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Generic Hedge Mage

The term Hedge Magic has gone through many changes over the years, but the most common interpretation is that it is the magic of the self-taught, the untalented, the *weak*. Where grand archmages wield phenomenal power, the hedge mage will use their meager power to clean their floors and till the soil. Where an artificer will create artifacts of power, a hedge mage will create good luck charms and love potions. Where a priest will call on their deity for power, a hedge mage will listen to the woes of a spirit of a breeze to call on its fleeting favor in a time of need.

However, a hedge mage learns to make due with what scraps they have, where an archmage will waste much of their power in the casting, a hedge mage will train their magic to use so little they can use it without impacting their magic. Where an artificer needs rare and expensive materials to make their artifacts, a hedge mage can use what they find in your average village. Where a priest must follow a strict code of conduct for their god, a hedge mage need only befriend the spirits they call upon.

While few see it this way, a hedge mage is a magic user that turns their weakness into a strength, letting it challenge them and force them to innovate and develop their power into a more subtle, but surprisingly potent, force. And in this world, the element of surprise from these hedge mages can often be just as potent as any grand spell.

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have hedge mages and/or magic in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Hedge Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Hedge Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

A Touch Of Magic (Free): Magic, as a whole, is a fairly nebulous term that can refer to any number of supernatural methodologies of effecting change or an action onto the world. This perk simply grants the minimum requirements to use the local form of magic, whatever form it takes. This applies to all local magic systems in setting.

As an added benefit, you can grant this perk to others by effectively teaching them the basics of the local magic system, which can take some time.

See the Notes for additional details.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Talent (50cp): Choose a spell, type of magic, or a method of casting. You have a talent for whatever you chose, allowing you to learn, refine, or otherwise improve it faster. The narrower the talent, the greater the speed of your learning, capping at five times as fast as your norm. This perk may be taken multiple times.

A Nose For Magic (50cp): You have the ability to detect magic through one of your senses. Choose one of your five basic senses, you can use that sense to detect and identify magics. The range at which you can detect magic increases as you use this ability. This perk may be taken multiple times.

Communion (100cp): You are able to contact and communicate with spiritual or cosmic beings, such as gods, demons, fey, or straight up spirits. This does not compel them to speak with you, but does give them awareness of your existence and you awareness of theirs, as well as allowing you to speak to them.

Scholar (100cp): You have a perfect memory, with unlimited storage, the ability to instantly recall any information, and an immunity to outside tampering. You also find that your mind is always your own, your core self utterly inviolable by any supernatural means, allowing you to resist and break enchantments to suborn your will easily.

Academic (100cp): You are a skilled researcher, able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads, as well as having a greatly improved memory. You also learn better when someone chooses to teach you, giving you the benefit of some of their own skill and talent as you learn to ease the process.

Substitutions (100cp): Sometimes, you just can't find a hundred year old mountain ginseng or the blood of a two hundred year old dragon, so, you improvise. You can find a viable substitute for even the most rare, obscure, and seemingly critical materials for just about anything that would require such materials. While these materials may be rare themselves, having more options makes it more likely you will find something regardless. The potency of your creation may suffer a bit from these substitutions or may express unusual quirks, with more substitutions resulting in more divergence, but they will remain serviceable to their purpose.

Patience (100cp): You can be as patient as you need to be at any given time. This won't stop you from getting frustrated or bored, but will allow you to suppress it to push through those feelings to complete a tedious task or get through an explanation to a particularly dense individual. Additionally, you are immune to the negative effects of social isolation.

The Simpler Things (100cp): You can find enjoyment in the simplest of things, appreciate what you have and not fall into boredom and ennui. You are able to simply savor a moment or experience, even if you've experienced it many times before. Your presence also has the effect of calming those around you and bringing clarity to thoughts, especially when you are actively talking to a person.

Opportunist (100cp): You are quick to spot opportunities in nearly any situation, as well as opportunities to open up more opportunities, which seem much more clear to you than they have any right to be. And when you want to take an opportunity, you are decisive enough to seize it without hesitation. You effectively weigh the pros and cons in the background of your mind, instantly, giving no conscious effort that may lead to you missing your chance.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things than always needing to rely on magic. You are also able to recognize bad ideas or when you're getting caught up in something would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

That Looks Interesting (100cp): When something catches your interest, you get a bit of information on it as if you had done just a bit of research on it. Watching someone fight in a new way will give you an idea on what their style is based on, seeing a spell will give you an idea what it can do, and seeing a person may give you an idea on their preferences, talents, or abilities.

Frontiersman (100cp): You know how to survive on your own in the wilds, having all the skills of a veteran survivalist, frontiersman, and explorer, equivalent to ten years of experience. This covers what plants are edible, which ones are poisonous, setting simple traps, hunting, bushcraft, crafting shelters, what hazards you may encounter, and even some degree of herblore for medicine.

Material Refinement (100cp): Everything has some sort of symbolism behind it, a bit of metaphysical weight to it. It may not be much, but it is enough for some, and you know how to bring it out. You have the ability to push magic into a raw material in order to bring out its more symbolic and magical qualities, such as silver being a bane to the undead or a poultices healing qualities, creating simple charms or medicines from the refined materials in question. Additionally, these refined materials can be used as a material when casting a spell, drawing out their innate, symbolic magic to augment the spell with the effects of the material.

Performer (100cp): Not all hedge mages rely on their magic for everything, some rely more on mundane skills that seem like magic all their own, a great way to obscure their true abilities. You are an exceptionally skilled actor that can easily put up a persona or role and not slip up or let it drop until you choose to do so, and getting into character is as easy as putting on a coat. Moreover, you are an expert in sleight of hand tricks and misdirection, are a natural showman, and know a variety of simple psychological and optical tricks that almost seem like magic.

Symbology (100cp): You have in depth knowledge of the symbols, pictographs, shapes, and patterns that carry some measure of meaning and power as well as how they can be used in the process of alchemy or magic. While it is possible to learn them and figure out how to put them together as you go, it is a time consuming process that requires a lot of trial and error, where an error can have severe side effects. You gain an increased skill in drawing and have an eye for measurements in terms of length and angles that would allow you to draw a complex magical circle without any tools other than your own hands, eyes, and a drawing implement.

