Generic Magical Magic

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A small world, isn't it?

Jungles of concrete, buildings reaching the clouds. Large oceans of blue and green, meeting at the horizon line far in the distance. Wide open plains covered in fresh grass and the occasional shrubbery, sidelined by lush forests and thickets. The places, the flora, the fauna... The people.

At the end of the day, no matter where you go, it is unchanging, expected, always the same. A structure and order of **truth** unwilling to bend or be any different.

A small, small world... Or is it?

There is something thrilling about this journey of yours, Jumper. A little bit of madness and **chaos** that changes your life slowly but surely with every step further down the Chain. A silent author pushing every dream and every moment of insanity into a reality for you to experience. A small spark of **Magic** has begun to grow within.

Wherever you come from, whatever you have experienced, cannot be compared to what you will live through during your decade here. In this world, or perhaps even worlds, 'Magic' is a common sight, and you will learn to expect the unexpected it brings with itself.

So go on, take a step through the door. A small spark is already awakening within you, and with these ***one thousand*** *Magic Points you may yet learn and develop it into something truly* ***magical*** *during your time here.*

Location

A world suffused with magic. It is widespread, although quite weak by default. Either the known magics are easily used but barely better and faster than manual work, or they are quite powerful and difficult to replicate with science or technology, but are very hard to pull off even once a year.

Or if you would rather know your destination intimately, feel free to supplement another world with this one, bringing Magic into the fold. In that case, ignore the generic limitations on it. After all, it was there all along... Or perhaps it wasn't until you came here. How very ***interesting****, Jumper.*

Race, Age and Sex

As you wish. The spark of Magic will allow you to rebuild your body according to your whims, only this once.

Magical Mysteries

In this section, you shall decide how magic functions in this world. This is quite vague and arbitrary, yes, but it will be important for later.

Magic is first an art of self-expression. Do not make the mistake of overthinking or choosing wisely. Simply pick what calls out to you, personally.

Style

Choose one style through which to work your magic. Though it is possible to learn styles outside of it, it will be the most prevalent in this world.

★ Magic Caster

Magic is brought into existence by one's own will and actions. Gestures, words, dances and ingredients, it matters not the 'how'.

Regardless, the end result is a magical effect affecting a target of your choice, at the moment you willed it so.

★ Sympathy

Magic is useless without direction, but it does not understand its practitioners either. Gestures are meaningless, verses fall on nonexistent ears, and magical ingredients might elicit the smallest hint of a result before fizzling out into nothingness, as if a figment of your imagination.

No, Magic does not understand one's will or the concepts attached to it. Instead, it feels out of the ties between things, moves between links, and arrives at an answer through conceptual equivalency. Voodoo puppets, reenactment of legendary feats and stories, sacrificing parts to affect the whole... Many arts fall under this style of Magic. A style where fame, belief, and relationships hold more importance than anything else.

★ Warding & Territory

If there is a known virtue of magic, it is patience. Yet, its most known sin is sloth. Magic does not do well proactively. It does not search for targets, it does not answer at a moment's thought.

No, magic is a very lazy, very dumb force of reality that can only act on predetermined sets of instructions laid in advance on specific targets. No practitioner of this style will be flinging fireballs around anytime soon. Now, creating a ward that recognizes potential threats in a defined area and sets them on fire at the first sign of aggression...

Source

Choose one. The power Magic can bring to bear has to come from somewhere. Though it is possible to discover another through arduous research, it will be the most prevalent in this world.

★ Self

Magic comes from the Self. Be it their body, their mind, their soul, or anything else, it is known that practitioners of Magic are their own source of power, their own ***container****.*

There are no rules on Magic but what you impose on yourself. However, one's own self may limit what they are capable of, with parameters such as 'Affinity' or 'Magical energy production rate'.

★ Creation

Magic is imbued in all of Creation. Plants, animals, the very air you breathe, every pebble in your path...

By combining the natural elements of the world, and some unnatural ones, it is possible to mix and match their innate magic, producing items of power. Magical potions, artifacts, staves and wands... There is plenty to be done with the right materials and enough imagination.

Magical creations do not tend to run out of power, but they may have drawbacks to them, be it in backlashes or a limited number of uses.

★ System

Magic does not come from you, it does not come from the world. It comes from a structure, an entire Magical System of Laws and Rules woven into reality, dictating what practitioners can and cannot do. Perhaps it is a metaphysical law of the universe, perhaps it is the magical creation of a very powerful being, perhaps something else entirely.

Magical systems tend to offer a rapid progression through the different stages of power as they do not require learning periods or mastery, yet they also highly restrict what a magician is capable of doing.

Creating your own spells based on what is offered to you is possible... But would you bother learning **how**, with the breadth of power at your disposal?

★ Outsider

Magic is... Other. Alien. Outside of the norm. Something very obvious when you consider its source. Outsiders are named as such because they stand outside of reality, outside of irreality, outside of all you know and can imagine. Outside of **you**.

Magic is a gift granted to a practitioner by an Outsider, making them a conduit of their power. This means that whatever power they can bring to bear is limited, both by whatever their Patron grants them, and by the effect such an alien power has on them. However, growing in power is as easy as pleasing your Patron.

Origin

And with your choices made, it is time to discover your true Origin. No need to think, it has already been decided by your previous selections. Only the details are left.

Your Origin will grant you a 50% discount on all associated Perks, with the exception of those costing 100CP which will be free.

❖ Wizard (Magic Caster | Self)

The most well-known magical path. Wizards harness the magic within themselves in order to apply a direct change to reality. Druids, Healers, Necromancers, Elementalists of all sorts... There is very little a Wizard cannot do once they put their mind to it and study for long enough... And have the power required to pull it off in the first place.

❖ Artificer (Magic Caster | Creation)

Potioneers, Alchemists, Wand-makers... Artificers come in many sorts, but they all work in the same manner. Artificers will use the gifts of the world around them to create many different baubles, mixtures, trinkets, and other items capable of performing magical effects when they so require. Powerful materials, deep knowledge of magic, and refined skills in their chosen profession are requirements for all aspiring Master Artificers. Although magical materials are not always required as an Artificer's own inner magic can awaken strange properties in most things.

❖ Arcanist (Magic Caster | System)

An Arcanist is one connected to the Weave of Magic, a network of magical information and knowledge hidden through reality and made accessible selectively to those connected to it.

Arcanists do not use magical energy so much as 'spell slots' or similar 'packet' of information allowing them to cast a number of spells every day, or according to certain rules, basically for free. But there is little they can do outside of the system itself, or when they are barred access.

❖ Champion (Magic Caster | Outsider)

A Champion is one that was chosen as a representative of a Patron's ideals and power in the material world. The powers they wield are limited to what their Patron grants them. Warlocks and Priests alike may fit in this category.

❖ Martyr (Sympathy | Self)

The Martyr is one that performs magic by sacrificing a part of themselves. Blood mages are a good and well-known example, but they can also give up on their emotions, memories, or other parts of their very existence temporarily or permanently to rouse their power and perform acts of Magic.

Such magics tend to be unusually powerful and long lasting.

❖ Infusionist (Sympathy | Creation)

Everything in the world has its own story. From the smallest pebble to the brightest of stars, going through each and every living being as well as all unliving ones, all of them have their story. Perhaps not a story which will ever be narrated or heard, but a story that magic understands nonetheless.

