Pale Jumpchain

2.2

Chapter One: A Scene, set in the Town of Kennet

Pale is the fifth novel by wildbow, set in the same universe as Pact, six years later. It features a magic system best described as a lawyer's take on animism. It's essential to maintain a good reputation (karma) and not get disbarred (forsworn). Precedent is paramount, but ever-shifting, easily twisted, and often unjust. Rhetoric is just as important as being right.

With that said, there are three main ways to become a practitioner of magic. The world is fond of threes, you see. None are without cost.

The first is to be born into a family with the secret knowledge of magic, bloodlines and legacies propping you up and chaining you down. The second is to stumble upon it, in defiance of chance and the karmic laws of the world, alone and without influence. The third way, the oldest way, is for something on the Other's side to reach out and open the door for you.

In the case of Lucy, Avery, and Verona, the "Kennet Trio," the last one is their path to secret knowledge and ancient power, in exchange for investigating a case of murder most foul in the town of Kennet. The murder being of the Carmine Beast, one of the spiritual Judges managing the untamed lands of Ontario, having judgment over monsters and those who kill monsters.

Of course, you're probably going to begin in Kennet, in which the investigation takes place. It's a small town with a love of the ice sports it brings in tourists with, a population of roughly 5,000, and a pervading degradation of the normal hierarchies of Other and Practitioner. They've been missing so long that a very odd ecosystem has developed, and has only recently been suddenly and violently interrupted via the aforementioned murder, given the Carmine Beast's judicial role, with the Kennet Trio being set on their path shortly after. Maybe you're just visiting, maybe you're a local.

Either way, I suggest watching out. It's going to be a bit tense for a bit, and then it'll escalate. You arrive the day after the Trio awakens.

Chapter Two: The Faces You Wear

Take 1000 CP. Any Origin may be used as a Drop In. You may choose age and gender for 50cp.

Wild Practitioner (A Bargain) You inducted into practice the old way, by Others. You may replace a member of the Kennet trio or make it a Kennet Foursome. Doing so means that you're tied to them, and they to you, but that won't be an issue post-jump, unless you take them as companions. If that doesn't appeal, you were awoken by an unrelated Other, for unrelated

reasons. Either way, your age is 12+1d4. Please check out Appendix A, as you get a 200cp stipend to spend there.

Aware (+300) Years ago, you ran into something supernatural. Maybe an Other attacked you, or a practitioner curses you, or you were subjected to some test. The situation either 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.

Witch Hunter (Time and Effort) You are a Witch Hunter. Out of some impulse to protect humanity or in service to a powerful Other, you've trained long and hard in the finding, policing, and killing of monsters, witches included. Unlike some you chose the ability to lie and forswear yourself over inhuman power. Your age is 16+1d12. If you don't want to start in Kennet, you may begin at the Lighthouse, a home base for witch hunters.

Orthodox 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. Kennet is kind of enemy territory, so you may also start in Thunder Bay or at the Blue Heron Institute, a magic school in another part of Ontario. You also receive 200cp to spend in Appendix A.

Other (humanity) Other is a blanket term for supernatural beings, from the highest god to the lowest goblin. Comparisons could be made to the Japanese word yokai or the English monster, but that's besides the point. The important part is that you're one of them, possibly a former human. You may freely pick your age, which might very well be counted in millennia or more.

Chapter Three: Nurture, Nature, and Talents

Discounts are 50% off. If this would apply to 100 cp options, take them as complimentary.

Karma (Mandatory) The universe's regard impacts luck, charisma, and other force multipliers. You are affected by this power, but know its basic rules. After the jump, you'll only get punished for the most fundamental violations, like oaths, hospitability, or diabolism or similar, but can earn good karma as usual.

