Welcome to the ‘Mancer Trilogy, a World very much like the modern day on Earth but with a few noticeable differences.

For starters, Europe has been destroyed, the laws of reality have broken over there. The culprit? Magic, known more commonly as Mancy here, done by Mancers, whose obsessions allow them to bore a hole through reality to bring their dreams into reality…along with darker things sometimes. The collective strain they placed onto reality all at once broke through to another, more hostile, dimension whose entities are very much interested in entering this one and converting this dimension into theirs. Hence, ever since that event, Mancers have been hunted down by society to prevent this from happening. If they’re “lucky”, they’ll merely get sent to the Refactors, where it is said they are tortured and brainwashed into becoming Unimancers, who are obsessed with unity over all else, to be used as seen fit by the United Nations.

But luck is ever in short supply for Mancers, as another, more immediate consequence of their abilities is that the world pushes back at them, forcing Flux onto them which manifests itself as bad luck and Murphy’s Law. The further they push their magic, in both scope and relatedness to their Obsession, the worse it gets. Especially given how the people in the kind of situations who are most likely to be given the strength of passion needed for Mancy to work…it’s a pretty vicious cycle.

Still, this magic is quite potent, and this world is still fairly safe despite it all, so your 10 years spent here will likely not be too dangerous, as long as you don’t poke your nose where you shouldn’t. Here, have 1000 Choice Points(CP) to ease your time here.

Locations and Time:

You can start at whatever location you like, that's a place here in our world; just be careful if you choose Europe for some reason. Or in any country that would have tensions currently in our world-in here, it’s quite likely that the loss of Europe has made those tensions more…heated.

You’ll start your time here when a bureamancer has just discovered his magic after a divorce and caring for a child. I hope you enjoy your stay here.

Origins:

Any Origin chosen here can be taken as a Drop-In option if you wish.

Civilian: Ah, so want to be a relative nobody in this world? That’s fine. You’ll enter this world as a regular citizen of whichever country you chose to enter this Jump in, with a possible history of being a person of little note with a regular job.

Criminal: Perhaps you prefer the shadows than? Then this Origin is for you, allowing you to start off with a history with the Underworld if you so wish that allows you to engage in…ah, less than legal activities.

Agent of the Law: So you wish to be a servant of Justice? That's fair. You'll enter this world with a history with the various law enforcement agencies of your country that allow you to easily gain a job with them as long as you have the skills to match. Perhaps even starting as part of a rapid-response task force to respond to Mancer attacks in your city?

Perks:

Perks matching their Origin gain a 50% discount in their CP Cost, with those originally costing 100 CP becoming free for their Origin.

General Perks:

'Mancy (200 CP): You've awakened to your power as a 'Mancer. As stated above in the opening text, you'll be able to bend reality to your will, preferably, through the lens of your Obsession. You'll however, hence, also suffer from the Flux and if you're not careful, risk allowing hostile dimensional creatures to destroy your universe. While the nature of your Obsession and hence, likely Flux-efficient powers are based on you, you also have access to the Power Section later on to help augment certain traits of it.

Civilian:

Beneath Notice (100 CP): You're just a regular citizen aren't you? So why would anyone need to look at what you're probably not hiding? With this perk, regardless of whether you're actually just a regular citizen, you find it extremely easy for you to just fall beneath notice of higher authorities. This won't save you from their attention if you actually did something to draw their attention, but if you didn't, you'll never be called out for random checks or being found out at the worst moment without reason.

This Is Fine (200 CP): This world may be a bit dystopian, but somehow, society keeps chugging about. People just seemed to collectively shrug their shoulders and move on, if only superficially. You now share this apparent ease on a deep level, as this Perk allows you to react and adapt to new circumstances with ease by allowing you to remain calm in most situations. Unless the situation is truly dire, you'll be sure to keep your cool.

Ordinary Determination (400 CP): The greatest power a person can have is not necessarily Mancy or having the backing of a large organisation. Rather, it would be the will and drive to see things through to the end. With this perk, you gain the above, getting the ability to see projects you dedicate yourself to the very end. In addition, if you truly believe that what you're doing is "correct" for the universe, that it will enrich the lives of everyone, then perhaps you may be able to pull a miracle of sorts; though the nature of such a miracle is dependent on what you are actually capable of.