Infusionists take advantage of these stories, combining anything and everything from all over Heaven and Earth to narrate the tale that suits their needs. In such ways they can create wonders of magical creation, much like playing chemistry with entire books and libraries instead of single letters and numbers. The more story behind an 'ingredient', the more effects they can bring to bear. Due to this, although most Infusionists are capable of guiding a reaction to the singular effect they want, they seldom account for all of the others brought into existence by unexpected interactions between sympathetic links.

❖ Enhancer (Sympathy | System)

Based on the rules of the system they are beholden to, an Enhancer may strengthen objects beyond their natural capabilities using materials as a fuel. Simply put, an Enhancer may enhance items by sacrificing materials. This act of strengthening can be performed upon anything which counts as an object or equipment as per the system's rules, and may be repeated endlessly though at a greater cost every time.

Due to this soft limitation, as well as the fact that the success rate of each enhancement depends on luck and the enhancement level of the object in question, it is hard to perform it more than thrice without suffering a failure. Failures will bring down the 'Enhancement Level' by one grade, wasting all sacrificed materials in the process.

Still, if successful, not only will each enhancement make the object a quarter 'better' in every single aspect each time, it may also grant it intrinsic magical properties based on the sacrificed materials upon reaching certain enhancement milestones.

❖ Embodiment (Sympathy | Outsider)

An Embodiment is the incarnation of a thing. Anything. Embodiments of powerful and godlike beings are usually known as Avatars, but that is not the only possibility. One may embody a Legend or Myth, or perhaps a Concept or law of nature. A Genius Loci is the embodiment of a place, whereas a spirit or Kami is usually the embodiment of an object or structure. Regardless, an Embodiment gains power from what they embody. As they act, think, and live as what they embody, they gain more and more magical strength attuned to said Embodiment.

Though many magical beings are born in such a state, it can be considered dangerous for someone to come to practice it, as the role of what they now embody consumes them more and more the longer they 'act'.

❖ Cultivator (Warding & Territory | Self)

For some practitioners of magic, their Self is the source of their power and the center of their dedication to the art. As their beliefs go, the body is your temple, the mind is your sanctuary, the soul is your kingdom. Cultivators gather the magic from the world around them to strengthen all of those things and more, growing seemingly without limit in every personal aspect.

Although they all start with physical strengthening, which marks them as somewhat atypical magicians, the strengthening of the mind and soul may bring about strange effects and allow for techniques far more in line with 'traditional' magic.

❖ Enchanter (Warding & Territory | Creation)

An Enchanter holds similarities to an Artificer, but is different nonetheless. Where an Artificer makes use of the natural magical properties of things to mix and match just the result they want, an Enchanter can shape magics directly which are then applied on another item.

Instead of using the ingredients as makeshift spells, they create the spell then bind it to something... Or someplace. Enchanters are usually specialized in creating magical architecture and large-scale rituals rather than small-scale, handheld magical devices.

❖ Ruler (Warding & Territory | System)

This may not sound like a magical practice, but it truly is. A Ruler is one that makes the rules. With magic, a Ruler may seal areas under barriers, or create dimensions outright, and lay down their own laws that must be followed by all within.

The longer a Ruler holds their territory, the more dangerous they become.

❖ Apostle (Warding & Territory | Outsider)

Much like a Champion, an Apostle is the chosen of their Patron. Unlike a Champion, an Apostle does not gain power from pleasing their Patron. No, instead they act more as an extension of their Patron's will and as a conduit for their Power.

An Apostle's magic can suffuse the land, tainting it with the Outsider's alien power and breaking the rules of the local reality according to their affinity. This is the practice of creating Consecrated Grounds as much as it is that of cursing the land into growing Pools of Darkness endlessly spawning demons and releasing them into the world.

Perks

Special

★ Magic In Style (300)

My deepest apologies, I did not pay nearly enough attention to your accomplishments. To master two entirely different Styles of Magic and make them work together so seamlessly is the work of a lifetime, and yet you have achieved such a level so soon after your arrival here. Truly impressive.

Go on, adjust your previous selection with your second Style. The path opens for you to fit into multiple Origins here as well, all at once. On top of that, you are capable of using all forms of spells, techniques, and even schools of thoughts together seamlessly without any clash whatsoever. In fact, they seem to all complement each other instead.

You are evidently destined for greatness, so please, ***impress me****.*

★ Actual Sourcery (300)

How fascinating. You truly are a unique being, Jumper. Magic should stem from a singular Source, and yet I can clearly feel a secondary well of power in your Essence. Two Sources of Magic working in perfect harmony, an absurd concept, yet one I am witnessing at this very moment.

Very well. Go adjust your previous choices with your second Source. You are now a match for multiple Origins and their cumulative benefits. Additionally, you may use all sources of supernatural power you have access to in parallel without any negative side effects. In fact, they can even seamlessly merge with and strengthen one another.

I predict that your adventures here will be as strange as they will be interesting. Much like yourself.

Wizard

★ To The Well-Learned Mind (100)

A Wizard can do anything, so long as they know how. There is very little you know about your own power as things stand, but you will learn far faster than you have any right to.

Your mind is simply made to dissect magical principles and phenomena, understand them, integrate them, and use them in turn. What would take others years of study, you achieve in weeks.

★ A Well Of Mana (400 / Free Wizard)

*A Wizard's power comes from within. An energy that can be stored, regenerated, **spent**. An energy that contains the meaning of all that is, the concept of all that could be. A spark which answers to one's will.*

That is mana. Mana now suffuses your body, concentrated and stored in a singular place. You may only have just enough to throw a sphere of fire at a target, but like any part of yourself it will grow with use.

And with a pulse of power, you may grant access to Mana to anyone else.

★ Playing Our Roles (800)

A large hat, a long beard, a wooden staff ending in a knot, with powers beyond the imagination, lending wisdom to all who ask... A Wizard's image is something well-described and rather consistent throughout all stories of Magic you care to find. Beyond capabilities, aura, knowledge, or aesthetics, it's like they all end up with the same... Character.

Yes, a character. A character fit for a wizard. In the same way, you may choose yourself a character, a 'role' to play in the story that is your life. It won't be permanent, just dress up and act the part in public, and within a week's time you will find yourself keeping to the character you created as easily as you breathe. Beyond even acting, it's like your entire aura will shift to better reflect your new persona in a way that is obvious to anyone who meets you.

But beyond even that, it's as if the world itself accepted your new role and moved to make it fit in the ***Story***. Act the part of the wise wizard, and you'll soon find yourself on a quest leading heroes towards their destiny. Act as a hero yourself, and you'll be given an evil to defeat.

This could be dangerous to you, this could be extremely rewarding. After all, it stands to reason that a Wizard **must** be accomplished in all things magical. So put on your robes, spout out random cliché lines of wisdom to every passerby, and the following week you'll be tearing through magical texts with a thus far unknown speed and overwhelming talents for the magical arts.

Artificer

★ Arts And Crafts (100)

The hardest part of a crafter's job is to find something to craft in the first place. At least, that is the case when you are not constrained to a very specific job and given specific tasks.

With your magic, everything is both a possible ingredient, and a possible inspiration. Indecision plagues the Artificer, and yet, they may still run out of ideas entirely.

Not you. Your mind is a well of ideas that will never stop overflowing. You naturally know whatever you look at can be used for, and you will instinctively feel the urge to use it to make something that will end up being useful to you in the future. Of course, you do not have to follow these instincts, but doing so will never outright cause you harm.

