Pale Jumpchain 0.6

There are three main ways of becoming a practitioner. The first is to be born into a family with the secret knowledge of magic. The second is to stumble upon it, in defiance of chance and the karmic laws of the world. The third way, the oldest way, is for something on the Other side to reach out and open the door for you. In the case of Lucy, Avery, and Verona, the "Kennet Trio," this last one is their path to secret knowledge and ancient power.

You begin in Kennet, a small town with a population of roughly 5,000 where the ordinary hierarchies of Other and practitioner have been missing so long that a very odd ecosystem has developed and been suddenly interrupted via murder, the day after the Trio is Awakened. Maybe you're just visiting, maybe you're a local. Either way, I suggest watching out.

+1000 CP

Origins

Wild Practitioner (free) Charles Abrahms made a deal with Kennet's Others to ensure that there would be at least a few practitioners in town. Originally, that meant Lucy, Avery, and Verona would be Awoken to fill that role. In this case, that list includes you. You may either replace one of the Kennet Trio or join them to make it the Kennet Foursome. Either way, your age is 12+1d4.

Aware (+200) Years ago, you ran into something supernatural. Maybe an Other attacked you, or a practitioner tried to bind you, or you were subjected to some test or another, like being trapped in a time loop. Either the situation let you piece together a few of the world's secrets or you

forced a few answers out of someone. Unfortunately, while this might help you sleep a bit better at night, learning what you did opened a few doors in the metaphorical walls Solomon constructed to protect the unknowing. Your physical age is 20+1d8, though mentally you could be far, far older.

Other (free) You might have been human, once. Or maybe not. You might not even know, at this point. But whatever you were, you're what practitioners call an "Other" now. As in something "Other" than ordinary. It's a blanket term, give them some slack. From the highest god or angel to the lowest goblin or vampire, they're all Others and you're one of them. You may freely pick your age, which may very well be counted in millennia.

Practitioner (100) Unlike the Kennet Trio, you Awoke the common way. When you entered your teenage years your parents had you strip naked and perform a ritual involving myrrah and ancient Hebrew. When it was done, you could see things that you hadn't before - Connections and spirits, the building blocks of magic. You'd Awoken, and that very night your education began. Your age is 16+1d8

Discounts are 50% off. You may pay 50 CP to pick your age or change your sex.

Perks

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

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

Allied Others (400, discount Wild Practitioner) Like the trio, the Others of Kennet have collectively agreed to provide you with access to some of their collective power, granting you a constant and consistent power source of power. You retain this power source in later worlds and will, when plausible, start with a wide number of relatively minor but diverse allies and contacts, or can quickly develop some that fit the bill.

Dabbler (600, discount Wild Practitioner) You shall never be pigeon holed into any one form of practice. You are talented enough to study three or so schools of magic simultaneously without your results suffering. Given a few years, you could become a sorcerer, a practitioner who has mastered a wide array of magic, and as such you gain discounts on the basic versions of all perks in the Practice section. Also, in other magic systems, any form of maximum spell or “school”

limit does not apply to you, and you may gain and learn as much as you like, whatever mechanism controls it.

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

Solomon's Protection (200, Discounted Aware) Unlike the Awake, the Aware retain some measure of protection from the Seal of Solomon. Any Other or practitioner who tries to harm them without justification will be met with karmic pushback. No matter how much you learn or even if you awaken, you retain this trait, and can carry this protection to other worlds and watch it apply to equivalent beings, as well as Solomon's protections against being stolen from or lied to by such beings.

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

A Touch of Magic (600, Discount Aware) You may choose to be a gilded lily, an Innocent who naturally attracts magical objects on a regular basis, a Skeptic, whose presence dampens supernatural power, or a Maji, who can strike anyone they see with a curse of serious bad luck.

Whatever you choose, the trait is fully controllable and toggleable. If you pick Skeptic, you shall be a unique one that does not actually need to disbelieve the supernatural to dampen it.