Cooperation (600 CP): Humans are not made to be a lonely race, they're meant to

communicate and learn from each other and work with each other to do truly amazing things. With this Perk, you gain insight into what this could mean. Projects you oversee or work in have all the people working on it work together more synergistically, allowing them to build upon each other's strengths. When you ask others for help or help others, you find that the effectiveness of the aid you receive and grant are magnified in intensity by a few orders of magnitude. Even Mancy, a product of a person's unique passion for a subject, can be entwined with others to form new and perhaps, stronger results and you will find yourself exceedingly capable of facilitating it, even if you yourself are not a Mancer. This applies to even other supernatural effects that you and your allies may be capable of.

Criminal:

Flash Glance (100 CP): Crime is a rather dangerous affair. For starters, you always run the risk of getting caught red-handed. So perhaps it's good that you have this ability. You have a particular sense for when you're about to be detected or spotted by entities. This includes being recorded by security cameras or the equivalent or just knowing that if you would open this door without precaution, you will trigger an alarm alerting the police in the nearby station. It's quite a nifty trick, although it isn't quite that helpful to know that you're going to be caught just before the security guard rounds the corner with a flashlight.

Snake Eyes (200 CP):...is what you would never roll if you take this Perk. Sometimes, despite all your best precautions, a run goes bad just due to bad luck. Maybe a lazy patrolling officer was sick and his temporary replacement is much more thorough in his patrols. Maybe your mark just had a rough day and went to bed earlier than expected. Now, with this Perk, although your positive luck won't change(you would need Flex for that), you can at least guarantee that whatever your schemes are, they won't be destroyed by errant bad luck. In fact, in general, bad luck just…doesn't happen to you as long as you or somebody else doesn't tilt the scales against you.

The Smell of Deals (400 CP):…is fresh ink on paper. Or perhaps blood spilt onto the ground, depending on your taste. Either way, you have an uncanny ability to create deals with all sorts of people, formally or otherwise. This manifests as an improved sense for opportunities to make and seal deals as well as a heightened level of charisma and guile to charm the other party into signing their names onto the contracts you've created…preferably without reading the fine print too heavily. Additionally, if you have supernatural powers, you can sort of…embed them into the contracts you make as well.

King of Crime (600 CP): If petty crime or minor offences are beyond you, then perhaps this Perk will grant your wish. This perk grants you the skill and competence at managing the complex networks of threats, desires, loyalties and plots that comprise a crime network that extends across an entire city. Not only that, but you gain the ability to create the image of a leader, that larger than life legend that demands the true hearts of people who have already stained them in a life of crime. Finally, once per Jump or every 10 years, you can draw on the power of your kingdom and enhance your supernatural abilities by a degree in proportion to the

loyalties of your network. An example of this sort of enhancement, is that a combined loyalty equivalent to a large and well-established company would be enough to supercharge an Authorimancer to know all that happens under his authority and reach back in time without feeling the effects of Flux.

Agent of the Law:

A Good Smile(100 CP): Sometimes, a good first impression is all that is needed for the masses to place their trust in the officers that are meant to safeguard it. Some people unfortunately lack this talent to ingratiate themselves into the good graces of the people, but you are not one of them. Your ability to make a good impression with naught but a smile and an air of confidence is unrivalled by anyone else in this World.

Appease Superiors (200 CP): Being part of an agency isn't just about doing your tasks to your given satisfaction, you also have to satisfy your superiors, and they themselves have to satisfy their superiors and so on and so forth. With this Perk, regardless of what you're actually doing, you can find ways to appease your superiors without much effort. And this effect cascades upwards through the chain of command such that even the person whom the buck stops with will be perfectly pleased with your work.

The Wheels Grind Slowly (400 CP): but finely and surely. Although the process of bureaucracy and the will of the people means that change takes time, it is likely to happen at some point or another. However, this is the ideal case and sadly, in reality, this process will likely be prematurely ended whether it is due to mundane corruption or other opposing forces. With this Perk however, you can make the truth be closer to the Ideal. When you start projects or use supernatural effects that would take longer than a week for it to fully show its results, they cannot be stopped by opposing parties as the effects take deep root. Things that would normally halt the effect, end the project or freeze it indefinitely just don't work on them.

