Witch Hat Atelier

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Special Ink and Symbols to draw, that's all that's required to perform magic, and the truth of this is the greatest secret of all Witches.

Centuries ago Magic was a gift that all could use, but when humanity can do anything, anything is what they will do. They used the power of magic to create a massive body of terrible spells used as weapons of war. Eventually a group of good witches had seen enough of the world's suffering and so they took the memory of magic from the masses entrusting it only to their own apprentices and forbidding the worst of the magic created from that era.

All things continued under this system until the day a Outsider learns the secret stowed in a secret picture book, accidentally performing a forbidden spell and being taken to the Atelier of a master witch named Qifrey.

You will enter this world as someone belonging to this secret world of magic… it's up to you whether you will practice the kinder magic that brings joy to the world, or the wicked magic that should have been lost after the Pact.

You have **1000 CP** to spend in this Jump, you must end this document with **0 CP** or more. You will spend 10 years in this setting

Origin

Apprentice (Drop-In)
You're apprenticed to a more senior Witch, either a Brimmed Cap or one of the more noble Witches aligned with the Great Hall you're still growing as a Witch and will have many tests ahead to prove yourself as a full fledged practitioner.

Pointed Cap
Witches who follow the rules of the Pact and of the Great Hall they are expressly banned from the practice of Forbidden Magic and from revealing the secret that Magic can be used by anyone. They are closely watched by the authorities to ensure they follow these rules. You may choose to have your own Atelier or to work in close proximity to Qifrey and his apprentices, however you are a adult and a full fledged Witch in your own right.

Brimmed Cap
The Brimmed Caps are Witches who practice Forbidden Magic, spells that are drawn upon or directly influence the human body- there are many Brimmed Caps with many distinct goals, though to some extent they all wish to tear down the system put in place by the Pointed Caps and recover all the Magic that was lost in the Day of the Pact.

By definition these magical criminals are a significantly less organized group, all it takes to be a Brimmed Cap is to wear the signature accessory and practice Forbidden Magic, there are numerous sects and individuals with their own agendas, you may align yourself with any existing Brimmed Cap factions such as the one led by Iguin or you may go off on your own to pursue Magic in your own way.

Perks

Magic (Free)
Magic is a supernatural force harnessed through the drawing of runes in special Conjuring Ink, knowledge of these runes and the Ink itself is all that is needed for any human to become a Witch, though this reality is hidden by non-witches following the many horrific wars caused by humanity when Magic was freely available to all.

There are few if any true limits to the capabilities of magic beyond your own knowledge, but the Witches of this world enforce Ironclad Rules against ‘Forbidden Magic’ meaning here any spell cast directly upon the human body, anything from turning a person to stone to healing their injuries being forbidden by the pact- the sole exception to this is memory erasure which is used by the Witches to protect their secrets and punish the users of Forbidden Magic.

You have learned the Witch’s Secret and gained a basic knowledge of how and why Magic works, including a working knowledge of the existing sigils, you also have a steady hand that will allow you to effectively draw Spell Circles. You are far from a Master, but with creativity, study, and drive you will find yourself improving quickly.

Apprentice

Dedication (100)
You have dedication to any craft you decide to pursue similar to Agott's though perhaps not to the same self-destructive degree. You have the needed will to pull long hours and to read through page after page of dry theoretical material. This will allow you to ignore your physical and mental health for far longer than most could manage, but it would be for the best if you took time for yourself occasionally.

Willing To Learn (200)
Teachers find you to be interesting and believe you have talent, this will lead competent people to take you under their wing giving you all the tools you need to grow into your own as a powerful witch or a practitioner of any other skill in your own right. Any teachers who take you as their student will be unusually protective towards you, acting to ensure your best interest to the best of their ability while you're one of their students.

Creative Problem Solving (400)
You have Coco's talent for quick and creative adaptions, letting you turn any of your abilities to any problems you may face far faster and with greater flexibility than most could manage. This is the kind of creativity that leads to jerry rigging flight sigils from fabric and a few drops of ink, or creating a new spell to lull a Dragon attacking your friends to sleep.