★ The Essence Of Things (400 / Free Artificer)

There is power within the trees, within the stone, within the earth beneath your feet and the metals it hides. Plants, animals, minerals, the very air you breathe in some places... There is magic in everything.

Wherever you go, whatever happens, all things stemming from nature now contain an inner, personal, attributed spark of magic. An 'Essence' of a sort, a mass of magic holding a hint of a Concept of reality. You can coax these Essences, taking hold of the materials containing them and mixing their concepts with each other to craft magical wonders by combining their component Essences. Of course, some of the power and meaning will be lost due to the clash between incompatible Essences, but with the right combination there is very little you cannot do.

In strange lands where this style of magic is not widely practiced, you may choose to teach your ways to others without difficulty.

★ All Is One (800)

Perhaps it is the result of a deep understanding of the very nature of reality, perhaps it is simply instincts. Whatever the case, you possess a great talent at obtaining the things you want from what you work with.

This is more than a simple aid in crafting arts of all kinds. Yes, there is some of that, an ability to just know how to put the piece together to create this new magical item, but that is merely a side benefit of your true power.

You have the ability to take things, any number of things, and mash them together into something completely new which will be a mix of their attached Concepts and Essences be they natural entities or not. So, while this is helpful in crafts, it will shine most in material production. Why bother mixing fire essences with explosive ones, when you could directly mix the natural resources containing them into a new 'natural' resource containing the pure essence of explosive fire? Or of fiery explosions? Or of fire-shaped explosions, or explosion-shaped fire... You get the idea.

In fact, why limit yourself to only two things? After all, the moment you gained this power is the moment the Concepts of the world stopped clashing with each other while you handle their vessels. In your hands, all things are compatible with one another. Just pick and choose, and admire the results. Oh, with strange and powerful materials, you could make strange and powerful creations indeed.

You may also apply this power outside of your art. After all, the ability to perfectly merge anything you are physically handling in any number with no issues of compatibility is bound to be useful.

Arcanist

★ Moments Of Insight (100)

An Arcanist's power is limited in a way few magics have to deal with. As such, it is necessary to ration what you have, to always use what you need whenever you **truly** need to use it.

You have a talent which will help you monumentally with this. Whenever you find a problem that you believe can only be solved in an acceptable manner by using a limited resource, if there is actually another way to solve the problem that you hadn't considered, then you will receive an epiphany guiding you towards that solution.

★ The Weave Of Magic (400 / Free Arcanist)

Hidden behind the metaphysical shape of the world exists a gigantic network of Magic. That is the Weave. The Weave is knowledge, power, and the sum of all that is magical within this world. It will give access to all of that to the Arcanist, so long as they abide by the rules of the system in place. Depending on who created the Weave, it may be simply to have faith and follow a set of commandments, or to go on adventures and survive.

After you leave this Jump, you will forever find a Weave you are connected to in whatever world you end up visiting. If you allow it to, the Weave may even connect to new beings and create new Arcanists in future worlds.

But that is all the permission it needs from you. Aside from this one part of control you have over it, it remains a Weave of Magic with rules you must follow if you desire to thrive within it.

This Weave's rules are simple: do interesting things. Whenever you do anything sufficiently interesting, you will find yourself gaining access to ***more*** *from the Weave.*

★ A Tree Of Many Branches (800)

One's development is built upon the choices they make. And choices they ***must*** *make, for when you are offered opportunities, they, like all things, come at a cost. There are plenty of stories warning against greed, or tales of gifts disappearing whenever another is taken... Or simply fading in time.*

As strange as it may sound, this simple reality does not apply to you anymore. Perhaps it was a choice between two spells, perhaps it was a job offer, perhaps it was a gold coin on the road you could have picked up, perhaps it was a marriage proposal, it does not matter. The point is, when you are given an opportunity of any kind, it will not disappear until you take it. Not when you make another choice, not after you refuse it, not even decades after it was given to you.

If you had the opportunity at some point, then you have it forever, ***somehow****. Do you understand?*

That is not to say that it won't be a convoluted mess to try and go back to that opportunity again. You **could** save someone's life after they died if you once had the opportunity to do so, yet refused. It will just take a lot of work to make it happen. And you might fail anyway. Opportunities and choices are not 'guarantees', you see? But, it's nice to know that you always have the option.

Champion

★ Living Legend (100)

A Champion's fame serves as a declaration of power in the name of the Patron. And it would not do to displease an Outsider with so much power over you, would it?

No, that is a good way to earn attention you would rather not have. That's why you have found yourself with a talent at managing your reputation. It isn't anything supernatural, but you'd have to be very intoxicated indeed to accidentally act in a way you do not wish to in public.

As a side effect, it seems that word of your exploits travel much faster and further than it otherwise would, when you wish for them to be known.

★ Conduit Of Greatness (400 / Free Champion)

As a Champion, you have been chosen as a conduit for your Patron's power. Who that Patron is, only you can tell.

After you leave this Jump, you will forever retain access to this link to your Patron, and may even offer such a connection to others should they accept to serve alongside you. Although this time the power you may gain from your Patron is... Larger in scope, and more organized.

Indeed, at that point you may learn any spell at all from your Patron, irrespective of the concepts and authorities they are normally attached to. In addition, you also gain access to a mental board of a sort where your Patron's requests for you are detailed, the rewards you'll gain from their completion stated in advance. If you aim for a spell in particular, a new request will appear on the board.

★ A Will Unbound (800)

A life as a Champion is that of a Contractee. Perhaps it is from your status that you have learned to live this reality and make the most of it. Or would it be 'the least of it'? As it stands, you are very good at escaping your situation whenever necessary. Magical bonds and binding contracts? There's always a release clause or a means to break them. Steel chains and locked cells? Seems like someone lost their keys, and there is an interesting little crack on that link. Sealed away in a pocket dimension? Well, it's just the right time for that freak magical storm to come by and open a temporary portal by chance.

Whatever the case, there is always a way to escape any situation if you wish to take it... Except death. Being disembodied, now **that** is something you could fix in time. But actual death? Let's say only once a decade, shall we?

In addition, you find yourself in possession of unlimited patience and willpower. Just what you need to await your opportunities, and keep fighting for them so long as you live.

Martyr

★ Grit And Will (100)

The path of the Martyr is one of sacrifice, either of the self or of others in some cases. You have the grit to harm yourself without hesitation and ignore the pain, be it physical, mental, or spiritual. In the same way, you are capable of harming others at a moment's thought should you believe it to be necessary.

Guilt and regret will never plague you when you do what needs to be done... Unless, of course, you allow them to.

★ The Spirit Of Sacrifice (400 / Free Martyr)

Bone, blood, hair, skin, will, love, anger, your very soul... Every part of life, be it physical, mental, or spiritual, holds a well of pure Magic that may be accessed through their sacrifice. Of course, you could simply spill your own blood and wish very hard for something to happen, but it would take several

human bodies worth of it to reshape the ground a bit. No, there are practices and symbolism to follow, generally through the use of rituals, in order to decrease costs and shape the magic towards specific concepts. You will have to learn them by yourself.

Regardless, everything that is alive now holds this latent power. And in lands where this fact is unknown, you may teach others to access it as you do.