Long Arms (600 CP): The laws that govern society are intricate and labyrinthine, but when you get right down to it, the law is meant to protect the people from themselves, and for that purpose, it demands nothing less than being able to cover every possible situation. Agencies like SMASH, who hunts down Mancers, tend to exploit this to a small degree, as their jurisdiction of Mancers and Mancy can be quite vast when you really think about it. Hence, this Perk allows you to do something similar, allowing you to, to put it plainly, bullshit past limitations of specialities. This means that you can invoke your authority as a police officer in a city to really be a police officer in any city, anywhere. Or gradually practice with your fire magic until you learn how to throw fireballs that emit just the safety that a warm bonfire at night evokes.

Powers:

If you're a Mancer, as represented with the 'Mancy Perk, you gain access to this section. Although the broad nature of your power is essentially up to you, you can purchase a few options here with CP in order to gain access to a few powerful abilities.

Subtle (100 CP): Your power's nature allows you to use them in a fashion that more easily avoids notice. This includes the usual methods of detection but also includes supernatural traps, like allowing you to avoid Opal-based alarms, which detect when the gemstone cracks due to the presence of Mancy. Although most Mancers that last long do have a way to avoid such things, choosing this here means that a large portion of your abilities won't activate such alarms.

Instant (100 CP): The nature of your Mancy allows you to instantly make an effect. While most mancies do react quickly, yours is actually instant. This could be, for example, a Quick-time Action for Videogamemancy allowing the Mancer to instantly perform incredible stunts. While most types of Mancy do have access to this in some form without having to go too far out of their Obsession, buying this here means that a large portion of your abilities from your Mancy are Instant and don't incur further costs due to breaking from your Obsession.

Persistent (100 CP): The nature of your Mancy more easily allows you to build persistent and long-lasting works of Mancy. This is actually relatively rare among Mancers, though perhaps it doesn't help that most of the ones that don't become Unimancers in the end are more interested in their Obsessions than using their Mancy to help other people. With this, you can potentially create works of Mancy that last beyond your own Death.

Meta (200 CP): The nature of your mancy allows you to more directly influence the rules by which Mancy itself operates. This is more…redirecting Flux, being especially good at countermagic, using Mancy through other things than truly rule-breaking and potentially building entire new rules for Mancy if you're good enough. An example of this would be the bond that Unimancers share that can allow Mancers to do Mancy through them.

Reduced Flux (300 CP): Something about your Mancy allows you to do more at a lower cost, or perhaps no cost at all. This is a very potent ability to have, make sure only those you trust know about this. For potential examples; maybe an Emotionmancer could make somebody believe with all their Heart that their cause is just, which in a Mancer would negate their Flux as it ripples through them without any worst case scenario to activate. Or a Bookiemancer could calculate an impossible yet inevitable bet that would reduce the Flux they receive.

Broach-related (300 CP): This ability deals with the other downside of Mancy: Broaches. But for one reason or another, your Mancy grants you better control over them, allowing you to seal smaller ones and eventually close larger ones. A darker side of this ability is that it also allows you to more easily sense just how much Mancy is needed to open a Broach of a certain size. For example, you could be a rulesmancer, and thus, can easily reaffirm the rules of reality over the chaos of a Broach and causing the entities that spew out of it to die via forcing our laws of reality onto their impossible biologies. This ability has a final nuance; one person can only do so much, and if another force is on the other side trying to actively open the Broach…well, let's hope it doesn't come to that in future Jumps.

Items:

You have an additional 200 CP stipend for this section only.

Civilian:

Collector's Delight(100 CP): You have a collection of sorts, about a certain topic that's very near and dear to your heart. Perhaps you've a wall of shelves dedicated to the collection of games for the Wii system, or perhaps you simply have a collection of pans hanging from a wall that are each specialised for a certain style of cooking. Whatever floats your boat.

A Place to call Home (200 CP): You now have a home, which is perfect for you. It is as good as it gets, with automatic climate control and plenty of light(artificial or natural depending on your preferences) and having just another room or chamber for your stuff, guests or family members as well at all times . This home supplies its own power, water, and other utilities as well as remaining fully stocked on groceries and various other tidbits. Any bills or taxes due to having this home is always paid, and this home will never be targeted randomly. Unless someone is deliberately attacking you, and has tracked you back to this home, nothing bad will happen to this home, and even then, this home is pretty hard to track down, with nothing seeming to be off about it regardless how out of place it actually is. You may choose whether this home of yours is a house or just a very spacious apartment when you purchase it, but you always retain the option to upgrade it, which it will retain across Jumps.