Testament of Solomon (100) While you aren't bound to it, and it doesn't apply in even a roundabout way, the Seal of Solomon and its restrictions against theft, lying, and so on remain a usable shorthand and power source in other worlds. Also, if you create, retcon, or import Others, they can be bound to the Seal by default. Complimentary with Solomon's Wisdom, Technically Innocent, or Sealed by Solomon.

Devouring the Song (100) You have completed the Hungry Choir's ritual, and won its gift. You are magically protected while eating, which allows you to devour and subsist on almost anything. The spirits provide you with whatever food, drink, and drugs you prefer. There's no harm in overindulging, and you no longer need to relieve yourself. If this does not appeal, you may choose or invent some equivalent prize, like becoming a rescuer, or being able to translate generic power into a particular sort of glamour.

Innocence is Bliss (200) The spirits go out of their way to hide the evidence of your supernatural workings from ordinary and unknowing humanity by manipulating chance and perceptions, without penalizing you when they can't. Additionally, you have some magic for disguising yourself as something normal. This is pretty normal around here and isn't absolute, but now the convention is toggleable and follows you. This may be shared with any of your creations or students, as desired.

The Best Defense (200) Wit is the sharpest weapon, and you have it in spades. You are clever, observative, and as smart as Timothy Crowe. Enjoy the force multiplier, you'll probably need it around here.

Blackguard (200) While oaths remain sacrosanct, the spirits otherwise allow you to lie without issue. If you ever want them to take you at your word, you may bind and unbind it at will, though the difference can be felt, and it defaults to unbound. Complimentary with Sealed by Solomon.

Too Public (200) By default, there's no separation between ordinary and Other outside the Otherverse, so innocence doesn't exist and Others don't have certain issues outside this jump, even without Unprecedented. However, if you want public scrutiny to weaken and karmically punish magical forces like it does here, you can make it do so within your immediate vicinity. The less the watchers know, the more effective this is, but it can be toggled at will, and most magical beings can sense it on some level.

Right and Wrong (300) A few basic customs apply to all who interact with you, Other or otherwise. You can make exceptions, but bargains, promises, favors, and hospitality are now enforced by karma when you're involved. Furthermore, you may call upon the spirits to punish other violators and have the desired effect - even against innocents. Magical beings can argue if they know to and false accusations can rebound, but you may also offer succor and forgiveness in exchange for boons. You can even blunt the punishment, if true Forswearing is too far for you. This comes with an intuitive respect for your word and so on, so you'll so you're unlikely to give or break it accidentally.

By Others Awoken (Exclusive to Wild Practitioners) You have traded a little bit of your humanity for supernatural power. The spirits pay closer attention to you and even defer a bit, which allows you to see and direct them to perform magic. The Third Eye you can now open and power sources you can now wield will help. You also carry the establishment of the awakening and defining rituals with you.

“Wild” (100, complimentary 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. Even those that are less powerful often have very different values, needs, and histories than any normal human. Fortunately, you can almost instinctively respond accordingly, and such beings will naturally find your own mindset almost as easy to grasp and react accordingly, when that would be advantageous. This also helps you when it comes to dealing with foreign cultures.

Allied Others (400, discount Wild Practitioner) A varied group of Others - the Kenneters by default - have given you some access to their collective might. You retain this power source in later worlds, and will either start with or swiftly develop a diverse network of allies and contacts. Wild Practitioners get this for complimentary during the jump and if they choose to stay but must buy it to keep it if they go home or move on.

Dabbler (600, discount Wild Practitioner) You shall never be pigeonholed into any one form of practice, and you are talented enough to study three or more 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, any form of maximum spell or “school” limit you might find in other magic systems does not apply to you, so you may gain and learn as many as you like, whatever mechanism controls it, and without any negative side effects.

Greater Awareness (Exclusive to Aware) If practitioners are halfway between innocent and Other, you are halfway between practitioner and innocent; a human with some minor magic of their own. You might be a Warbourne in thrall to violence, naturally attract magic items, or have the potentially-noncanon royal blood to enact change. There are also Evil Eyed Maji, miracle healing Rescuers, and many other varieties to choose from. Aware may forgo this perk to gain 100 CP.