Subtle Magic (100cp): With magic comes those that will inevitably hunt down those that use it, be they monstrous beings that feed on magic, religious organizations that see magic as blasphemy, or simply powerful mages that seek to suppress their rivals, it pays to be able to hide your magic. You have learned to suppress the signature of your magic, and can do so passively, so long as you don't cast any magic, without any effort. Moreover, however, you can obscure your magical abilities while using them so long as you can apply your will to it. The stronger the spell cast, the more magic needed in the casting, the harder it is to suppress this signature, and if you don't have enough will to hold it back, it may become detectable again. This can apply to any supernatural power.

Superstition (100cp): In the small communities where hedge mages often reside, superstition is prevalent. You quickly learn any local superstition simply by being in a location for a time, and moreover you can tell how seriously those superstitions are taken by the locals. From these superstitions, you can draw why they started and what grains of truth they may have, with some superstitions you encounter having actual merits of their own that you can use your magic to add a metaphysical weight to, allowing them to actually work. This is common among witch hunters and their ilk.

Magical Heritage (100cp): You carry a touch of inhuman heritage to you, the magic of whatever it was allowing a degree of interbreeding and giving you some of their strength. When taking this perk, choose a magical being, such as an angel, a dragon, a chimera, or some other magical beast. You gain some of the physical and magical abilities of the creature. See the notes for details. This perk may be taken multiple times.

Self-Taught (100cp): Many hedge mages have never been taught anything about magic, finding out everything they know entirely on their own, possibly with only an old tome they can barely understand as an aid. You have a sort of sixth sense when training that allows you to tell when you are about to do something that would harm yourself, and a very rough idea of how and how badly you would be harmed. It also helps you to avoid common pitfalls of learning something without aid, while allowing you to keep the ability to innovate and find new ways due to not having the same preconceptions of those with traditional training.

Dealing With the Devil (100cp): You have the know-how to make effective deals that lean in your favor and can spot loopholes that could be harmful to you in any deal you make, as well as how to close them. This can easily be turned around to hide loopholes that benefit you. You can also loosen the codes, oaths, and deals you make to allow you a bit more freedom in how they apply to yourself, even when they are backed by an outside power.

Observant (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. You can also pick out when people are hiding something from you.

Implementation (100cp): Your own power, regardless what form it takes, is more receptive to mechanical aid, such that using a focus for your abilities; a wand or staff with your magic, would provide a noticeable boost to your castings beyond what the focus should be capable of. Even the benefits of a mundane weapon would allow you to leverage your physical abilities just a bit more than it would for a normal person, just a bit more reach, hitting just a little bit harder, being able to parry just a bit faster, etc. Foci that offer their own power give an even greater boost as their own power feeds into yours.

Visualization (100cp): Magic is a flexible thing, approached differently by many cultures, and practiced in any number of ways by individuals across the world, yet all stemming from the same source, the same magic. You can picture your magic in a particular manner, such as flowing water or arcing electricity, or even nebulas of stars floating throughout the body, aiding in the manipulation of your magic through altering its behavior to match the visualization. As a side benefit, you can make your magic visible to others, showing how you visualize it.

Fortified Foundations (100cp): The foundational skills and basics are something often ignored once someone starts to learn the more advanced skills, letting such foundations languish and, potentially, crumble. You don't have this problem as the foundations of your skills are constantly reinforcing and refining themselves at a slow, but steady, rate. Every time you train with any skill or ability, your foundations are trained as well, and you have enough passive reinforcement that they never grow dull or out of practice.

Everyday Luck (100cp): While not the type of luck that would see you come out of a melee unscathed, you seem to be luckier in smaller, everyday ways. You find that random odds will tend to tilt in your favor and you will never be killed by random chance, accidents, or simple bad luck. Your luck is simple, but persistent in this manner. Moreover, you rarely suffer from aches and pains.

Ear for Secrets (100cp): You have a knack for ferreting out lost, hidden, forbidden, forgotten, and/or useful information and artifacts during your travels. This makes you an exceptional archaeologist and detective as well as giving you a fair bit of skill in stealth and trapfinding.

Controlled Power (100cp): A skill all magic users eventually learn, even if they never receive any formal training, you are able to manipulate your magic to your will. As this can be learned by anyone with magical abilities, you have a natural talent for the manipulation of any supernatural energies, including magic, and can immediately sense and get some idea on how to use any energy you have or acquire.

Meditation (100cp): Meditation is a staple for many mage, whether it manifests as quiet contemplation, studying the flows of magic around you, or even offering prayers to a deity or religious figure. You can use meditation as a form of training for any non-physical aspect. This will not help you learn purely theoretical or physical abilities, but could be used to cultivate your mental and spiritual abilities, as an example.

Nymph's Kiss (100cp): You are a great beauty, both physically and spiritually. Besides giving you a more beautiful appearance, you are coated with a glamour that highlights your best features in the eyes of the beholder. Additionally, even your movements are beautiful, giving you grace, poise, and balance beyond what you originally possess. Finally, you are an amazing artist with a muse that makes everything you make just as beautiful as yourself.

Precision (100cp): Many forms of magic have exacting requirements in terms of physical movement or spoken word, and if a misstep is made, it can weaken or foul the spell being cast. To aid with this, you will never stumble over your words, you can move your body with precision, and you won't make a mistake unless you want to, regardless of how impaired you may be, be it from fatigue, injury, or drink. Additionally, you possess a higher sense of timing and kinesthesia than before.

Fitness (100cp): Where a proper wizard rarely has a need to rely on their physical abilities, a hedge mage is much more reliant on mundane skill and physical ability. You have a healthy and well trained body, giving you ample strength, speed, endurance, agility, and toughness that, while not supernatural, is above the average for the common man, approaching what a trained soldier would possess.

Quirky (100cp): Mages, even the most minor of them, are not always the most well adjusted of people and develop strange or quirky behavior, from being highly superstitious to excessively quiet and letting their actions speak to simply being incredibly silly, mages can be quite the character. You find people don't hold your quirks against you and are more willing to tolerate them than they might otherwise be. No one will find this odd.

A Familiar Friend (100cp/200cp/300cp): A staple of magic users of all walks, not just hedge mages, this is a far more important ability for any hedge mage that learns to bind them.

For 100cp, you can bind only small beasts, nature spirits, minor demons, and similar creatures as your familiar. You can share the senses of these familiars, speak through them, and use them as a conduit for your magic to have a spell originate from them instead of yourself. They also have their intelligence boosted and are more loyal to yourself.