Community Centre (400 CP): Perhaps having just a home for you and yours isn't just enough, maybe you want to also help the world. Well, although this 4-story building, which you now own, is probably not enough to help everyone, it is a good step towards it. Within this building lies the facilities you will need to support a healthy and thriving community of people, Mancers or otherwise. This building has various rooms which can be used as art galleries, host fashion shows or cooking competitions alight, and you'll always find that whatever the community plans to do next, somehow there will be the place to do it. Equipment is also not an issue, as your office in this building contains a file with phone numbers to places that sell and deliver equipment to this place at prices so low, a community could easily afford to buy the materials needed to create a hydroponics set-up with a few petty donations. It seems that a subtle force has made this place also more conducive for people to accept each other here regardless of how different or dangerous they are. This building also keeps upgrades made to it across Jumps and, as a final bonus, disguise all overtly magical or super-technological upgrades as the setting demands.

Criminal:

Pouch of Flex (100 CP): This is a small, hand-sized pouch of the purest, highest quality of the illegal drug prized in shady communities known as Flex. Flex is distilled Mancy. A Mancer makes it by doing some magic and then refining it to remove their own influences using glass alembics and the such, before storing it into hematite pebbles which is then crushed into a fine powder for use. Its main effect is that for mundane people, it provides a surge of good luck for

them to use for whatever they need. However, a Mancer may either fail to remove all of their influence from their magic, leading to the Flex being predisposed to certain acts of Mancy rather than pure luck, or they may need to push their Flux into the Flex before it causes their death, which forces the user to take the Flux as well. In general, Flex normally wouldn't work for Mancers as well, something about how the clashing magics generally nullfies the effect. Luckily this sack of Flex has none of those issues and can be used to improve your Luck extremely for a total period of 24 hours. The sack refills once every 10 years or at the beginning of each Jump, whichever is shorter.

Secret Volcano Island Lair (200 CP): What evil villain would you be without a secret volcano island lair? Well, a more sane one probably, but by purchasing this, you now own a secret lair of sorts where you can stay on a short-term basis as you conduct your clandestine operations. Where this secret lair is placed is up to you, it could be an actually on a dormant volcano island, or perhaps it's the top office of a tall building which you own and conduct your questionably legal business in. Either way, what this place lacks in comforts, it makes up for by the fact that nobody can find this place without having seen it here before or by being invited personally by you. Any form of detection just fails and gives back false information about the presence of this base. Yet, somehow, your minions and those loyal to you are able to find you here with ease to report in and take orders. How strange.

Centre of Power (400 CP): But what use is having a secret hideout if you do not have a gang to report to you? You now own a gang, or rather, you now own the idea of having people more loyal to you than to their country. Wherever you go, you can find people who are willing to do whatever it is that you want discretely and competently. Perhaps somebody who can steal some flashbangs that only trigger in the presence of Mancy? Or perhaps a Mancer who agrees to give you some flex in exchange for some inconsequential sums of money? Whatever or whoever you need, you can easily find, as long as you are in any place with a significant amount of people.

<u>Agent of the Law:</u>

Box of Donuts (100 CP): This is just a regular box of donuts. They come in multiple flavours…well, not just that. If you pay attention to what people pick as their preferred flavours, you can deduce some elements of their personality, and more importantly, you can discern if somebody has changed drastically on the inside. This particular usage of Donutmancy cannot exactly be resisted by anyone, unless they choose not to pick a donut, which may be just as damning a statement. It's also an infinitely replenishing box of donuts with all sorts of flavours, just in case.

Headquarters (200 CP): For some reason, it seems that the United Nations have given you ownership of this place. This place is the Headquarters of a sister organisation to SMASH, and you're the head of it. Or well, you are nominally the head of it. For some reason, nobody

expects you to actually do anything involved in running in it and you already are assigned somebody who will speak for you to the United Nations. It seems that your new “job” consists of just signing a few forms every now and then and giving the general idea of what this sister organisation would do. Its primary purpose is for the containment, study and proper usage of Mancy, with the latter two only becoming more of a trend if a certain person convinces the United Nations to let Mancy be more free. Still, even if that was not to pass, post-Jump, you’ll continue to be the head of similar organisations dedicated to the same for all sorts of supernatural effects.