Bring Joy To All Of Us (600)
Maybe not with your spells but with who you are, you're a natural ray of sunshine who brings joy and the love of magic to everyone around you, you can make friends with even the most standoffish and damaged people and bring happiness to the jaded and exhausted with life, as long as you can convince them to let you try.

Pointed Cap

Mentor (100)
You're a wonderful and supportive teacher, skilled in a slow but steady style of education that allows you to help your students develop towards mastery while still being able to find fun and enjoyment in both life and their magic. While there are some teachers who can perhaps get faster results through stress and pressure your style is significantly better for your student's mental health.

In addition to this you'll find that any students you take on will begin to trust you more quickly and rapidly develop a deep affection for you, as long as you truly have their best interests at heart.

Ink Maker (200)
The Ink used for Magic is made from the Silverwood Trees but beyond that it can be mixed with other ingredients to give it unique properties, there are reagents that can make spells invisible or prolong the duration of spells, some among the Brimmed Caps even mix their blood into the Ink granting it additional power, but this is very much the purview of Forbidden Magic. You are also familiar with the esoteric and perhaps cruel methods used to cultivate the Silverwood Trees themselves allowing you to perhaps refine your own Inks that allow others to use this world's magic.

Magic Tools (400)
The most common way magic is used is in the form of tools, physical constructs with spells drawn upon them that allow for the use of Magic without needing to draw a sigil on the fly, you're particularly talented at this craft, possessing the creativity and ingenuity to devise new Magic Tools and to turn any spells you learn into a physical construct through this world's magic.

Magic Is A Beautiful Falsehood (600)
Magic is an Art, and those spells that are not Forbidden are those that bring joy to all- you are perhaps the embodiment of this beautiful vision of what Magic can be, an exceptional artist with great talent for designing magic to amuse and delight. The kinder the Magic you hope to create, learn, or master the easier it will come to- a spell to entertain children with fireworks will come far more simply than a spell that produces fire capable of melting flesh and steel.

Brimmed Cap

Hidden Forces (100)
You may be powerful, so very powerful, possessing knowledge shunned by the ignorant masses of Witch Kind… but you are still few, and so you must hide. You possess incredible talent for evading detection and pursuit, even without the use of teleportation Magic or supernatural concealment you could likely avoid all but the most dedicated pursuers, and with those things? It's safe to say that you won't be found until you willingly tip your hand.

The Great Healer (200)
Any and all magic drawn upon or affecting the human body is forbidden under the laws of magic, including the power to heal others… Doesn't that seem wrong to you? As a Brimmed Cap deliberately unbound from the rules imposed from the Pact you've been free to explore this branch of magic to effective results. You have a great talent for turning any of your skills or abilities to ease or cure the suffering of others, and with this world's magic specifically you'll find that any such spells come very naturally to you.

In addition to this you'll find the positive uses of Forbidden Magic revealing their secrets to you with minimal resistance, you'll soon learn to do more than just heal injuries or illness, in time you'll be able to stop the practice of aging and premature death.

Planted Seeds (400)
It's significantly more difficult for people like you to recruit students, what with the Great Hall and the Knights Moralis hunting down any traces of Forbidden Magic with the vigor of fanatics- for the Brimmed Caps recruitment is a matter of carefully planting seeds and waiting for them to take root, cultivating new Witches willing to break Magic's most important rule.

You're skilled at this twisted form of recruitment, arranging for candidates you consider promising to be introduced to the world of Magic through traumatizing 'assignments' and then continuously challenging and rewarding them from afar to ever so gradually push them into becoming what you want. If this process is not disrupted in some way they will eventually join you willingly as an apprentice, becoming deferential to your teachings and leadership.

Visionary Beyond The Pact (600)
You've harnessed the cruel ingenuity of the human race that the Pact was meant to constrain, coming into your own possessing a great talent and creativity for Forbidden Magic, those spells that inflict grievous harm or that directly manipulate the human body.

In fact it would be no exaggeration to say you were born for this evil magic, as the more cruel and depraved the spell you wish to create or master may be the more easily it will come to you, the Sigils flowing into your dark imagination at a fevered intensity.

Items

Conjuring Ink (Free)
Ink made from the Silverwood Trees, this special Ink is what's used to draw Spell Circles and is a necessary component for all magic, in fact magic cannot be performed by any means other than through a Spell Circle drawn with this Conjuring Ink.