For 200cp, you can bind stronger creatures, such as wolves, varieties of fey, sheele, and similar creatures. These familiars will have the previous benefits as well as giving you a minor boost to your own abilities related to the creature you have bound. Your familiars are also more durable than they would normally be.

For 300cp, so long as you have the power and will, you can bind any creature as a familiar. These familiars will have the previous benefits as well as provide you with a number of magical abilities or enhance certain magics. Your familiars can grow in power and ability if you imbue them with magic, temporarily or permanently.

Regardless of what tier you purchase, you start able to bind a half dozen familiars, but can grow this number over time as you acclimate to having more familiars.

The abilities granted by your familiars do not stack, they overlap.

The Magic Of Living (200cp): You may slot up to five skills, abilities, or perks into this perk, and in doing so, allow them to progress as if you were actively training them, though at 1/10th the speed you normally would. You can slot a single option into multiple slots to improve the rate of growth and swap out the slotted options at will.

Witch's Brew (200cp): You know how to extract the magic inherent in material objects and distill them into a liquid medium, creating potions that can have a wide variety of effects. Additionally, you can mix a spell you cast into these potions to add its effects into the potion or modify the effects. By soaking something in this mixture, instead, you can imbue it with the magic within the potion, acting as a form of enchanting.

Ritualist (200cp): You have the ability to enhance supernatural abilities by adding some level of complexity and ritual to how they are performed, using patterned hand movements, rhythmic chanting, or specialized symbols to draw out, augment, and shape the effects of any supernatural energies, powers, or abilities. The more you add and the more time put into the rituals, the stronger the effect.

Sacrificial Magic (200cp): You can supplement the power of your magic with blood, your own or that of others. Using your own blood is a particularly physically draining means of supplementing magic as it draws on both blood and stamina in place of magical power. The power within blood does not last long once extracted, unless preserved, and will lose potency quickly. If this would kill in the process, the potency of the spell cast is greatly increased.

Something for the Occasion (200cp): You can always seem to pull something that you could reasonably have obtained and have on hand from your person, such as being able to pull a clove of garlic from your pack when fighting a vampire even if you didn't actually buy it, so long as you could have done so. This won't let you obtain anything rare or expensive through this perk's effects alone, however. Your own possessions are considered reasonably obtainable regardless.

Sequestering (200cp): You possess the ability to simply store magic, spells, or phenomena into physical mediums, be they simple fetishes or charms, gemstones, a container such as a gourd, a scroll, or even a braid of your own hair. The stored magics, spells, and phenomena can be tapped into later. Depending on what is stored and what is containing it, the specifics may change. Storing magic in a braid, for example, may require you to undo the braid to tap into the magic while opening a gourd containing thousands of breezes gifted by nature spirits would all rush out at once, unleashing the force of a hurricane. If you possess A Familiar Friend, your familiar can have magic stored within it, which it can then use to cast spells you know.

Words of Power (200cp): There is power in language. You are a natural polyglot, able to pick up languages a hundred times faster than the average person. However, the true power of this perk lies in your ability to figure out the underpinnings of languages as a whole, and figure out Words of Power. If you know multiple languages and come to fully understand the meaning of a word in those languages, you are able to discover a Word of Power that you can speak in order to induce a minor effect on its own or add to a spell in order to imbue it with the power carried by that word.

Bag of Tricks (200cp): Mundane prestidigitation, mentalism, fortune telling, astrology, and similar such things are often viewed as magic by the common man, this belief has allowed you to put a touch of magic into these skills. You know the basics of fortune telling and mentalism, as well as similar mundane magic tricks. You can use these skills with a touch of magic to grant them some of the mystical qualities they are believed to possess. Hypnosis and divination in particular benefit from this. However, you can perform any number of minor magic tricks with actual magic using these methods.

In Service to the Gods (200cp): Many hedge mages have some measure of faith in a deity or higher force, even if only tangentially. You are able to make an offering of materials, service, or life in order to contact and earn the favor of a god or patron. Any god or patron, in fact, assuming you use the right sort of offering to begin with. This may grant you some measure of protection or power, grant a useful bit of lore, send you on a quest that may earn you a greater reward, or even earn a temporary blessing. Just be careful, many gods are capricious and just as liable to use you for their own ends with no guarantee of your survival, let alone reward.

Overmagic (200cp): Once you have mastered a spell, whatever that may mean for the local form of magic, you find that you get a minor, passive boon from the mastered spell. As an example, a spell that allows you to promote the health and growth of plants in an area, once mastered, would allow you to touch a plant and instantly know its condition and health while a fire spell used to light fires, even with damp wood, may allow you to withstand heat as if it were a few degrees closer to what you'd find comfortable. These benefits stack up with each other.

Witch Hunter (200cp): It is surprising the number of hedge mages that use their talent to hunt other mages, often to the detriment of the one being hunted, though these same talents are often used for exorcisms and warding away spirits or fae beings. You know how to perform counter magic or anti-magic, an inversion of common magical practices that allow you to weaken or dispel magical effects, including possessions or banishments, with sheer will.

If you possess A Nose for Magic, your magic senses are greatly enhanced and give you a greater sense for the magics being used around you, allowing for more specific counters to be utilized.

Entreat the Spirits (200cp): You have the ability to call up the spirits of the land to aid you in times of need. By binding a spirit to yourself or cultivating a positive relation with the spirit you call upon, you can command or request aid from them, either having them perform a task in some manner, granting them the ability to interact with the physical world to a degree, or channeling them to gain access to some of their knowledge and/or abilities. Channeling multiple spirits at once, especially of they do not like you, can be straining and have a variety of negative consequences, so do be careful with the spirits you channel.

Breakthrough (200cp): A breakthrough is a moment where a hedge mage's understanding of magic suddenly leaps forward, inspired by something and able to push them farther along their path than they otherwise would have been able to. You can now experience these breakthroughs yourself, having sudden leaps in understanding when certain conditions are met or inspiration hits you in a moment of clarity. Moreover, when you hit these breakthroughs, you enter a sort of enhanced flow state as your understanding develops rapidly in the moment.

Arcane Sustenance (200cp): You are capable of converting magic into a sustaining energy, providing you with caloric energy and even nutritional requirements that you may need, regardless of what those needs may be. You can direct this energy to do more than just feed yourself, but to supplement your need for breath or sleep. If you have the Witch Hunter perk, you can feed on the magical energy in persistent magical phenomena as you dispel them.