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

Technically Innocent (200, Discounted Aware) Regardless of how much you know and what powers you possess, you retain at least half of Solomon’s protections, so the universe contrives to shield you from supernatural danger or theft. There are workarounds and exceptions, particularly if you deserve it, but you shouldn’t underestimate your new defenses, even though they don’t work on karma. Outside the Otherverse, lies are defined as direct and intentional mistruth, so sarcasm and being wrong are back on the table. Also, if you should take an amnesia drawback or otherwise lose your memories somewhere down the line, certain factors will be handled.

Karmically Blessed (400, Discount Aware) You've got a great deal of positive karma, from more than one 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 thus things tend to go your way by "happenstance." You regain this amount of positive karma every decade or jump, whichever is shorter.

Denizen of the Bronze Age (600, Discount Aware) You are an atavist to the days before the Seal, when both magic and mankind were stronger - or at least stranger. You can gain magical abilities or skills without becoming a practitioner or losing your essential humanity. In fact, you've already got two, akin to those of the greater aware. Besides that, neither civilization nor progress is your bane, and neither will stop you from gaining or enacting the old magics, even from other worlds. The institution of innocence has no bearing on you, and the spirits accept you as a member or even leader of ordinary society. Helpfully, you can also effortlessly bypass all sorts of weirdness censors. This does not prevent you from benefiting from Solomon's work, however.

Lighthouse Training (100, complimentary Witch Hunter) You are a competent Witch Hunter, trained in all the techniques and tactics necessary to police and slay the supernatural while avoiding innocent scrutiny. Additionally, you can use all varieties of silver, iron, and salt as effective countermeasures against the paranormal, albeit only negatively. Wood and flame also work, though more situationally. Just remember that some varieties are better than others, even if they all works. A blessing here or some forging there rarely hurts.

Identity Protection (200, discount Witch Hunter) Your spirit and personality can be reduced or twisted, but never permanently, and never in insidious ways practitioners need to fear. Even demons cannot do that, unless they destroy you outright. Your body may be possessed, your connections may be cut, and your Self may be polluted, but your identity is your own, your spirit will recover, and what's yours is yours alone; even the universe acknowledges that. Your memories cannot be stolen, your personality cannot be magically changed, and you are resistant to transformation. Even if you are turned into an Other or object or so on, you'll recover eventually. Unlike Talbot, you'll never be twisted by mere proximity to magic and monsters - thought their auras may have brief effects.

Self Preservation Instincts (400, discount Witch Hunter) You're very observative, and your intuition is very good at ferreting out various traps and ambushes and enemy secrets. You're difficult to lie to, hard to hide from, and can literally smell magic, as well as other things that shouldn't be smellable. You might still die in battle, but you'll never give your friends to a friendly-seeming Other or get caught too far off guard to try defending yourself.

Designated Hunter (600, discount Witch Hunter) You have a knack for this work, keen senses, and a supernatural talent for bladed weapons. Magic has a hard time harming or deterring or fooling you, and Fate favors you in certain ways, though it pushes you in others. You can use water, faith, and divine weapons as countermeasures, in addition to those above. Gaining

greater power can improve all of these boons, but that's a hard thing for a witch hunter, though you're inquisitive and observative, so maybe less so for you.

Solomon's Wisdom (Exclusive to Orthodox Practitioners) While a recognized human, you have a specialized sort of Otherness that allows you to direct the spirits, control power sources, and manipulate connections. You have the second sight, spiritual clout, and some extra attention from the universe as well. In short, you're a practitioner and can work general magic. You also carry the establishment of the awakening, defining, and lordship rituals with you.

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

On Paper and In Tomes (200, discount Orthodox Practitioner) You are a speedy reader, a talented writer, and a skilled teacher. You could easily go pro, and none of the above will ever bore you. If taken with Dabbler *or* I am Claim, you gain an extra 200 CP to spend in Appendix A; Practice of Dummies.