★ The Power Of Rebirth (800)

There is a special quality to your life that ensures that you will always regain what you lose. This is an absolute guarantee that may not be countered. Sacrifice your memories? You will remember after a week. Sacrifice your arm? It will regrow in a month. Sacrifice your soul? You will get it back in a year or so, or perhaps grow a new one from the remains of the previous one. Your youth? Constantly regained over time, making you essentially unaging.

And it is not just about the things you give up on by your own actions. Whatever part of you that is lost in a way or another, you will regain in time. Of course, this only works so long as there is a 'you' left to regain anything. If you were to be well and truly killed, there is no way you could regain your life... Except once. Once every decade, you may indeed regain your life at a time of your choosing after you lose it... But only once.

Infusionist

★ Spirit Of The Author (100)

As is fit for one who sees stories in all things and practices the art of melding them into a whole new tale, you have a mind for storytelling. You see where tales would clash, at what point they may meet halfway, and where a cause is lost. It is indeed a great help whenever one is trying to weave a tale of their own making, using only the pieces at their disposal.

There is a story in all things, Jumper. All you need is to bring it to life.

★ Taleweaver (400 / Free Infusionist)

This world is like a library. There are books everywhere you look, tales in every pebble, paragraphs in every breath, and words dancing upon the pages of reality.

You are an Infusionist. You can feel the different stories in all things, draw them out, and meld them with each other to create a whole new tale in the form of a magical item. Until you learn to account for clashes and resonances between tales, your creations will be highly chaotic in effect and perhaps even dangerous. Even when you do learn, you will probably fail to account for every single part of the tales you weave into them, thus ending up with unexpected effects, or side-effects. Regardless, there is very little you cannot create if you find the right materials, the right ***stories****, to use. And if you don't, it is only a matter of creating it yourself.*

Wherever you go, whatever happens, these stories and meaning to things will always exist. Perhaps you will be the only one to hear them, but you may teach others if you so choose.

★ Narrative Act (800)

Stories everywhere, meanings compounded, and new tales written every day in the form of items of power. Everyone in this world fancies themselves an author. But you? You are a narrator.

It may seem like a punishment, to be the equivalent of an observer in a world of writers. I assure you it is anything but, for you are the Narrator and you can follow the story from beginning to end.

First the Prelude, next the Exposition. Then comes the Inciting Incident, followed by the Rising Action, leading into the Climax, tapered off into the Falling Action. Finalizing the tale arrives the Resolution, ending with the Epilogue. Everything is a story to you, and the Narrator is aware of it all.

As the Narrator, you may choose to focus on any single 'story' and receive Omniscient knowledge of it from beginning to the end. You could choose to see where the world is headed, or only a single recent event. Mayhaps you are interested in a lost artifact of great power, or the origin of a single word. While this does allow you to see the past, witness the present, predict the

future, and shape your Infusions with far greater precision than any master, it does have its downsides.

Mainly, this knowledge is always, constantly, complete. That is far too much information at once for any normal person to sort through or utilize effectively. Finally, it is only knowledge. If you wish to use it, you will have to stop observing, and actually act on it.

Enhancer

★ Chosen Of The Gacha Gods (100)

Though the work of an Enhancer may be simple and repetitive, it is also very much dependent on luck and resource intensive. Whatever money they can throw at their problems and how much Lady Fortune favors them is the equation to the success of every aspiring Enhancer. And though you may be lacking in the former, you have plenty of the latter.

You are indeed incredibly, extremely lucky. Where others see 50/50 odds, yours are probably closer to 80/20 in your favor. And this affects all events in which your luck would matter. This is sure to save you a lot in material costs, and come in handy in a pinch.

★ Feed The Machine (400 / Free Enhancer)

The system you are bound to has rules, and these rules state that power may be found in all things and redistributed. As an Enhancer, you may sacrifice

any materials you have on hand to 'strengthen' any item or piece of equipment in your possession. Each enhancement requires a certain amount of 'value' which increases for every further enhancement. You instinctively know the amount of 'value' required by anything you are looking at, and what 'value' your sacrificial materials possess individually and as a group.

Through the system, you may perform the enhancement process by sacrificing materials to match the required 'value' of any other object. You may go overboard if you so choose for better results, but every enhancement shows an improvement of at least a quarter of its base in every single aspect of the item targeted. At certain enhancement levels, the item may even gain new magical capabilities based on the sacrifices so far.

Enhancements may be performed and repeated in any number without limit, but are all based on luck rather than skill or knowledge. Giving more 'value' or sacrificing especially important materials gives greater chances of success, but there always remains a chance of failure that will see the item 'downgrading' instead. Going past three enhancements sees the chances of success lowering greatly.

This system and its capabilities will follow you in future worlds, and you may give others the same access to it that you have.

★ Level Up! (800)

Though enhancers may only increase the capabilities of their 'creations' by sacrificing more and more materials to them and starting from higher and higher quality items, you have one more option. An option called 'experience'. Simply put, as the things affected by your enhancements are used for any purpose, they gain a nebulous 'experience' value which will eventually accumulate to the point of causing an effect similar to an Enhancement, known as a Level Up. Only, a Level Up causes an improvement of a full and complete 100% of the base capabilities of the item instead of a quarter.

And yet, a Level Up does not count towards the Enhancement level, allowing both methods to be used in parallel. On top of that, every single Level Up grants the item in question a new magical capability based on the actions that were taken with it, much like reaching enhancement milestones.

Embodiment

★ True Clarity (100)

Unlike most people, you are acutely aware of the effects your own actions have upon yourself. You immediately know when you are physically hurting yourself through overtraining, when you are starting to believe the lies you repeat each and every day, and when your very soul is fraying from the act you keep playing.

However, it may not be enough to prevent you from losing yourself.

★ There Upon The Stage (400 / Free Embodiment)

As an Embodiment, you gain power by acting along the 'rules' and the 'logic' of what you embody. An Avatar of a god of healing would find their knowledge of medicine grow naturally as they perform acts of healing, and even suddenly gain access to healing spells. An Embodiment of home would gain access to various homemaking magics as they tend to their household, and perhaps eventually become godlike within the bound of that singular building. Similarly, the Embodiment of the Twelve Labors Of Hercules would slowly learn spells and magics capable of reflecting the hero's accomplishments as they attempt to reenact them in reality. It is only a matter of time and 'intensity' of acting.

An Embodiment grows in power as they become more of what they choose to embody, and wanes in power as they cease acting. In any world, in any place, you may keep acting as anything you wish, embody whatever you desire, and keep reaping the benefits until you decide to stop or switch to another. You may also teach others to do the same.

Additionally, everywhere you go from now on you may find Spirits. They are beings which can embody many things as you do. They are barely sentient, completely passive, and may have some uses in the magical arts. Only beings who know of the art of Embodiment can notice their presence.

★ Mythical Reenactment (800)

You have something called 'charisma'. To many, it is a quality fit for a public speaker, something that allows you to be heard and followed blindly if not understood. To you, it is the ability to infuse the world with your intentions and charm Fate itself into bending to your whims, essentially forcing the world to temporarily embody a play of your desire.

Whenever you have a goal in mind, luck will simply push you along the way. People will be more likely to listen to you, and to fit their 'role' in your schemes even on accident if necessary. Events will conspire to happen just in the way you want them to, allowing you to decide on the details if not the happenings and their results.