Cooperative Casting (200cp): With how weak many hedge mages are individually, some have taken to pooling their power to achieve greater magics. When casting a spell, others may aid you, taking over part of the spell's casting. Be it the magical energy costs, the calculations to perform the spell, the verbal or somatic components of the spell, or the vigor necessary, they can imbue the spell. Similarly, when someone else is casting a spell, you can do the same for them. With a few working in tandem, you could make a difficult spell much easier through the cooperation between you and others. A person need not be a mage to take over a part of a spell. They merely cannot properly contribute magical power to the spell.

Tapping the Source (200cp): There is magic in a great many things, and some hedge mages learn to tap into these resources in locations of power, artifacts, ley lines, or even sealed creatures. You can form a connection to a source of magic and can draw on that source of magical power, or tie it into a spell or enchantment to fuel it long term. Living beings are able to resist this connection or sever it at any time unless sealed in a way that prevents such from happening. Do try to be moderate in your use of this technique, as drawing on too much magical power may damage what you are drawing on.

Sympathy (200cp): Sympathy is the connection one thing has to another and the inherent desire for them to return to each other. You can use this sympathy as a means to target someone with a spell through the connections held, such as using a strand of someone's hair to curse them across a great distance or to use a piece of wood to call on the spirit of the tree that wood came from.

Old, Patient Magic (200cp): With a hedge mage often having to deal with replenishing their wards or revitalizing the magic they've cast onto something, it was only a matter of time before they found a way to deepen the effects. When you imbue magic into something, regardless of what it may be, it will leave behind traces even after the spell has ended, at least for a time. The next time you imbue that same magic into it, those traces will bind to the magic you've imbued and reinforce the effects, allowing it to last longer and deepen the effects. With enough repetition, the effects may grow incredibly potent.

True enchantments, on the other hand, have an additional benefit, as they deepen over time and, if laid into a living thing, will grow with it. Enchanting a seed with a minor ward and planting it will find the enchantment growing with the plant the seed grows into, potentially creating a powerful ward that could last for decades or centuries.

Mixed Traditions (200cp): Coming across so many different ways to do things has allowed you to take the various methodologies and traditions you've encountered, and will encounter, and combine them to create variations that can work in a way more suited to your needs and desires. You will instinctively know what the best combination for you to use will be, but are not limited to just that methodology if you wish to expand your horizons or teach someone else a method more suited to them.

This perk will work for anything, be it technology, magic systems, combat styles, or any variety of other techniques, styles, and traditions.

Making It My Own (200cp): With a hedge mage being so limited in their magical abilities, it makes sense that some would choose to seek out an additional source of magical power. A deal with a devil, an artifact gifting them a unique ability, the blessing of a god, or something similar. Normally, such abilities are entirely separate from the mage's abilities, unable to be trained or improved, simply utilized as is. You, however, are able to refine and improve upon any and all abilities you may have, even those that are external and should be entirely static, though such abilities are slow to train.

Additionally, training these abilities has another effect. Should you find the patron or artifact lost, the original source of the ability removed and the boon gifted taken from you, then your training will leave some of it behind and allow you to build it back up to the same potential, and beyond, where you originally had it. Even if the ability in question is simply destroyed somehow, you can reclaim it. This remains true for any and all abilities you possess, not just those acquired. You can always reclaim the power you lost.

Spell Technician (300cp): Your knowledge of magical theory is extensive, to the point you can effectively and easily modify your spells in a number of ways, both on the fly and in a more controlled and deliberate manner. What this means is that you can modify a spell in a number of ways to sacrifice in one area to enhance it in others. For example, you could reduce the duration of a spell to enhance its effects, cut its costs, or reduce negative side effects, or you could sacrifice the power and range of a spell to spread its effects over a wider area and cut its costs.

If you possess the Overmagic perk, your ability to modify these spells becomes greater, allowing you to make modifications and enhancements without having to sacrifice in any area, simply making the effects greater.

No Strings On Me (300cp): Attempts to predict or plan around you just don't seem to work right, with even magical means of prediction coming up short and throwing up false readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. Your allies also benefit, loosely, from this protection from prediction so long as they are working with or for you, their actions being considered an extension of your own in such a case. You are also untethered by fate's influence and even time itself holds little sway over you, extending your lifespan indefinitely, though you can still be killed.

Magical Skills (300cp): A hedge mage often combines their magic with common, mundane skill, having them support one another in equal measure. As a result of this mingling of the mundane and magical, you can push your mundane skills beyond their normal limits, allowing them to grow to the point they are innately magical, with no need for spells to augment them. This effectively uncaps the growth of your skills.

My Own Magic (300cp): While not all magics rely on an internal reserve of magical power, you have learned to cultivate an internal well of your own that you can carry with you. This magical reserve is free of any taint or corruption, is more responsive and easier to use, will have no negative effects on you, bolsters your physical health as the magic acts as a buffer, and can be used to fuel any magical abilities or spells you may possess in place of what they would normally use or to augment spells that require no resources normally. This also allows you access to magic in anti-magic fields so long as you have the reserves to fuel it.

The base reserve is small, but can be grown over time by using it, mastering your magic, and/or developing it in any number of other methods, ranging from the simple to the complex.

Hidden Genius (300cp): Talent doesn't care where it is born the way that circumstance does, and so, it is not uncommon for a hedge mage to simply be incredibly talented in the pursuit of magic, but born into a circumstance where they have no access to the resources of those that become wizards. You are a true genius, with a high level of intellect, creativity, and insight into the mechanics of the world around you, seeing things other people simply miss for one reason or another. And this isn't just for magic, it is a general level of genius that applies to all things, not simply one subject. This is especially useful as you can connect your ideas and insights from one subject to another that seem utterly unconnected, but nonetheless help you develop your talents.

Greater Than the Sum (300cp): Given the nature of a hedge mage and their spells, they often rely on significantly weaker spells than their more magically potent contemporaries, weaving together minor spells until they match or exceed the power of more costly spells. You know how to tie a spell into existing magical effects, weaving them together in a way that strengthens each of the magical effects individually and together, even if done over time instead of all at once, allowing for you to adapt and change the effects to account for new circumstances.