You will receive a bottle of the stuff that will be refilled for you every week, as long as you don't overuse your Magic to the extreme you don't need to worry about ever running out, even a single bottle can last through months of an apprentice's tutelage.

Snugstone (100)
A Magical Tool invented by the Watchful Eye Olruggio, a small stone that emits a constant level of heat, by placing it under your pillow you can ensure a warm and comfortable night's sleep- be warned however that it can be a little *too* comfortable and if you don't have someone to wake you up you may oversleep on the Snugstone.

Brush Buddy (100)
A small furry creature that's friendly, intelligent, and has the ability to detect Magic, this Brushbuddy has taken a liking to you- following you around and cuddling up on your shoulders during quiet moments. Your new friend is also quite clever, knowing how to use it's abilities as well as the things its able to observe by being a small and underestimated animal to guide you as much as it can despite you not speaking the same language.

Palm Quire (200)
A palm-sized circular notepad used by Witches to prepare spells outside of the comfort of their Atelier, a pre-drawn circle in the Quire can be completed by closing it allowing the spell to be cast at will, you could for example prepare a fire spell and then cast it on the fly without having to design or draw the spell, a very useful tool when engaged in combat.

Silverwood Seeds (200)
The Silverwood Trees are the source of the special Conjuring Ink used by Witches, they are grown within the body of people or animals, growing whenever they feel any kind of contentment or peace. Eventually they will fully envelop their victims body and from there can be harvested and processed into the special ink that allows this world's magic. You have a packet full of these seeds that always seems to be full when you need one.

Sylph Shoes (400)
A pair of shoes, each one is inscribed with half of a magical sigil, when you click your heels together the magic will activate, propelling you forward in a gust of powerful wind magic, with practice you'll be able to use these for long distance flight or to hover in place, while these can be used by anyone a skilled flier is really something to behold.

Pegasus Carriage (400)
A flying carriage propelled by the might of the winged horses known as Pegasi, yours will always be well tended to and perfectly trained allowing you to travel through the air in relative luxury and with far less effort than is demanded by the Sylph Shoes, however this method of travel is similarly less maneuverable and slower.

Atelier (600)
You have your own Atelier, a home and workshop that you use to pursue Magic and to train your own apprentices should you take them on. The house is fully stocked with enough food to feed all of its inhabitants indefinitely as well as numerous magical tools to make things easier, such as dishes that draw water from the atmosphere and even Window Ways that allow for teleportation through specified windows. In addition to this you'll also have hundreds of books of arcane lore that will educate your apprentices and yourself on every detail of this world's fascinating system.

Companions

Old Friends (Free)
You may import any of your pre-existing companions into this world for free with **600 CP** to spend and an origin of their choice.

New Friends (Free)
If there's anyone you get to know here who agrees to travel with you, you may take them with you as a companion for free.

New Witch Of The Crossroads (100/Free Apprentice)
The former Apprentice of a infamous Brimmed Cap known as the Witch of the Crossroads, the Witch has finally been captured by the Knights Moralis leaving her apprentice unmoored and looking for a new direction. As a result of her own dabbling in Forbidden Magic this young woman's arm has become a strange selectively intangible form of ectoplasm, this tangible mark of her violations of the pact will make it difficult for her to find a home among the Pointed Caps which may push her back towards her Master's old peers.

You will encounter this young Witch in favorable circumstances, she will confide to you that the Witch of the Crossroads was her mentor since she was an infant after the death of her parents, and that she really doesn't know what to do. You will have a great deal of influence over her fate in this moment… please use it for her betterment.

Witch Beyond Journey's End (100/Free Pointed Cap)
A Witch made immortal by what would one day be called Forbidden Magic, she was one of the Mages who supported the pact, quietly disappearing into obscurity once it was fully enacted. This Witch is not officially recognized by the Great Hall but is given a great deal of unofficial support and latitude in recognition of her as a founder of their organization- despite the fact her very nature is as a being of Forbidden Magic.

You've somehow encountered this enigmatic Witch, possibly becoming the latest in a long line of her apprentices and traveling companions- no one remains unchanged by that experience, but you will learn Magic you never would have thought possible.