Nature and Power (Other exclusive) You have access to the “Other” section and gain a 100 CP stipend to spend on it.

Slipping the Bindings (200, discount Other) When practitioners talk about how clever and wily Others can be, they’re talking about you. Any attempt to confine or control you is an order of magnitude harder.

Targeted Evolution (400, discount Other) Others can and do change over time, forming niches and occupying or replacing them as needed, as well as adapting to mystical phenomena they’re exposed to or curses they labor under. You are very good at this, and can help others through it too. An elemental might change their composition, a god might change their doctrine, and with your help a dog of war might attach themselves to police work or bodyguarding to survive the end of their conflict. Doing so can and will change your nature and abilities, but unlike the angels that became djinn, you’ll always be just as strong, and you can fully expect entirely new abilities to surface when you aren’t going through a complete transformation.

Complex Nature (600, discount Other) Classifying Others is usually an exercise in frustration, and a dangerous one at that. No one should ever treat an Other as anything other than an individual. A trait you show particularly well. The Other Species section is discounted for you, except for Below Average species and your most expensive choice, unless you buy only one.

Beyond the confines of this world, hybridizing your nature or ancestry no longer weakens you in any way. You possess the strengths of everything that makes you up and none of their weaknesses.

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

On Paper and In Tomes (200, discount Practitioner) Modern practitioners exist because Others couldn't keep up with human writing. In keeping with this, you are a speedy reader, a talented writer, and will never be bored doing either, though both lean towards the recovery and recording of information rather than narratives and art.

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

Oaths and Bindings (600, discount Practitioner) The very notion of practice is predicated on the sanctity of oaths and deals. When you're involved, this sanctity is enforced on everyone by default. Any deal made with you, any promise made to you, is bound by karmic and mystical

weight, even if there are no practitioners or Others involved. Oaths so bound are easier to fulfill and karmically rewarding to keep, particularly when they are sworn on something important or powerful. However, this carries its own element of risk, for breaking them leads to equivalent punishment. You may toggle this ability as the oath or deal is made. Even if you weren't involved you may call oathbreakers forsworn and have karma punish them in a manner you see fit, or offer succor and forgiveness from this in exchange for boons and service, in the same manner practitioners and Others often do. You are also a master of negotiation, technicality, and lying by omission. If you can lie, you'll make for a fantastic diplomat.

Other Species

Other only.

You may choose any form of sentient Other that exists in Pact. Price is determined by the average power level, cosmological significance of that species, and how many restrictions it places upon your behavior. However, since classifying Others is often a fool's errand, you may purchase multiple species.

Below Average (+100 / 50) Nosfueratu, Revenants, and fairies. You only gain 100 CP for the first Below Average species you purchase. Further purchases of species are 50 CP.

Average (100) Goblins, dogs of war, and faeries.

Moderate (200) Giants, Hags, and Boogeymen.

Greater (300) Djinn, cherubs, sphinxes, and Alabasters.

Greatest (400) Very minor gods, angels, Incarnations, and Primevals.

Practices

Practitioners and Wild Practitioners gain 200 CP to spend on this section. If Others or Aware purchase from this section they will be extremely odd, but still capable of that particular school of magic. Each school costs 100 CP for enough education and skill to perform the school's basic practices, 200 CP for average proficiency born of several years of practice, and 300 for mastery enough to perform it at the highest level. Wildbow adds new schools from time to time, and it would take too much time to list and describe them all, so if you find one you like that isn't here assume the same rules. Besides the obvious benefits, those with the relevant perks for schools are capable of adapting their magic to the symbolism, culture, metaphysics, entities, conditions, and resources of new worlds quickly and easily. Additionally, those that purchase any of those schools that deal with specific species and classes of Other, or in some cases phenomena and realms, to the point where it would be largely or completely impossible without them (Examples of this are Necromancy, Evangelism, Fae Walking, Goblin King, Heroic Magic, Priesthood, Shamanism, Elementalism, Historics, and Finding but not Summoning, Law Magic, Hosting, or Binding) but cannot create them by default (Like Incarnate and City Mages can) are capable of finding the relevant Others (and realms) in later jumps and worlds without equivalents simply by

looking for them as they would in the Otherverse. Diabolism is not available for purchase here. Pale isn't Pact, it's just set in the same world.