Opposites Do Not Attract (400, discount Orthodox 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. This are negative and positive countermeasures respectively. 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, and make it work.

I am Claim (600, discount Orthodox Practitioner) You come from a long line of practitioners, which strengthens your practice and lets you argue with spiritual laws, particularly those against violence, though you hold sway over ownership too. You also receive a complimentary level in Binder and one in War Mage. See Appendix A for details.

Nature and Power (Other exclusive without Very Old Thing)
Well, if you aren't any of the above, you're something else. You may choose to be any form of sentient Other that exists in Pale's universe, with the Price determined by the average power level, cosmological significance, and how many restrictions it places upon your behavior. You can be as specific as you want, but classifying Others is a fool's errand, so you may purchase multiple species, though you get 100 to start you out. Naturally, you carry your species' essential precedents with you, and may retcon certain necessities into later worlds.
• Below Average (+100 / 50): Nosferatu, Revenants, Vestiges, and sprites, the lowest of the low. They're liable to have only mild supernatural powers such as mild super strength or pulling fat from the bodies of others to create intimidating candles, and be in the process of fading from existence or have severe weaknesses and dependencies. 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, Ogres, Boogeymen, Swordbearer, and Faeries. As said, they're, well. Average. You're liable to have a distinct gimmick on top of more basic racial

abilities, based on the specifics of your being such as a Fae's court. Possibilities might include cursing others to be loathed on sight as a Faerie of Low Fall, or having access to infinite grenades and reappearing from flames as a Hot Dog. Perhaps a Boogeyman could play Muse for a bit. Your weaknesses or dependencies are often exploitable, but not necessarily debilitating in most cases.
• Moderate (200): Giants, Hags, Psychopomps, and Tortoise spirits; a step up from the average fare, major players on the small scale. A threat to experienced practitioners in terms of raw power, if not resources and possible retinue of similar beings. Others on this level may be three stories tall and karmically protected, deeply skill in the Heartless school of practice at the cost of others schools, or allowing the spirit world more purchase and friendly spirits greater strength. Weaknesses are obscure and individual, or dependencies manageable, if possibly horrible.
• Greater (300): Djinn, Sphinxes, Dragons, or Alabasters, the great powers of magically busy towns, and cities. Liable to have great power, and be greatly attuned to the nature of the world and its mechanisms. Powers may include manipulation of Karma and perfect memory which can partly overcome demonic connection severing, almost insurmountable raw elemental power that mounts over time and can only be brought down by overcoming them in their element or greater powers, or regional scale control of a given phenomena. Weaknesses are liable to be the workings of higher powers, or actively circumvented by their nature and abilities of the town of Coniston, against its advice.
• Greatest (400): Or at least the greatest you have access to. Modest gods, Lesser Angels or Demons, Incarnations, titans, and Primeval Beasts, relevant on the scale of provinces, countries, or... very, very busy small towns? Don't go there. Liable to be of singular nature and power, defining regions and bearing either control of a phenomena that's both broad, precise, and overwhelming, or more limited powers which can defeat masterful practitioners and Greater Others through brute force alone. Weaknesses are less useful for harming them in most cases, and more in warding off their effects and presence.

Sensing the Spark (100, complimentary Other) You have an innate, if rough, sense of your karmic balance and how much power is in your Self. Additionally, if you have any divine patrons like a God-Begotten or priest, this sense also tells you roughly how much power you can draw from them before running into issues.

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, and you are a master of finding loopholes in bindings and orders.

Targeted Evolution (400, discount Other) You change more readily than most Others, but only when you want to; this will allow you to quickly adapt to changing times, curses, or strange phenomenon - making them your own and new sources of strength. Sometimes it'll even let you develop new powers, or change your needs. When necessary, you can help others through this process, even if they should be trapped in place. Doing so can and will change natures and abilities, but you don't need to fear weakening like the angels who became djinn. Even if you aren't totally remaking yourself, your capabilities will often grow or expand after achievements and adventures.