Yes, if there must be a war, then you won't be the one to decide who wins or loses. But you may decide who will fight who, where the armies will move, and what the war is fought over to some extent. Whatever you have in mind, the participants in these great plans of yours will gain the inexplicable urge to simply go along with it. The more directly involved you are in the participants' lives, the greater the effect as a whole.

With this power, you could easily turn a large-scale battle into the perfect reenactment of an old Legend, or into a musical if you prefer. What sort of magic an Embodiment could pull off with this level of metaphysical weight supporting them, no one truly knows.

Cultivator

★ Quest Finder (100)

A Cultivator's worth is proven in combat and their kind thrives in adventures as they face greater and greater danger and challenges. Unfortunately, it is not so easy for a budding Cultivator to find their way to where they are needed, with no connections or informants to speak of.

Thankfully, you do not actually need information networks to find out where you should be going. As it turns out, you are extremely lucky when it comes to accidentally listening in on rumors, legends, conversations, and other bits and pieces of knowledge about strange and dangerous happenings. Just walk around town for a week, and you'll have a long list of places to find and people to meet if you want to exercise yourself a bit, and perhaps reap some benefits while you're at it.

Of course, this is luck about finding information, not **filtering** it. Most of what you'll hear will be useless, some will be outright traps... But what remains will be a long list of very real quests for you to undertake, much longer than what you would have gotten through proper channels.

★ Cultivation Of Self (400 / Free Cultivator)

The art of Cultivation is the art of treating the body, mind, and soul as one would treat a plant. Treat it well, care for it, and it will grow and thrive. As a Cultivator, you may absorb the latent supernatural power flowing throughout

the world to strengthen yourself at every level. Once you have accumulated a certain amount, perhaps you will even find yourself capable of truly magical techniques and feats.

There will always be power there for you to absorb. In fact, it may even be tainted with different affinities which will have interesting effects on you. With a session of teachings, you may impart the art of Cultivation in others.

★ Breaking Through The Bottleneck (800)

You are beholden to no limits nor boundaries of the Self. As you reach a ceiling in your development or level of power, you will become aware of a way to break through it into whole new heights of greatness, again and again without end. As you meet the bottlenecks and shatter them somehow, you will keep growing without end. This affects every part of you, from sheer physical strength to willpower and even skill level.

As a side effect of 'breaking through', you are also completely healed to physical, mental, and spiritual perfection. This could come in handy in a desperate enough situation.

Enchanter

★ Collector's Luck (100)

Unlike the Artificer who has everything they need for their craft at their disposal, an Enchanter must rely on external magical effects and the concept behind the items they work with.

As such, you have learned to be a bit more perceptive and opportunistic when it comes to your materials. Or perhaps it is all luck? Regardless, you constantly stumble upon sources of magic you can drain for power or items that would fit your next creation perfectly. Most of the time it is a lot of little things that pile up really quickly... But rarely it is a very big and very ***important*** gain that might just become part of your next Magnum Opus.

★ Magical Enchantments (400 / Free Enchanter)

An Enchanter is capable of taking hold of the magic in the world, shaping it into a specific effect, and then suffusing items or structures with that Magic permanently. It is a guarantee for you that all forms of Magic you touch will be very 'sticky' and willing to enter items on a permanent basis, making the art exceedingly easy for yourself.

Interestingly enough, the purpose of spells tends to twist slightly depending on the items it is put into, in a form of conceptual resonance. A fireball in a sword may create a burning blade, while one in a building would keep it warm, for instance.

If you so desire, you may teach others your ways.

★ Maker's Mark (800)

Other Enchanters may see their creations as tools for their use, but you see them as they truly are: yours. Every tool you make, every item you shape, anything and everything you create that contains a spark of magic which you have molded yourself permanently acts as a territory of yours, placing it in your ownership in every way that matters.

You will always be able to use them to the best of their capabilities and control them perfectly. You will never truly lose them, you will always find them when you wish to. In fact, you would even be able to force them to act without your presence, making the magical broom sweep on their own and the magical armors act as guards to your mansion while you sleep. And Magic helps whoever tries to harm you with your own creations, for it would be the height of foolishness.

*In fact, your creations are so **yours** that you may force them to become **you** at any time you wish, letting them selectively benefit from all magical effects affecting you and your other Perks if you so wish. Or in the opposite way, you may selectively benefit from what is done to them, as they are **you** after all.*

Ruler

★ Versed In Legalese (100)

As a ruler, rules and legalese are the center of your magical style. As such, it is entirely necessary for you to understand what you are saying and how to say it better, so to speak.

Wherever rules are laid upon you, and you lay them upon others, you are quick to discover alternate meanings, weak points, exceptions, and other forms of loopholes. You can also easily figure out how to fix them or take advantage of them if it is possible at all.

As a bonus, no one can confuse you through the complexity of what they are saying or writing anymore. So long as you understand their language, you will understand their meaning precisely.

★ Law Of The Land (400 / Free Ruler)

As a ruler, you are capable of laying the law wherever you are, creating rules that may not be bypassed without punishment. The system you work under allows you to set any sort of law at all, but there are rules to follow.

First, your laws may not directly harm others. They have to break them before they may suffer punishment from the Magic enforcing them, and even then that punishment will only be proportional to the law being broken.

Second, your laws cannot be unknown. You may choose to have all those in the affected area know your laws immediately through Magic, or you can choose to disseminate the information yourself in a clear manner. But if law and punishment are unknown, then your Magics will be ignored. Erasing one's own memory is an easy way to avoid consequences against a Ruler.

Third, the greater the level of ownership you hold over an area, and the longer you have held it for, the more laws you may lay down, and the better they can supersede the previous rules in play. The undisputed empress of an empire who has ruled it for decades could easily make all of her people unkillable within the limits of her empire, or punish an enemy breathing on her lands with death.

Normally, a Ruler's level of influence is reset every time they leave an area or a position. That is not the case for you. Instead, they are 'put on hold' until you come back, so to speak.

If you so wish, you may teach the art of Ruling the world to others.

★ Genius Loci (800)

Magic is a force that, by its very nature, is unreasonable. Magic ignores the laws of the universe, Magic makes up its own rules and breaks them whenever it feels like it, Magic can do anything.

Few practitioners ever reach the point of truly using the full potential of Magic. After all, Magic requires direction, direction stems from decisions, decisions are born of a mind, and a mind is a structure. A structure of order, of rules that must be followed. Manipulating pure chaos through order works... Up to a certain point. This is where we reach what practitioners call the 'Laws' of Magic.

*And sometimes, there are people like **you**. Beings who do not have to respect these limitations, beings who truly wield magic with the entirety of its awesome and unbound power.*

*It isn't that the order of your mind was removed or the Laws bypassed so much as... Sidestepped. You **do** have truly divine, omnipotent power... Within an area. A place for which you act as Genius Loci.*

It is a sphere the size of a small room. Here, you may do as you wish, limited only by your thoughts. But only here, for once you exit the sphere the cruel reality of the world is applied once again. Few effects you would have put into place under the umbrella of your domain will remain at this point.

But isn't this enough? You get a room's worth of space where you can act as a Divinity so long as you stay within. One room and no further, which you may move wherever you wish once a month.

Do be careful, however. The longer you stay within the room, the more your existence will be affected by the chaos within. After a full month within the room, you'll become a true Genius Loci and never leave again, fading away into nothingness alongside your domain.