Additionally, you can weave the spells together as you are casting them, allowing you to cast multiple spells at once instead of needing to cast each one individually. To aid with this, you have multiple trains of thought, each one able to work on an individual subject, such as control of a particular spell. You will start with three trains of thought, and can weave an equal number of spells together on casting. As time passes and you practice this skill, the number of trains of thought and spells you can cast simultaneously will increase.

Olden Ways (300cp): You remember the old ways of using magic, from a time when magic was less structured and more intuition, an art rather than a science to be studied. These older ways have allowed you to form something akin to a relationship with magic, as if it were an old friend rather than a tool to be used. While your magic is no stronger than it otherwise would be, it is far more responsive to your will and reliable. Your magical abilities cannot be sealed, stolen, weakened, countered, or otherwise affected against your will, even in places where magic should not work, yours will. You also have the ability to partially cast a spell, holding onto it until you finish the casting process, even for large rituals, ensuring they are not so easily disrupted. This can also be used to hold fully cast spells until conditions are met or you will them to trigger.

A Title, A Mantle (300cp): This unique ability allows you to magically create a title. A title is akin to a magical template that can be imbued into a person, place, or thing. Once imbued, the recipient of the title gains a number of magical effects to aid them in fulfilling the role, be they beneficial or detrimental. You can revoke an imbued title from a recipient at will.

At first, these will be fairly minor benefits, last a limited duration before their effects fade, and a recipient will only be able to support a single title at a time. However, as time goes on, you'll be able to create stronger and more diverse titles, combine old ones, imbue more titles into a single recipient, or make them last for longer, possibly even permanently.

Creating a title is a magical process that takes time and effort to accomplish, with your average hedge mage needing multiple days of magical investment to accomplish the task for even weak titles. As you grow in skill, however, it will become easier and less magically intensive to perform for lower level titles.

You can possess multiple of the same title if you wish, to imbue them into multiple people.

Nature of the Soul (300cp): You have an understanding of the soul and how it operates. With just this understanding, you can astral project, see and interact with the souls of yourself and others, and extend your soul into another to directly combat possession or forms of control.

Further study may allow you to do more with souls than the basic understanding offers, including potentially using them as a power source, extracting them from a person, implanting them into a new body, modifying them, or even using them as a material. It is even possible to house a soul within a phylactery, allowing the person whose soul is housed within to survive past death, though in a diminished state.

Additionally, you know how to kickstart the development of souls in other beings that would normally be soulless.

You cannot use a Hedge Token to gain this perk.

Master Dabbler (300cp): No hedge mage is considered a true master of magic, however, they often know enough about a few distinct magic systems that they can bring together effectively. Any magic you acquire or learn in future jumps, without another perk supporting it, becomes a part of this perk and will come with you across your chain, regardless of the local metaphysics of your current jump support it or not.

Of note: In the context of this jump, and this perk, magic is any supernatural power system, even if it is not directly called Magic. Ki, psionics, and even exotic metaphysics would count as magic for the purposes of this perk.

You cannot use a Hedge Token to gain this perk.

Items

You gain two additional Hedge Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Spellbook (100cp): One of the simplest items offered here, this leather bound tome contains a functionally infinite number of pages in a seemingly small package, will automatically open to any page you wish whenever you open it, and can transcribe information without the need for writing tools of any sort, the information seeming to simply write itself as you will it. Additionally, it acts as a minor source of magical energy, offering a small well of magical energy that you can use at any time and seems to ease any mental or physical strain from spellcasting slightly.

Reagents (100cp): A small pouch that has an unlimited supply of common reagents used for most supernatural and magical means. A spell needs some guano to cast? This will provide it as often as you wish to cast it. Basic herbs for alchemy? They're present in this pouch. Screws to help connect some bones together? Take as many as you need. Salt to create a protective circle against a vengeful spirit? It's in here with a vial for easy dispensation!

This only works for relatively common and cheap materials you could get on the open market and will do nothing for more valuable reagents such as gemstones or well crafted foci, nor will it provide inherently magical materials like holy water or potions.

Mage's Staff (100cp): A simple staff of ash wood topped with a semiprecious stone, this staff is able to channel most forms of magic, offering a noticeable boost to the speed, efficiency, and potency of most simple spells cast through it, though it falters when casting more potent spells. It is also an incredibly sturdy staff that can be used quite effectively in melee combat. Finally, it is a perfect target for the Sequestering perk, if you have it.

Harvest Bag (100cp): A leather satchel that is much larger on the inside than its outside dimensions would suggest and always just as light as if it were empty. Any raw material placed into the harvest bag has any and all supernatural qualities preserved as time seems to have less effect within the satchel as it does outside of it.

Additionally, any raw material within can be used as if it were in hand of the satchel-holder, great for material-based spellcasting.

Hedge Clothing (100cp): A set of simple, but sturdy, clothing that is surprisingly warm when it's cold and breathable when it's hot out, along with shoes that are quite durable, a hat or hood that always seems to keep the sun from being too intense, a cloak that can shed rain, and a belt with several pouches attached to store small items. This outfit is perfectly fitted, self-cleaning, and self-repairing. By channeling magic into these clothes, it will project a simple barrier that acts like padded armor and dampens harmful magics slightly.

Gift of the Hedge (100cp/200cp/300cp): Magical artifacts are a staple for any mage, be they a grand wizard, a sorcerer supreme, or a lowly hedge mage, magical artifacts are something they will possess. For the average hedge mage, these artifacts are often strange, with niche functions or unusual quirks, but they can be powerful under the right circumstances. You possess one such item. Below is a list of example artifacts you may purchase and their associated costs.

Items in the 100cp range are fairly narrow in their function and are mostly harmless trinkets, offering little power but improving quality of life, generally. It may have some niche uses or can be combined with other items for a stronger effect, but on its own it will be mostly harmless.

For 200cp, these trinkets are either more powerful or more versatile, having multiple potential uses or a strong, more broadly applicable effect. These artifacts may have some combat applications compared to the 100cp items, but may require a bit of work or be awkward to apply in that direction.

Artifacts at the 300cp tier are more potent and will almost always have some level of combat application, being potent and versatile in equal measure, usually, or being exceptional in one of those categories. Alternatively, they may start as weak as a 100cp item, but have the potential to grow in power.

You may take this item multiple times. If you spend a token on this item, you gain 300cp worth of options, spread amongst the available options (three 100cp items, a 100cp and a 200cp item, or a single 300cp item).