Very Old Thing (600, discount Other) You are one of the ancient, unique Others with no true species. You may purchase Nature and Power if you couldn't already, and get discounts on it either way. Your powers as an Other are significantly above average, you have extra sway with the spirits, and beyond the confines of this world, hybridizing your nature or ancestry no longer weakens you in most ways it might, allowing you to gain the powers of all with the weaknesses of none.

Chapter Four: Families and Familiars
Import (50) Import one preexisting companion. They get an origin and 600 CP to spend. This may be taken multiple times.

Familiar (300, Discount Wild Practitioner and Orthodox 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 a part 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, on par with a few glasses of alcohol. By default, this is an Average Other, but you may pay the appropriate amount of CP to upgrade them or buy perks and items for them. Those discounted to Others are discounted to them - and thus you - in this case. The nature of this bond also means that they can be imported into all future jumps for free, gain 600 CP to build themselves, and don't count towards your maximum imported companions. This Other can be someone you meet in this world, or a prior ally you've brought along. Assuming the former, you two are close friends with similar morals and opinions.

Subverted Wisdom (300, Discount Other) A practitioner whom you have become the familiar of. This bond has the same stipulations and benefits as above (including the free import), and gives you the ability to assume an animal shape. This person can be someone you meet in this world, or a prior ally you've brought along. Assuming morals former, you two are close friends with similar codes and opinions. By default, they are reasonably skilled with the core arts and are proficient with one school of magic, but you can upgrade them with extra CP.

New Companions (100) You may choose to take any one person with you from this world. This may be purchased multiple times, and you are a Wild Practitioner, then each member of the Kennet Trio is discounted for you.

Chapter Five: From Essentials to Lordship

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

Carmine Furs (100/300) Like Cleo or Rackspatter, you possess a small collection of trophies from prior victories over a specific group or force, such as practitioners, goblins, or War. There are as many as a dozen, and you can tap them for power, but their true worth is symbolic.

Bearing them demonstrates your previous triumphs and enmity to the universe, making you more likely to find, face, and defeat similar foes. For an extra 200 CP, you have a single trophy from a major entity, such as a Judge or Lord, making it far more potent. In either case, the effects only last so long as the items are on your person, and may be purchased multiple times. You also gain the ability to expand your collection, or build similar hoards with similar effects, not unlike a Dragonslayer.

Red Heron (300) The Exile made many mistakes and will make more, but he was right about some things, particularly that practice is cruel to the young. This is the magic school he created; it's not as large as the BHI, but it has the resources for about a dozen students, including a dedicated teacher for each, though being followers, the teachers are restricted to actual teachers, and perhaps defending the school. It doesn't have any students at this time, but it does establish a modified form of the awakening ritual, which reduces a young practitioner's power, but allows them to return to innocence any time before the age of eighteen.

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

Mask and Outfit (200, discount 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, discount 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 all of the Otherverse's metaphysics and preestablished patterns have primacy, which will make your practice safer and more reliable.

Somewhere Found (600, discount Wild Practitioner) Once per jump, you may declare a "found" version of any one location, up to the size of a small town. This creates a mystical space where things are relaxed and peaceful, which mirrors that location and can be reached through certain practices. There are many rules intended to prevent violence, but it seems you are exempt from them, and have a little bit of a Demesne holder's power over the location.

Legal Identity (100, complimentary 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 wage slave job.

Apartment (400, discount Aware) A small apartment, fully furnished, that you'll never have to pay rent, taxes, or basic amenities on, nor will anyone try to take ownership of it from you. 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, complimentary 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 complimentary 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, identification, and measuring the charges and cooldowns of your abilities and perks. I suggest keeping this out of enemy hands, but in yours it is a potent boon.