Black Facilities (400 CP): Here’s a secret, the Unimancers aren’t actually brainwashed or tortured into being part of them. Or at least, not overtly or purposefully. Rather, Unimancers are created when people voluntarily entwine their Mancy with that of the Unimancers and then be submerged into the complicated web of reflexive Magic that opens them up to the rest of the Hivemind. Of course, the Unimancers can’t tell their higher ups that they aren’t actually brain-burned so that they can operate to maintain the peace instead of being forcibly disbanded or worse. Hence, they use facilities such as this, placed at hidden locations that are only revealed to those who need to know about them. People like you, as you are now in charge of operating them. You can essentially do whatever you want in them, and they will be carried over to future Jumps while keeping whatever upgrades you place on them. By “essentially do whatever you want”, you could maintain a lie that the dangerous Magic people that are under your control are actually not brain-washed.

Drawbacks:

You may gain as much CP from Drawbacks in this section as you can handle. Good Luck!

Unlucky (+100 CP): You’re just unlucky, not much to say about this. Things just don’t go your way all that often.

Red Tape (+100 CP): For some reason, you just seem to be caught up in a bunch of red tape. Some days , it seems like even trying to get to work requires you to sign yet another form.

Extended Stay(+100 CP/10 years, up to +300 CP): You may choose to stay here for a longer period of time. Perhaps you just want to see the future once Mancers are more widely accepted?

Debted (+100-300 CP): You owe a debt of some kind to another person or organisation. For +100 CP, this debt is monetary in nature, merely needing you to pay off an absurd amount of money in “donations” or something. For +200 CP, this debt demands a service out of you; sometime during your stay here, you’ll be requested to do something difficult, like taking a serious load of Flux, or helping to fix a Broach. For +300 CP, this escalates to a ridiculous request, like fixing all of Europe or stopping the feuding in other countries.

Wanted (+100-500 CP): You are now wanted by an organisation, the mafia or so on and so forth. They're going to spend quite some resources trying to find you, preferably alive but….For each of the below options you are going to be Wanted by, gain +100 CP:

The entire resources of a local but well-established mundane mafia.

A pair of Mancers.

A very significant portion of the government's resources.

A tiny but noticeable amount of the resources of the United Nations.

A swarm of Buzzsaw entities from the Hostile Dimension.

Can't get a break (+200 CP): It seems that you just can't stop getting caught up in events. This is the drawback that brings the events of the novels straight into your home city and, for whatever reason, you seem to be fated to follow the protagonists through their adventure.

Severe Obsession (+300 CP): It seems that you are obsessed with something…and not in a healthy way. Perhaps you care so deeply about masks that you cannot communicate with anyone outside of your handcrafted masks. Perhaps you are obsessed with game shows that you neglect your own health and social needs. Either way, you're, to put it mildly, a bit messed up. Somebody else would need to help you get out of this rut before you can do anything.

Mancer Drawbacks:
These Drawbacks are only applicable for Mancers

Flux-Ridden (+200 CP): Your Mancy seems to generate much more Flux than it really should. Even magic which shouldn't be generating enough flux to bring down the ceiling is causing landslides and gas explosions. You'll always be able to survive through these Flux-related events, but perhaps you might want to live out in the woods for your stay here

Uncontrollable Mancy (+200 CP): Your Mancy seems to be uncontrollable in some regard. What that means is that you have lesser control over how and when your magic manifests. You could be daydreaming about birds while in a slight daze and suddenly the sky is filled with them. This would both wreck havoc on your normal life as well as your ability to deal with Flux.

The Attention of The Thing (+400 CP): You've gained the attention of The Thing, a sentient entity that seems responsible for enlarging Broaches and leading Buzzsaws through them. It also feeds on your Flux, causing it to turn even worse as it magnifies all your worst outcomes. Generally, until it's defeated, it will be a never-ending parade of being chased by the buzzsaws and suffering bad luck in spades if you become forced to use Mancy against it.

Final Choices:

It’s been a long 10 years and now you will make your final choice here.

Will you

Go Home,

Stay, or

Continue