Apostle

★ Snake In The Garden (100)

As the extension of your Patron upon this land, it is up to you and you alone to spread the word of their greatness, to let the people of this world understand what luck they have to be given the chance to welcome a true divinity upon their puny mortal realm.

Yes, the Divine's hand should act as their Voice as well. It is only right to guide the sheep's future with your power, and their faith with your tongue.

You have a true gift of glib and wit, an incredible ability to find just the right thing to say to elicit the feelings you want others to feel. Your arguments are sound and logical to all who hear them, even if they would normally have balked at these kinds of words and thoughts moments before. You can make anything sound so ***reasonable****... And then, before they know it, they are full of hate towards the world they once loved, and praying in complete hope and faith to the future you offered them.*

However, remember to watch your tone and actions around your new... following. For no matter how persuasive you may be, it will do you no good if you scare them away from listening with your evil laughter and acts of pure cruelty. At least, at the beginning.

★ Harbinger Of Greatness (400 / Free Apostle)

The power of your Patron flows through you, Apostle. Unlike the Champion, you do not learn nor earn anything from them. Unlike an Avatar, you do not let their power flow through you and into the world. No, you are an ***extension*** of your Patron in this world. More than an emissary, you are an arm, a hand for them to claw at reality and spread their influence.

Whenever you wish, you may let your true purpose do its work as the Magic suffuses the land around you, blessing it, cursing it, twisting every natural laws and rules of reality into your Patron's likeness.

This is the power to change the world around you. Sanctified grounds where the hurt are healed, cursed lands spawning monsters of darkness ceaselessly... Anything and everything may happen when the Outsiders become part of this world.

The longer you stay in one place, the further the influence spreads. But, if you wish, you have the ability to let it recede much faster than it came.

Though you may not turn others into Apostles of your Patron, you may bless them with Their power, thus giving them an opportunity to prove themselves worthy of Their attention.

★ Divine Blessing (800)

Perhaps it is from your experiences as an Apostle to a greater existence, perhaps you are simply that talented. Regardless of the source, you have understood the means by which Outsiders let others act as conduits for their power and successfully replicated it.

Everything you are, you can share. Of course, this has limits. First and foremost, it is far easier for you to share your non-physical powers and traits with others. Sharing parts of your body will require that they hold great faith in you. Second, what you share is ***shared****, not copied. It will never be truly split from you, but it will be inaccessible or weakened so long as it is shared. Lastly, an unwanted gift will be rejected if you do not already have a strong hold on the recipient.*

Keeping these limits in mind, you can do whatever you wish with your own power. With a simple touch, you can give anyone access to your knowledge, your supernatural powers and traits, your Perks, and eventually even your limbs. All that you have shared, you can take back at a moment's thought. You can even put conditions, triggers, and all of the rules you want on the use of these parts of yourself you are giving away. You could easily put a twist on this by, for instance, lending someone the knowledge of how to cast

a fireball, but forcing them to supply the energy by themselves. Or you could let them drain directly from your reserves, if you would prefer.

In exchange for such generosity, you slowly gain control over the mind, body, and soul of your 'blessed' in that order. The more they use your gifts and the more the faith they have in you, the more control you gain over their existence... Even long after you rescinded your blessings.

Items

Nothing is linked to a specific Origin in this section. There are no discounts, but you gain **+400CP** to use here only.

❖ Grimoires (100)

A set of books that detail what exactly you can do with your magical style and how to develop it further. It is entirely useless to a master of the arts, but it is a good primer nonetheless.

There are new books whenever you start learning any additional magical style.

❖ Magical Focus (100)

A staff, a wand, a dagger, even a sword if you so wish. This magical implement is primarily a focus for your art and allows you to perform acts of Magic a level higher than your normally could at the same cost.

❖ Orb Of Scrying (200)

A small crystal ball the size of your palm. You can read the future with it, though it is full of nonsensical images and colors if you don't have the talent to decipher them.

No, its actual use is to look at things from far away through the use of sympathetic links. Just use a thing with a link to another to observe that other thing from wherever.

Be warned, this can be detected, warded against, and even traced back to you.

❖ Bag Of Holding (200)

This seemingly common leather pouch-bag is actually the anchor for an extra-dimensional space accessible only to you. Basically, it is bigger on the inside and never grows in weight. You could perhaps fit a small room worth of items in that.

No worries about sharp objects, this one is completely indestructible.

❖ Ultimate Ingredient Cache (400)

Many magics rely on the use of magical ingredients of some sort. This new basket of yours is completely empty for now, but it will help with that. Simply put, whenever you stash any form of natural item with a bit of magic within it, you will find out three facts about it.

First, the basket weighs nothing. Somehow it stays in place even in great winds, yet doesn't weigh anything at all.

Second, the basket can store items of absolutely any size in any quantity without trouble. It will only store what counts as 'magical ingredients' but it will store them all if you can get them in there.

And third, whatever is put into the basket is registered forever. Whenever you open the basket, you can pull out an infinite amount of whatever it is you put in. Well, not truly infinite. There is a period of time required to gather magical power and create the ingredients from it. The more magic is needed, the more time it will take, up to a year, but you can speed up the process by feeding it power from other sources.

❖ Charm Of Cleaving (400)

A long time ago, an Artificer decided they were tired of the great and powerful of this world coming after them, seeking their creations. And so, they took an ounce of morning dew infused with moonlight and a plain iron ring, along with a few other materials. Upon a new moon, they crafted a ring capable of cloaking one's physical presence from the sense of sight.

The Ring Of Invisibility eventually came into the possession of an Enchanter who, with great inspiration, decided to fill the existing ring with a spell of

spiritual cloaking, helping the new Ring of Silence cloak one's mind and soul from the outside world.

In the end, a passing Infusionist came into its possession and found the concept so fascinating that the ring was put in the center of a ritual. A ritual of sacrifice for spirits of Knowledge, Ignorance, and a small part of an Outsider. Their accumulated power was crystallized into a silver chain, and the ring bound to it as the centerpiece in a necklace.

And thus, the Charm of Cleaving was forged. This seemingly plain piece of jewelry is capable of removing its owner's presence entirely from the sympathetic weave of the world, temporarily cleaving through their connection to anything and everything, thus rendering them unknowable to all things supernatural. While the Charm of Cleaving is worn, one does not exist in the eyes of Magic.

Of course, it will still fail to stop a fireball to the face. Or a sword. Or really anything blindingly striking at you. You ***do*** *exist, after all. Your footprints on the dirt below and your cries of pain prove it. You are just very good at hiding, and nothing more.*

- ❖ **Magical Spire (600)**

Every self-respecting wizard should have their own Wizard's Tower. And now, so do you. This gigantic building the size of a modern skyscraper comes fully furnished with all of the glassware, libraries worth of books, pillows, armors

and swords, robes, and magical tools a wizard could want. If it is used to study Magic, you will find it somewhere in there. There's even a smithy, a loom, and a garden, just in case.

There are spells to make the tower invisible, to shield it against attacks and magical sight, to let it fly and relocate it, to sweep the floors and clean the walls, to let the inhabitants have access to running water and electric lighting ***somehow****, spells that enhance scrying attempts from within, spells to repair the furnitures, spells to teleport between floors, spells to sound a musical number throughout the entire tower with an accompaniment of magical dancing skeletons, and plenty more besides. Your Companions can even come and visit if they wish to.*

And of course, it would not be a Wizard's Tower worth the name if it didn't help out with spellcasting, would it? Wherever you are in here, your magic is massively more powerful than it would otherwise be for half the cost. A normal fireball which would barely incinerate a tree would become a burning laser of death when unleashed here, while a limb-regrowing healing spell might actually bring the recently dead back to life.