- *Custom Item (100cp/200cp/300cp):* If you have an idea for your own artifact, you can make your own that is of a similar level to the options presented below. Weaker artifacts will cost 100cp, while more potent ones may cost 200cp or 300cp, depending on the amount of power you give them.
- *Flames of the Hearth (100cp):* A tiny flame, equivalent to what would be on a candle, with seemingly no need for fuel and only ever warm. This flame floats just about an inch off of your hand and can be stored within your hand when not in use. The flame itself cannot harm anyone nor can it spread in a harmful manner, however, when fed magical energy or laid into an existing fire, it will produce an aura of peace and calm, repel insects, spiders, mice, and other vermin, and improve the effects of rest and sleep considerably, as well as boosting the flavor and nutritional value of foods cooked with the flame. Normal fires imbued with this flame become harmless to living things.
- *Witch's Cauldron (100cp):* A simple iron cauldron that always seems to be filled with a bubbling liquid, regardless if it has recently been emptied or not. Ingredients put into the cauldron blend more readily and are kept from being over or underdone, allowing them to achieve ideal conditions. This will improve on foods, potions, or other such concoctions made within the cauldron by a noticeable margin and increase the yield, doubling the amount produced. The cauldron automatically cleans itself between uses, preventing contamination and removing the lengthy cleaning process.

- *Hedge Ring (100cp):* A simple wooden ring that seems to be made of still living wood. It carries a simple form of nature magic that allows the wearer to speak with plants and animals, keeps them from leaving any trace of themselves, prevents plants and underbrush from impeding their movement, and boosts the vitality of the wearer to need for food, water, and sleep significantly. Channeling magic into the ring cleans the wearer as if they had taken a thorough shower or bath, even giving the relaxing feeling of doing so.
- *Storyteller's Pipe (200cp):* This is an ornate scrimshaw pipe that is possessed by a trickster spirit. The pipe can, at will, produce smoke that can carry images within them to the will of the holder. However, the smoke can gain additional properties if herbal blends or incense are put into it and lit. None of these effects are directly harmful, however. By breathing in the smoke through the stem of the pipe, the holder can apply the effects to themselves, often for their benefit.
- *Exorcist's Kit (200cp):* A parcel that can produce a number of one time use items that can be utilized to expel or seal away spirits, demonic entities, and eldritch monsters, weaken the magics of others, form weak barriers, create minor summoning arrays, or lay down wards that can alert you to something's presence. Most of these are more useful against weaker entities and will burn out against stronger entities, however, your understanding of the entity and of magic can fortify these effects.
- *Ceremonial Athame (200cp):* A simple seeming knife with a black handle, this is actually a common tool utilized by witches and hags. The athame is a potent tool for any ritualist, increasing the level of control over the ritual process by default. However, it also has the ability to absorb and store the magical energy released from a living sacrifice for use in the ritual or in future rituals. Despite being a knife, an athame is not suited for combat, its shape making it awkward to wield for such a purpose, much the same way a steak knife is ill suited for battle.
- *Reverberating Bell (300cp):* An ornate brass bell with intricate carvings on its surface, akin to a mural more than anything else. By ringing this bell and channeling magical energy through it, you can produce a loud, piercing noise that can disrupt the magic of others, breaking the focus of the caster. This is akin to causing a hiccup in a person's thoughts and focus. You can choose for this to only affect certain individuals if you so desire. Alternatively, you can channel a spell into the bell as it is rung to have it affect any that can hear it that you choose.
- *Goodberry Vines (300cp):* A garden in bracelet form, effectively. This bracelet is made of wooden twigs, vines, and flowers in an artistic, but rustic, fashion. The bracelet, over time or when fed magic, will grow small wooden berries that can be plucked to turn them into real fruit, increasing in size and possessing a wide variety of shapes, colors, and flavors, always tasting pleasant to the consumer. When eaten, the berries will provide the ideal nutritional requirements of the individual for the day, the benefits of an hour long nap, and a small amount of healing magic that mimics a full day of rest and recovery. If fed magic while they are growing, these berries can carry additional effects, similar to potions.
- *Brew Blade (300cp):* An unusual artifact designed for combat, this resembles little more than a combination of a gourd treated to hold wine and the handle of a sword, if an odd one. Despite its odd shape, the artifact is always comfortable in hand. This gourd is able to hold far more liquid than its dimensions suggest, able to hold several gallons of liquid at any given time, however, its main benefit is that the liquid can be formed into a solid blade at any time. The properties of the liquid used with this item will determine its effects, with alcohol, as an example, causing those struck to get drunk as they take hits.

Arcane Laboratory (200cp): A large and expansive laboratory that has all the tools you'd need for magical experimentation pursuits, including an replenishing supply of ingredients, with rarer materials replenishing more slowly, some replenishing after a week while the rarest will only restock once per jump. You can add new materials to this replenishing supply by dumping a good sized portion down a chute in a side room. Everything will automatically clean itself once you are finished with it without affecting what you are still working with. If you craft something within this laboratory, it will gain a minor durability boost and have a slow self-repair function. This doesn't apply to consumables or one time use items.

If you have the Reagents item, then the basic and common ingredients never run out.

If you have the Home Sweet Home item, this becomes a part of the workshop in the home.

Sacrificial Lambs (200cp): Not literally. These are simply a small number of artificial, faux-living creatures that can be used in sacrificial magics to fuel rituals or similar. They can resemble nearly any animal and are just as potent as a common animal. They are effectively a substitute for anything that requires death. While they will resemble an animal, they are obviously not that animal nor do they possess proper souls, though they act like they do for sacrificial purposes. They have no chance of developing a proper consciousness.

Magical Foci (200cp): A set of tarot cards, a handful of colorful stones, rune-marked knucklebones… whatever form this set of items takes, they are collectively a nearly perfect focus for your abilities in all of their forms.

Additionally, there is another aspect, the individual pieces can be merged into other objects in order to make them more receptive to your abilities and powers, applying the effects of the foci to the object in question, including any enchantments or enhancements made to the foci itself.

Any foci can easily be removed and placed into another object, along with any enchantments on the foci.

Ritual Grounds (200cp): This small plot of land stands directly over a nexus of ley lines that comes exceptionally close to the surface, granting the land itself a considerable amount of magical energy. Because of this, rituals performed within these grounds have a much higher chance of success, need fewer resources, and are far more forgiving on any mistakes made, compensating for a lack of skill through raw magic and receptiveness to intent.