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

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

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

Binder - The magic of restricting and controlling other or Other beings, binding is one of the core arts of practice, and every practitioner has at least a basic understanding of it. It operates by altering the Connections between things to metaphorically "tie targets up," and on the high end can be used in a number of unusual ways, such as inserting someone into a family's past.

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

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

Cultist - While Cultists draw upon a variety of sources, they universally work and bargain with entities and powers most would call taboo such as forgotten gods and calling great risk and costs upon themselves in exchange for equally great rewards. This form of magic is a constant balancing act, as their “patrons” rarely hold any particular fondness for them. The knowledge available for purchase here is that of Marie Durocher and is focused upon the Primeval Beasts and pre-human divinities and can be used to find them in other jumps and worlds.

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

Enchanter - The magic of manipulating the Connections between people in order to affect perceptions and relationships, though there are many other uses besides that.

Evangelist- The opposite of Diabolism, Evangelism centers around working with the forces and powers of Creation, making it one of the strongest and absolute forms of practice, even when it

does not directly interact with angels (which is most of the time), but also one of the most personally costly.

Fae Walker - Usage of Faerie magic such as glamour without being a faerie is possible, but the greatest dangers are always it's teachers. While it is as weak to bluntness and directness as the Others it conjures, in a competent practitioner's hands it is possible to acquire enough glamour to rewrite reality, if believed.

Finder - Formerly known as Dreaming, Finders or Chaos Mages focus upon things that have become untethered from reality, the space between realms, abstract Others, and the Paths, which allows them access to a wide array of situational but potent boons.

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

Heroics - Heroic Mages call upon a special variety of ghost known as Heroic Spirits, which are spawned when people become famous for specific feats. Generally, such beings reside within the annals of history until summoned. The most powerful of such entities are generally already claimed in this world, but even a local figure can be a valuable resource.

Host - One of the oldest forms of practice in the world, Hosts invite Others, even physical ones, into their bodies and grant them shelter in exchange for some of their power. While there are

many techniques and rituals to mitigate the associated dangers, there is really no getting around the fact that possession is their stock and trade.

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

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

Necromancer - Necromancy is a school based upon utilizing souls, psychopomps, the dead, and the undead, such as ghosts, revenants, banes, and vampires. At a higher level, they may take on ghostly traits, and become sensitive to nearby changes and damage to reality. Necromancers who specialize in ghosts and wraiths are referred to as Valkyries and Valkalla.

Priest - Some of the devout choose a single god to dedicate themselves to, others come to worship a pantheon and invoke different names as needed. Either way, priests make sacrifices and further a god's agenda to build up favor with them before requesting aid. Be warned: your god may be benevolent, but their miracles are at their discretion, not yours. See Notes for some details on the former path.

Summoner - One of the most versatile schools of practice, summoning involves conjuring or creating Others and bargaining with them. All practitioners have some understanding of summoning, but a specialist works with a wide array of different Others with distinct and strict ritual requirements, giving them an eclectic but flexible array of options.

Shaman - Shaman form contracts with spirits and provide service and sacrifices to forward their associated concepts in certain areas and gain favor from them in turn, often resulting in subtle effects upon their surroundings.

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

Warden - One of the most respected forms of magic, Wardens focus upon constructing barriers both mystical and metaphorical using totems and regular rituals. All practitioners have at least a basic understanding of warding, but specialists can create wards so complex that they resemble computer programs.

Companions

Import (50) Import one preexisting companion. They get an origin and 600 CP to spend.