- ❖ **Magical Kingdom (600)**

An entire self-sustainable country full of eternally loyal practitioners of your art is now under your rule, Jumper. Magic is the prevalent art in your kingdom, though you may shape it as you wish in the future.

Your kingdom may grow, your people may develop, your rule may spread to entire worlds... Regardless, your kingdom remains eternal, retaining all changes you make to it.

You can choose to import it in future worlds in a pocket dimension of some sort. All of your people will follow along.

Drawbacks

All Drawbacks will cease when you leave this Jump.

- **The Heights Of Power (+100)**

In this world you enter, Magic would be a relatively balanced art with highs and lows counteracted by benefits and drawbacks. That isn't the case anymore. A strong wizard can be very strong indeed, while an enchanter creating items worthy of Legends is not unheard of.

Perhaps this will not affect your experience much, perhaps this will make all the difference. Regardless, try not to anger the wrong practitioner, you might just come down with a bad case of mountain range to the face.

If that limitation had already been removed, practitioners of that level will simply become far more common.

❖ The Odd One Out (+100)

As it turns out, your Origin does not define the most used Magical art in the world. Instead, it represents an unknown, something never seen by anyone before. Whatever magic you have is not something anyone is prepared for, but neither is your magic made to exist in this reality.

How this will all play out, who can really tell? Both good and bad things will come from this, certainly.

❖ Oops, I Did It Again (+100)

Well, they say that Rome wasn't built in a day. You only start out with theoretical knowledge in your chosen magic style. Until you have mastered your art practically, your spells and other acts of magic will tend to have... Side effects. These will never be dangerous, rather embarrassing and irritating, but they will be a regular annoyance until you have finally mastered your craft.

❖ All The Ham, With Cheese Topping (+100)

Prose, incessant rhyming and alliteration, mysterious and nonsensical openings followed by more in-depth explanations, flowery verses dancing around the subject... The people of this world have no lack of words for certain.

For some strange and unknown reason, everyone you come across will do their best to make their explanations, exploits and other stories seem far more dramatic than they have any right to be, making it a true chore to get any

useful information out of them. Not that they would lie to you where they normally would not, but when every being you come across speaks as if they were the arson-obsessed narrator of this document, truly you will have a long, hard time getting a straight answer pertaining to any subject out of them. And yes, my traveling friend, I was, in fact, narrating that way on purpose the entire time.

❖ Legacy (+200)

Magic is a wonderful thing, and you possess a deep desire to see it spread further than just you. As such, you will not leave this world until you take on and teach no less than five apprentices to the point that they have become capable enough in the basics of your style of Magic that they could themselves teach others.

Depending on your other choices here, this will either be grueling work or an interesting hobby. Regardless, you can expect this to take some time.

❖ Masquerade (+200)

Prevalent, perhaps. Widespread and commonly known, not so much. Magic in this world is a secret, Jumper. You have joined a setting under a Masquerade and the organizations in place will try very hard to maintain this secrecy from the common folk.

The status quo may be broken in time, but until then carelessly use your powers at your own risks.

❖ A Touch Of Legalese (+200)

It turns out that magic is highly regulated in this world. There is a whole set of rules that are attached to it, limiting its usage. Some laws are merely legal ones, some are physical restraints inscribed in the very ruleset making up reality, certain spells have fixed requirements, some magics may even be banned during certain weekdays and there may even be some anti-magic zones littered throughout the land.

Regardless, breaking these rules will have dire consequences, if you are capable of doing so at all. You might, ***might****, get a free pass the first time, but I'd start studying if I were you.*

❖ Where Is My Respect? (+200)

Jumper? A wizard? That must have been a trick of the light. Jumper fought off a horde of monsters? No no no, they would most certainly be the sort to run away screaming instead. Is that Jumper glaring at us? Why, look at their tiny frown, how adorable.

People have a ***very*** *hard time taking you seriously when it would benefit you or your reputation. Whenever you achieve something,* ***anything****, don't expect them to take you on your word. In fact, even if they did see you accomplish something great, they would be far more likely to attribute it to sheer luck, or to literally anyone else that was present at the time. Due to this, you will find yourself having a hard time forming lasting or fulfilling relationships with people who are not your Companions of old.*

After all, lasting relationships are based on respect, and you will find none for yourself here.

❖ Technophobia (+400)

Some magical arts do, in fact, cause advanced technology to malfunction in their presence. Reason is not so good at dealing with the Unreasonable Force, you see. Though for most arts this generally isn't a concern, it will be with yours no matter what.

Any technology utilizing any form of electronics simply does not work in your immediate vicinity, and might react violently if you try to push the matter. In fact, to make sure you never see anything too advanced during your time here, the access to your Warehouse has been barred for the length of your stay.

❖ A Magical Story (+400)

As it turns out, this is a story of magic and magic only. All of these pesky Perks and powers you bring from past travels will be taken aside for your time here, with the notable exception of purely and specifically magical ones. And even then, only if they correspond to your Origin may you keep them.

❖ The Mage Liberation (+400)

The truth is that not everyone likes the idea of magic. There is this Order of the EMP, or 'Expelling Magic Power' for the paperwork, which roams the

entire world and tries its best to either convert practitioners of the magical arts, or purge them. There isn't much of a difference in their opinion and actions. While they do so, they also attempt to develop or seize (read 'steal') devices of all kinds to interfere with the use of magic on demand, such as ones that create zones of anti-magic.

While the order isn't exactly popular, and in fact nearly everyone wants them gone, they have enough members and resources to ensure that they will be a constant source of conflict and annoyance in this world. And you are guaranteed to interact with the Order at least once every two months.

- ❖ **Random Encounters (+400)**

As it appears, this world is in contact with another. With multiple others, in fact. Well, 'contact' might be a tad hopeful of a word. For clarity's sake, let us label things as they are. For the duration of your stay here, this world will be invaded by creatures from other worlds. They appear out of portals, gates, and a variety of temporary dimensional breaches throughout the land. They might not be too powerful or appear in too great numbers, but it is impossible to predict when or where they will arrive next.

For some reason, these breaches happen with increased frequency around your person, to the point that you are guaranteed to be at the forefront of a random monster attack twice a week at least. It could happen while you rest at home, while you sleep, while you take a bath, while you walk down the

street... And of course, stay too long in a single location and the locals will begin to notice your peculiarity.

- **Clarke's Third Law (+600)**

Perhaps this world is not so magical after all. Or perhaps it just became moreso? It seems that, though the magical arts are as prevalent as expected, technology has nonetheless developed to the point that commonly available devices are capable of replicating magical effects, though entirely scientific in nature.

This is certain to have a great effect over your experience here, but don't think you'll be able to take advantage of this new reality as much as you'd like: whatever the case, you will never be able to learn from or replicate this technology.

- **Generic Murderous Magicians (+600)**

Well, this isn't good. In fact, I would qualify this situation as 'extremely bad'. It is truly a shame that you'll be the one to have to deal with it.

