting them create dragons anyway, even worlds with their own great monsters. That said, dragons don't have a shared nature like Faeries or goblins, so they default to local forces or elemental. If you want more variety, you have to buy more schools. Equally, Turnkeys don't technically need Aware, but I'll let you create them anyway. Add Law Magic or Solomon's Wisdom to the mix and you can "find" other practitioners.

GoneAnon's Pact jump left certain concepts open ended, which I respect but cannot do myself. That said, I'm not sure how my jump would interact with theirs, especially with fan fiction in the mix. I'll say it probably depends on which perks you've got, and that suppressing some could have interesting effects.

Changelog: Besides general wording changes, I added a new Wild Practitioner option, raised Aware stipend, added Karma, added Innocence is Bliss, added The Best Defense, turned Oaths and Bindings into Right and Wrong, renamed Solomon's Protection to Technically Innocent, added Solomon's Wisdom, added I am Claim, buffed Lighthouse Training, renamed and buffed Not So-Obvious Traps into Self Preservation Instincts, buffed Designated Hunter, buffed Complex Nature and renamed it to Very Old Thing, renamed Basic Texts to Essentials, buffed Implement, added new highest levels of practice, abridged Author's Notes (they were out of control), and made them clearer.

Managing the dichotomy between a jumper (in some ways the ultimate incarnation of freedom) in the Otherverse (a place *defined* by history and obligation) was very interesting. I hope I've created something that honors each side, albeit favoring the former for obvious reasons.

Jumpchain by Ze_Bri-0n. Minor edits by Marie English. Please make sure to check out the version she imaged. The wording isn't as refined, but the images are pretty great.
https://drive.google.com/file/d/1Aw5If_09cIDADrstKICtCudMsL9qO6R2/view?usp=sharing

These links may also be useful, and I thank OnMissingAstronauts for pointing it out:
https://docs.google.com/document/d/1X7moMQUSO72u1Hkswewy15YqF8b-c1ocpxAXiLe8WRQ/edit

https://pact-web-serial.fandom.com/wiki/PactDice