Familiar (300, Discount Practitioner) You possess a lifelong mystical bond with an Other, created through an important ritual. This means that you can draw power from one another and will always be apart of each other's lives. They possess two forms, one of which is an animal. This link can have a wide array of effects, but in your cases it will not allow control over the other, only relatively minor influence. By default, this is an Average Other, but you may pay the appropriate amount of CP to upgrade them or by Other discounted perks and items for them. The nature of this bond means that they can be imported into all future jumps for free, and gain 600 CP to build themselves.

New Companions (100) You may choose to take any one person with you from this world. If you are a Wild Practitioner, then the Kennet Trio is discounted for you.

Items

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

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

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

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

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

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

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

Apartment (400, discount Aware) A small apartment, fully furnished, that you'll never have to pay rent or basic amenities on. Again, nothing too special, but it's a roof over your head with heating, AC, running water, and electricity that you can bring with you from jump to jump.

"Dog Tag" (100, free Other) Lots of Others produce resources or objects that practitioners like to use, but that does mean that practitioners are the only ones who use them. For instance, Dogs of

War have dog tags that can summon them, and Faeries can lend out their glamour. You may pick one form of Other-based consumable item, including the above, to have a small but steady supply of. Even if you don't use them, you gain a new one every month. Can be purchased multiple times, but only the first is free for Others.

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

Seat (400, discount Other) You possess a position over a wide area. Whether this position calls you to slay the wicked or consume the innocent is your decision, but either way you possess a small extra-dimensional realm you can freely enter and exit, and the ability to influence and manipulate the laws of karma within your domain. When you perform your duties, you are appropriately compensated with power and karma. This is not a literal item, but it can be treated as such, even set aside if you desire it.

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

Implement (200, discounted Practitioner) A high quality object of your choosing that you have infused with a great deal of power directly after a great achievement. The form of this object grants it a number of powers and mystical associations while in your hand. It cannot be trivially lost or destroyed, nor can it be given away.

Blue Heron Institute (400, discounted Practitioner) An Ontario school for practitioners that teaches a wide variety of magic to its students with 50-60 students. Taking this item inserts it into future worlds, inhabited by NPC teachers and students who possess a wide array of the Practice perks at a variety of levels (including the ability to "find" appropriate Others) and have already adapted their practices to said world and either bound or contracted a variety of local Others or local equivalents. If desired, you may choose to exclude any schools of practice you desire from their repertoire and curriculum as you insert, in case you don't want to subject innocent worlds to the horrors of the Abyss or the Primeval Beasts. These NPCs are not necessarily loyal exclusively to you, but will always allow you to take advantage of their library, classes, sleeping quarters, ritual space, and dining hall.

Drawbacks

You may take up to five drawbacks for extra points.

Previous Pacts (+0) If you have done the Pact jumpchain, then you may have this jump take place in the same continuity. This does not count towards your drawbacks limit.

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

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

Forsworn (+300).You made an oath, and you broke it, and the spirits noticed and punished you for it. You are not so accursed as Charles Abrams, who lost the practice altogether, but your local powers are significantly weakened and the spirits scorn you, leaving you with a helping of bad karma, meaning persistent and periodic bad luck. Perhaps if you work at it, you can be free of this before the decade is out, but it will be long and hard.

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

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

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

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

Enemy Practitioners (+400) There is a family of practitioners out there, somewhere, that dearly wants to see you bound or destroyed. They have vague knowledge of your current location and out of jump abilities, and in depth knowledge of your in jump abilities. You know very little about them, including what schools they practice besides binding, or how many of them there are.