It seems that Magic isn't so wondrous a power as it would have you believe. In fact, all practitioners of Magic eventually turn into completely rabid beasts of murder and destruction, coming down upon the world with great power and wrath aimed at anything and everything that moves. This is a known fact of life, and yet the magical arts never lack practitioners, or teachers, for some strange reason.

Your otherworldly nature shields you from this mental influence, somehow, but others will not be as lucky. Expect attacks by murderous monsters capable of, and very willing to, turning entire villages to cinders at a great cost to themselves. Magic is rather balanced, after all... Unless you took a certain Drawback, and then I would not expect human settlements of too large a size to exist at all, for obvious reasons.

❖ The End Of Magic (+600)

There is an evil in this world that wishes to bring an end to Magic itself. You do not know what, who, or how, but their success is a certainty. As you live your life, you will slowly notice events being led to a certain point, coincidence after stroke of luck birthing opportunities and curses for specific groups all linked by similarities of all sorts. It will be subtle at first, then far less so. It will be so very slow, then very fast indeed as you approach the day of reckoning.

By your ninth year here, you can expect everything to come to a head. Whether you will be there or not when it does will be entirely up to your own actions and choices, but two certainties remain: Magic ***will*** *be destroyed without your intervention, and you require Magic's continued existence to stay alive for longer than a day.*

❖ A Rival For Life (+600)

Congratulations Jumper, you have a rival in the magical arts! You should be proud, having a rival so early in your learning of the magical arts is guaranteed to push you both to greater heights. Good steel must be forged and tempered, as they say... Am I using this idiom right?

*Regardless, as is expected of a rival, they are your equal in every way. Magical power, magical talent, knowledge of the magical arts... Every bit of power and the trinkets you gained here, they too have an equivalent. Even better than that, they have an immense amount of willpower which ensures they will never give up on your rivalry, and they were even blessed by Magic with immortality! Indeed, whenever this rival of yours is killed, they will revive a week or two later to seek you out and challenge you to a deathmatch again... Pardon? Oh. **Oh dear**.*

My apologies Jumper, as it turns out your rival is not quite the kind you would wish to have. To them, your rivalry is not exactly a boon, nor an attempt to push you both to the greatest heights of your potential. No, your rival is simply incapable of feeling joy, happiness, or fulfillment in their life unless they are fighting you to the death.

Fortunately, they still abide by the Rival Code™, and will formally deposit a letter of challenge to a deathmatch at your doorstep every time they track you down, in triplicate, with the time and location clearly underlined. Still... Make them wait for too long and they might just decide to blow through

your front door with a full-on assault to get at you. They are truly a rival for life.

If you somehow enjoyed their antics and survived them after all this time, you may take them along as you leave. Don't worry, their little... Disability will be cured after that point.

❖ Unfolding Epic (+1000 / Exclusive Magic Caster)

Alas, this world is not so peaceful. A wizard of great power has decided that it was their right to rule over all of creation, and has set off to do just that. They possess the complete Perk tree of the Wizard Origin, and they have currently set themselves into the role of 'Demon Lord'. As for you, you have been chosen by the world to be their 'Hero'.

This fate cannot be changed. You will face them, you will have to tear through their army. You will have to survive their immense power and counter their magical knowledge. You will have to make your way past their lieutenants, each possessing the complete Perk tree of another origin under the same style: an Artificer, an Arcanist, and a Champion.

And you will either win or you will die, for a fatal wound personally given to you by them will be fatal indeed and mark the end of your Chain, no matter what countermeasures you may have prepared. Unless of course, such countermeasures were magically crafted here in this world and are independent of your Perks or Items.

❖ One Is All (+1000 / Exclusive Sympathy)

Things are about to go very wrong in this world. For some undefinable reason, four very powerful people with delusions of greatness have unanimously decided to make use of their powerful magics and the sympathetic nature of it to merge the entirety of existence with Magic itself.

Suffice to say, the world at large would be in a pretty bad place were this allowed to happen. As in, it would be in no place at all due to a sudden existential failure of the highest degree.

Good news, setting up a ritual on the scale of an entire planet will take them some time. Less good news, they are actually powerful enough to pull it off within a decade, each of them possessing the complete Perk tree of a Sympathy Origin: Martyr, Infusionist, Enhancer, and Embodiment. Actually bad news, all of them are in social positions which will allow them a lot of unknowing support from important and resourceful organizations. Even worse news, they can actually pull off their ritual in time so long as they still have two members left.

So your options are as such: find at least three of these insane people and remove them from the board. That's only one option, but it's really the only thing you can do if you wish to see the end of this Jump.

❖ World Of Darkness (+1000 / Exclusive Warding & Territory)

As it turns out, ancient Cultivators fancied themselves as destroyers of Evil. Unfortunately, they were not so good at their job. Or perhaps too good at it? Whatever the case, it appears that they all decided against destroying these very evil and powerful curses and monsters that once manifested throughout this world, but rather gathered them all and sealed them instead.

The problem with such a decision is that a local Apostle, Ruler, and Cultivator have decided to team up and move over to the once most cursed place on the planet. Now, on its own it wouldn't be that much of a bother. The problem is that said Cultivator summarily broke through every seal they could find, the Apostle used their power as fuel to corrupt the entire land, and the Ruler prepared edict after edict to make the whole place mostly unassailable and the flood of darkness unstoppable.

Suffice to say, a large chunk of a country just became an impenetrable and unending source of very powerful, very cursed monsters. And it is still spreading.

Sure, the entire world will be up in arms to stop the madness right by your side, but there's one tiny problem left: we're missing a member here. As you might've guessed, The Apostle, Ruler, and Cultivator each have all Perks on their corresponding tree in their possession. But what of the Enchanter? Well, so do they. It just so happens that this Enchanter was once the most renowned Enchanter on the planet, being the direct creator of most

superweapons in the world's possession to this day. Weapons that just so happened to blow up in the hands of their owners as you arrived, if they didn't immediately rush to their creator's side.

So there you have it, a broken world filled with monsters spawning endlessly, no silver bullet in anyone's possession, and very powerful enemies with unknown aims preparing in the background.

Your goal? Survive.

Ending

Go back

Too much magic for lifetimes, I see. It is thus time for the journey to end and go back home. Goodbye Jumper, and fare thee well.

Stay

Putting down your roots? A magical place such as this one certainly makes for a wondrous home. Regardless of your reason, or lack thereof, please enjoy your time in this Magical World.

Move On

The next adventure awaits you, Jumper. Go, go and Share the Magic with many worlds, will you?

Notes

- *Don't feel like making another Companions section in a generic Jump. Feel free to import or whatever.*
- *Thanks to the nutjobs who kept writing more and more drawbacks while I wasn't looking. It helped a lot... Just, please no more. That's way too many point already x)*
- *Link to the doc for comments you may have.*
- *[The Essence Of Things] is not the same as [Taleweaver]. One is about physical aspects (fire, explosion, heat), the other is about metaphysical aspects (a birthday, the end of the night, the mysteries of the future).*

Changelog

❖ Version 2.0

- Rewrote a lot of the text, mainly in the Perks & Drawbacks section.

- Replaced the Origins for Witch, Bard, Dark, and Cursemancer with Infusionist, Enhancer, Embodiment, and Cultivator.

- Replaced many Perks to fit the new Origins. Tried to rebalance the lot.

❖ Version 1.0

- Made a Jump.