Fey Garden (200cp): A large garden plot or small farm composed of magically charged soil. Plants in this plot grow much faster, require only a fourth the care and resources they'd normally need, are unaffected by weeds and disease, and any produce to come from these plants lasts significantly longer before they spoil. Any properties that you would find useful in these plants are enhanced by a fair margin, especially magical ones, and mundane plants may gain magical properties with selective breeding.

Additionally, it is possible to plant objects other than plants within this field and produce plants from them. Plant a dagger in the fields and a plant will grow from it with properties appropriate to the dagger, potentially producing sharpened spines that can be used as knives. The more potent the planted material, the more demanding the resulting plant will be on your time and resources.

If you possess the Ritual Grounds item, the garden is steeped in even more magic and enhances the existing effects, as well as giving you the ability to create additional fields. By taking a single bucket full of soil and mixing it with the soil of another location, alongside channeling magic into it as you do so, you can cultivate another garden or farm with these properties, though they will lack the benefits of the Ritual Grounds.

Home Sweet Home (200cp/300cp): Hedge mages often live a good distance from town, suspicion keeping them from integrating fully, and sometimes, they must leave in a hurry. So, you have a small cabin or shack that, outwardly, looks fairly humble and simple, but is significantly larger on the inside, able to hold up to ten humans and a small array of animals comfortably, complete with a pantry stocked with simple foods, a kitchen, several bedrooms, a bathroom with proper plumbing, a large living space for gatherings, and a workshop. Inside and immediately around the cabin, your magic is enhanced by a small degree, easier to control and more potent. The cabin may, at any time, be rendered down into a portable form, allowing you to transport it easily. Any living creature within the cabin when it enters its portable form are ejected.

For an additional 100cp, your cabin instead has a mobile form of its own, similar to the house of Baba Yaga, or maybe it's simply a covered wagon with the cabin space inside. Additionally, the enhancement to your magic extends significantly farther than the 200cp version of this item and are more potent in the workshop.

If you have the Fey Garden item, this house will contain a small garden with the same properties within one of its many rooms, taking the form of a greenhouse.

The Library Card (300cp): This may or may not be an actual card, depending on the setting, but the physical form it takes matters little compared to what it is and what it does. This item is an access point to the akashic records, a conceptual library that holds all knowledge ever known in the universe by anything. You have access to only a small fragment of it, but that is enough. By simply holding this item, your mind is enhanced as your capacity to internalize information is greatly bolstered by the presence of the akashic records, you can process information faster, and you can get an easier read on anything you look at, as if someone were whispering the information into your ear.

More importantly, however, is that you can use it to enter a trance that will let you peruse the section of the akashic records you have access to, which takes the form of a library that covers a wide array of subjects, with a heavy focus on historical events and secrets, both small and large. You will need to actually find the information you want and read it in order to learn it in this way, however, the library will help you find the information you are looking for.

Over time, the section you have access to will expand, and it will update to include each Jump you go to. You can grant others access to this library by letting them borrow this item, which you can recall to yourself at will.

Binding Lamp (300cp): Not necessarily a lamp, but a sturdy container of some kind, which can be just about anything, even a ring with a hollow space if you were to so choose. This container has a potent enchantment on it that allows it to capture and contain an entity, binding it within, requiring you to pit your will against that of the entity, augmented by its power. A particularly powerful or willful entity will be harder to contain, though weakening them may allow you to do so anyway. The lamp can only have one entity contained within itself at any given time.

Once an entity is contained and bound, you can draw on its powers for yourself, though they will be weaker, or use it as a magical battery. These can be used in tandem. Particularly strong, intelligent, and/or willful entities may be able to limit what you can draw from them, though your own will can help to bypass those limitations.

It is possible to speak with the entity contained, and they will both be able to understand you and respond, even if they lacked the intelligence or ability to understand prior. This is not an intelligence boost, it is the enchantments on the container interpreting the desires and will of the entity and relaying it in a form you can understand and vice versa for you to it. Because of this, you can make a deal with powerful entities that you can’t normally draw power from, potentially allowing you to earn some of their power in trade for something they desire.

You can release an entity from the lamp at any time, at will. They cannot target you after being released for ten years, after which they are free to do as they please. You can lift this restriction if you so wish.

Spellcharger’s Amulet (300cp): This necklace, with a pendant of some variety, has a simple feature, it can contain a single spell until you will it to release the spell within. Now, this would normally not be worth this cost, what makes it so is that you can also funnel magical power into the pendant, improving on the power of the stored spell with the magical energies you feed into it near endlessly. A simple spell to heal a fever may, with years of investing magical energy, allow you to raise the dead when the power is released, despite the original spell lacking the power to do so. All of the magic is released alongside the spell, resetting the amulet to its unfilled state, and no magic may be put into it without a spell already present.

If you possess the Sequestering perk, you gain instructions on how to create lesser versions of these amulets, which have a limit on the amount of magical power they can contain. Your skill in this will determine how much magical energy can be stored and to what extent the spell can be enhanced.

Magnum Opus (300cp): With a hedge mage, they have limited resources and limited magic, but enough time to get it right when they focus on doing just that. This artifact is one such example of this. You can label any one item you create or have obtained in a jump as your Magnum Opus. In doing so, it is enhanced as if you had made it yourself using all of your skills to the absolute best they could possibly be, then another step above that. And it will always be at this level, even if your skills improve, without losing anything if, for whatever reason, your skills decline.

Additionally, any upgrades, temporary or permanent, made to this item will be enhanced under the same effects, though temporary effects will remain temporary, if not longer lasting than you might otherwise be capable of. Even simple, lazy invocations of power to improve the sharpness of a sword under this effect would be greatly enhanced to the peak of your ability to cast them. This only works on things that affect the item in question directly in a beneficial manner and you desire it to do so.

Your Magnum Opus also has a self-repair function that is fast enough to be visible to the naked eye with a quick glance, is always comfortable for you to use, and will adjust to match your current form, as if it were designed for your current form.

Once per jump, you can designate a new item as your Magnum Opus, granting this effect to that item, however, the previous item loses the effect and reverts to its original state.

You cannot use a Hedge Token to gain this item.