Or perhaps your apprenticeship is in the past? And your old tutor has simply come to check in on you now that you have an Atelier of your own?

Old Witch Of Darkness (100/Free Brimmed Cap)
A old and terrible Brimmed Cap who once feared death more than anything- such that she created spells upon spell that rendered her almost completely immune to its power. But after her husband abandoned her for her madness leading to a battle that subsequently led to his death and that of their four children she wishes more than anything for its embrace.

Sadly it is too late for her, for the spells she has manipulated her body with are so total and binding forcing her to recover from any damage and fully halting her aging process. Now she seeks to undo the pact, not for any ideological goal, but in hopes that once the whole world is free to practice magic once more someone will create the spell capable of ending her life.

As a fellow Brimmed Cap she will treat you cordially as long as you show the proper respect and difference due to a Witch of her stature, she is known to share her knowledge freely and to take on apprentices, all in service of her ultimate goal of creating a Witch capable of doing what she could not.

Drawbacks

Shaky Hands (100)
You have poor hand eye coordination and your hands tend to shake when you're nervous, this isn't anything that can't be overcome with time but in the beginning it will make you a very poor witch, after all their main skills are creativity, and the ability to draw fluidly under pressure.

Intolerant Of Exceptions (100)
You have very rigid ideas of how things should be, that's not to say that these ideas are necessarily *bad* just that you are almost completely incapable of making exceptions in your rules. If a normal person learned the Witches Secret you would never be willing to accept them continuing to live without their memories being wiped. Or an outsider becoming a Witch could be completely rejected by you, leading to you trying to force them to quit by putting them into an extremely dangerous test before they're ready. You're not necessarily a bad person, but good luck showing other people that.

Silverwash (200) You have Silverwashed eyes, marked by an unusual gray coloration and inflicting their bearer with a sense of sight that can only perceive the world in silver. In the world of Witches this is considered such a disability it can lead to a lack of opportunities such as apprenticeships or other forms of magical instruction, if you wish to continue as a Witch under these conditions it will be almost completely on your own.

Frail (200)
You suffer from a chronic disease that leaves you bed ridden and in constant pain, even if you're a Brimmed Cap and not necessarily opposed to healing magic you'll find your condition remarkably stubborn. With creativity and knowledge you'll be able to work around this somewhat… one of the Pointed Cap elders for example finds clones made from fog to be a very useful substitute for his direct involvement, but it won't be pleasant.

Sown Seed (400)
The Brimmed Caps are interested in you, considering you a potential recruit on par with Coco they will create challenges for you to determine your aptitude and encourage your growth. The Brimmed Caps as a rule don't believe in gentle testing. You and your friends will be put through hell by this and it won't end until they determine you're ready to join them… or you manage to stop them once and for all.

Twisted Thing (400)
You poor creature… you've had your flesh warped by a malevolent use of Forbidden Magic, turning you into a animalistic Chimera- you'll retain your mind but you'll find speech difficult and you will almost certainly not be accepted by Great Hall, not to mention the great pain your current body causes you… Perhaps it would be better to go into hiding? Hopefully you weren't fond of being yourself anyway…

The Pact Is Broken (600)
Right before your arrival the Brimmed Caps somehow achieved their ultimate goal, revealing the Witch's secret to the whole world… and carnage has ensued, with the power of magic back in their hands new and ever greater forbidden spells are being devised every day, with all the dark creativity humanity can manifest for warfare on full display. This is a world gone mad, and descending further into Hell with every passing day. And now my dear Jumper it's up whether you will work with the Remnants of Great Hall in an effort to erase the population's memory of Magic once more, simply struggle to survive, or join with the Brimmed Caps as the Masters and Teachers of this brave new world.

Silver Wood Seeded (600)
You've had a Silverwood Seed planted in your eye, this will grow whenever you allow yourself to feel peace and contentment but can be held at bay if you keep yourself under a certain level of stress and pressure at all times. As the seed grows you will feel no pain… in fact all you'll feel is a quiet peace as you drift off to sleep. For the duration of this Jump you will be unable to undo this.

Stay

Go Home

Move On

Notes

- **OC Companions: Melinoe (Hades 2), Frieren (Frieren: Beyond Journey's End), and Salem (RWBY**
- **1.0 Completed**