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

Patterns and Precedent (+400) Supernatural things get stuck in patterns more easily than ordinary things, often change to fit those patterns or grow weaker when they break them. While normally your out of jump abilities would not be bound to this rule thanks to their foreign nature, they now are, and while this will sometimes play out in your favor, it means that they will never be totally reliable and it will tend heavily towards the bad, and never make them significantly stronger or more powerful unless that would harm you. Furthermore, items, abilities, and your inner nature can be permanently weakened or altered based on circumstances you aren't even necessarily aware of, without your knowledge. For instance, a power you use often may become both stronger and more uncontrollable. Post-jump, you may reset everything fiat-backed to their original state.

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

Notes

Pale is the fifth novel by wildbow, and is set in the same universe as Pact, six years later.

Practice and Others are defined by precedent and patterns. Outside of the Otherverse, neither will be binding except when it comes to the abilities you acquired here and when specifically invoked, so you don't have to worry about being forced out of political positions by virtue of your magic, though if you are a Doom or Omen you'll still cause and be attracted to disaster. This trait can be suppressed by suppressing your abilities via the various perks that do such things. There is also no Seal of Solomon outside this jump. Practitioners and Others are still beholden to oath, debt, and deal, however, as that seems to be an inherent part of their natures. You also won't have to worry about spontaneously creating Others unintentionally or falling through the cracks into the Abyss because you don't have enough friends or something. Such

phenomena are inherent to the mechanics of the Otherverse and aren't brought along when you leave it.

Tl;dr Leave the baggage behind, keep the power. Magic still works, including the Awakening if you want to "share the love," but outside of it the metaphysics and mechanics are left behind if/when you leave, and if you want to let others in on the "Other finding" power you'll have to use a perk-sharing power - and have the perk yourself.

The Solomon's Protection perk uses the same set of rules for what qualifies as "legitimate" as this universe does, by default, but in jumps with their own metaphysical, spiritual, or magical laws of morality it will adhere to the local rules. Ditto for what qualifies as theft and lying. Merely being wrong won't be punished outside this universe, however, only intentionally false statements.

Law magic, if purchased, and other technically-not-shamanism practices and techniques, such as Awakening rituals, are not dependent on spirits outside this jump, but otherwise work the same, beyond the changes all practice undergoes in leaving the Otherverse, i.e. losing all the precedent it had. For example, you'll still have to deal with karma elsewhere, but it's buildup, good or bad, doesn't transfer between jumps, nor do oaths already sworn, and without the Seal of Solomon it shouldn't be too bad.

If you go with the single-deity version of the Priest practice, you're guaranteed some version of that specific god exists in every other jump, rather than gods in general. Whether that means the

local pantheon has a new minor member or there's an Otherverse god running around an otherwise godless universe is context dependent. If there's already a local version of that god, your magic hooks up to them automatically as a benefit of specialization, and they will feel obligated to at least humor you, unless they're actively hostile by default, but depending on their natures and feelings on humanity - or whatever you are - it might be much easier or much harder to build up favor with them and elicit effects. What happens if you've got a companion (or even a follower) version of that god - imported or otherwise - is up to you. All of the above also applied to Chosen, Harbingers, and any other practice that goes down the "single patron" route.

The availability and strength of magical power in later settings will have effects upon the strength and flexibility of the Others you locate (read: subconsciously, retroactively create) in other Jumps using the Practice perks, as well as your own magic and the requirements thereof. Assume that the Otherverse is the baseline.

Be warned, if you seek out or use enough perk-"found" (semi-)spontaneously-generating Others like ghosts, spirits, and elementals widely, frequently, and dramatically enough and they might start popping up on their own, at least in that area. Let that spread far enough and it might even start spreading on its own until they become a fixture of the setting, though if you have Law Magic you can theoretically manipulate that to either regulate it or speed it up.

Karma, positive or negative, impacts one's luck, charisma, and resistance to hostile magic and spiritual dangers of all sorts, as well as their ability to use their own spiritual and supernatural

abilities. Anyone with *truly* horrendous karma should expect to be endangered daily even if the universe has to create spiritual and supernatural dangers wholecloth to make it happen.

Jumpchain by Ze_Bri-0n