Secrets of the Hedge (300cp): A worn book bound in what looks like wood but feels like leather. Someone reading this book will allow that person to develop magical abilities similar to those described in this document. If you choose to, you can cause the book to crumble to dust and cause it to affect the entire world, spreading magic and magical abilities to the various denizens of the world. If you do, you'll get a new one at the start of your next jump.

You cannot use a Hedge Token to gain this item.

Companions

You may spend your Hedge Tokens to gain +100cp per token that can be spent on this section only.

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

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Hedge Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Mage (50cp): This option allows you to create a new companion with 800cp and four Hedge Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along relatively well with you.

Apprentice (100cp): You have taken on a student. This acts as a special form of the Fellow Mage option above, with the same benefits, except they also have two instances of the Delayed Gratification drawback, gaining the points for it. Your apprentice has great potential for magic and may learn some of your magical abilities gained both now and in the future should you teach them accordingly.

Sheele (200cp, Discount A Familiar Friend): A sheele is a living spell, a bit of magic turned into a semi-physical form that can be bound as a familiar. While often resembling an animal, these creatures are intelligent and capable of magic in their own right, though limited by the spell they were created from. You've obtained one of these living spells as a personal companion. If you possess the A Familiar Friend perk, at any tier, the sheele is your familiar and you may cast the spell the sheele represents with far greater efficiency.

Coven (300cp): A coven is a triumvirate of lesser magic users that have combined their talents and abilities to achieve greater power. You gain two companions that possess the same perks you purchased in this jump (if the perks allow you to choose something, such as Magical Heritage, they may make a different choice). Each jump, they automatically import, gain 600cp, and gain any additional stipends you would gain. You and the other members of the coven may temporarily grant each other a single perk the other possesses.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Unsettled (+50cp): Simply put, you suffer from a case of wanderlust, finding that you feel unsatisfied in a place the longer you remain there, eventually feeling a need to leave. While this can be ignored, you will find yourself growing more restless the longer you remain. A second instance of this drawback enhances this effect considerably and you're likely to need to move at least once a year to stave off the effects, which now can lead to depression. A third purchase cuts this time to six months and a fourth to just three months.

Witch Hunters (+100cp): Superstitions run rampant about magic users, and some have taken to hunting down any magic user they can find, especially if they "misuse" their magic in the eyes of the hunters. You will have to deal with witch hunters being around and avoid their attention where possible, though they will not actively target you. A second instance of this drawback makes them more active in your region or more zealous in their hunting, a third causes both. A fourth instance of this drawback brings you to the attention of the witch hunters.

Tech-Bane (+100cp): Magic and advanced technology (anything that uses electricity) are considered antithetical to each other. This can manifest in two ways; either your magic is inhibited by the presence of such technology or the technology breaks down when in close proximity to magic. Each instance of this drawback causes you to suffer from one of the above effects.

A Rare Commodity (+100cp): Magic users in this world are uncommon, making them quite sought after by those that would exploit their knowledge and abilities. You will likely be approached for your magical abilities quite often as a result. For a second instance of this drawback, you'll find that some may choose not to take no for an answer and will attempt to force you to do as they ask. With a third instance, you are in the service of another individual who has some degree of leverage or control over you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Item Lockout (+200cp): You items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have taken the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Hedge Token.

Mutagenic Magic (+200cp): Your magic, for one reason or another, twists your body as you utilize it, altering your form in noticeable ways. With a single instance of this drawback, these are noticeable and mark you as a mage, but are fairly minor overall, offering only minor inconveniences. A second instance, however, makes these mutation more varied and extreme, such as elongated or extra limbs, growths of horn in odd places that may limit mobility, or similar such things. A third instance causes severe detriments, such as overuse of healing magic making you dependent on that magic to remain healthy as the magic becomes your immune system.

If taken with the Corruptive Magic drawback, you gain an additional +100cp per instance of this drawback.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for A Touch of Magic, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and whatever freebies you gain from your Hedge Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of A Touch of Magic, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Hedge Mage (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Hedge Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Corruptive Magic (+300cp): Magic holds a bit of a sway to it, a corruption that pervades those that use it. As you use a particular bit of magic, you become more and more affected by it, and always in a harmful manner. Destructive magics will make you more destructive and impulsive, illusion magic may make you more paranoid or have you lose touch with reality, and charm magics may result in you losing your ability to connect with humanity. For an additional purchase, instead of the spells being naturally corruptive, they are connected to corruptive beings, and drawing their attention with too much magic can lead to them consuming your soul and inhabiting your body, effectively ending your chain if you are not careful with your magic.

War of the Hedge (+400cp/+600cp/+800cp): A war is brewing on the horizon, it will come, and when it does, every mage available will be expected to contribute on the front lines if it is possible to do so. You are a prime candidate and will be brought to the front unless you can find a way to avoid it. And should you find yourself on the front, well, you'll find the fighting doesn't care so much about your neutrality or allegiance.

For an additional 200cp, you are already on the frontlines and the war has taken hold from the very beginning. You will be entrenched and expected to provide as much magical support as possible, along with the other mages.

For an additional 200cp, separate from the option above, you are being hunted by all sides of this war for their own purposes, maybe you are considered a valuable asset, maybe they think you a war criminal or traitor, whatever the reason, you must evade them.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

This is a complete overhaul of the already overhauled Generic Hedge Mage jump, almost everything has had something changed with only a couple of options untouched.

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

On A Touch of Magic: Originally, this granted a mana pool, which is a staple of many magics, but others use other resources such as external magic drawn from the environment (the winds of magic fromWarhammer Fantasy, for example), raw willpower (many settings that don't deal with the source of magic beyond that wizards can use it), the application of materials (Masters of Red or Mistborn), or can simply be used infinitely with no issues whatsoever, but are limited in other ways (Harry Potter). This just gives the minimum requirements to use this magic system (another perk later in the jump will modify this).

You (or your benefactor) can decide on the local magic system's specifics.

On Magical Heritage: This has a lot of potential for variation, and abuse. This is intentional, just remember that it will match up to similarly costed perks. You can choose the same heritage multiple times to enhance the gifts given.

On A Familiar Friend: The highest tier of this perk allows you to bind even other humans as familiars, should they be willing or otherwise accept the conditions.

If you have **A Familiar Friend**, **Nature of the Soul**, and **Cooperative Casting**, you can create magically enforced contracts or covens.

If you have **Olden Ways** and **Nature of the Soul**, you can create Sheeles, just like those offered in the companion section of this document.