Food Supply (400, Discount Other) A lot of Others need to feed on people to survive, but you've got some method of working around that in the form of a cupboard full of various foods, that Others and anthropage will find perfectly nourishing. It restocks itself, and supplies enough food for five people.

Seat (600, discount Other) You possess a mystical position that gives you authority 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. You gain a new location to preside over in each jump or world.

Personal Library (100, complimentary Orthodox Practitioner) A collection of texts detailing the common schools 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 Orthodox Practitioner) A high quality object of your choosing that you have infused with a great deal of power directly after a great achievement. A ritual has bound it to you, so its form grants it a number of powers and mystical associations while in your hands. It cannot be trivially lost or destroyed, nor can it be given away. Additionally, you may

hide or be separated from it without the usual repercussions. Complimentary import for an existing item, but using a magical one is not recommended.

Wealthy Family (400, Discount Orthodox Practitioner) You come from a strong and old family, and you are its current leader. You have at least a dozen fellow practitioners that are wholly loyal to you, with some variety in power and specialization. Furthermore, while they aren't the Mussers, they do have resources and favors owed, which you can call upon if necessary.

Blue Heron Institute (600, discounted Orthodox 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 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.

Silver Bullets (100, complimentary Witch Hunter) You have a replenishing cache of blessed silver weapons, both blades and bullets, and a few guns of various sorts to fire them, enough to arm a small squad of witch hunters. Almost any magic or Other that isn't specifically associated with silver will find this harmful, as will otherworldly equivalents.

Hunting Manuals (200, discount Witch Hunter) You possess a small library of texts on common magic and monsters. Unlike a practitioner's library, these serve mostly as extermination guides, warning you of their capabilities and informing you of their weaknesses. Updates each jump.

Magic Permits (400, discount Witch Hunter) A Witch Hunter needs weapons, and unfortunately there's a lot of paperwork to be done before you can carry a loaded shotgun around in public, if ever. Fortunately, you have these slips of paper, which are a gift from a Greater Power and more than slightly magical. Their effect is simple; you may carry any man-portable, none-artillery weapon loaded (though not cocked) anywhere you please, without anyone caring or any legal repercussions, except onto government premises, in the presence of high value targets, and anywhere where people are specifically disarmed such as a prison or airports. Even a god has their limits.

The Lighthouse (600, discount Witch Hunter) An answer to Blue Heron School, the Lighthouse is an academy for witch hunters, with roughly twenty five trainees at a time. While it is smaller, it makes up for it a variety of resources to help it police practitioners and Others of all sorts, including connections and alliances with the local police, other witch hunter groups, and even some practitioners. If you hang around here potential assignments, complete with equivalent rewards, will often appear. The Lighthouse receives equivalent connections in every jump it is

imported into, and its library will update to match. Anyone trained here will gain the benefits of the Lighthouse Training perk, though it doesn't have to be your alma mater.

Chapter Six: To Every Power a Price

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. You can also choose to have the Parahumans multiverse exist in this jump, though it won't bother this Earth unless you make some waves. This does not count towards your drawbacks limit.

Other Worlds (+0) Instead of the canon setting, you go to an Otherverse fanfic. This does not count towards your drawback limits.

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.

Procrastinating Perfectionist (+100) Like this document's creator, you are something of a perfectionist and often procrastinate when the deadline isn't nearing. This won't slow you down much in matters of life and death, but otherwise there will be some hiccups in general life and education.

Karmic Glitch (+100) You are a glitch in karma's system, but unlike Roberto, you don't get good karma for being a jerk, rather other people get good karma for being jerks to you. The spirits will correct themselves if it goes too far, but it's still going to suck.

Thorburn Pacts (+100) You've read all of Pact and forgotten all of Pale, giving you a biased view of the Otherverse and making you highly suspicious of everyone inside it, especially Others. Incompatible with Paled. Does not count against the drawback limit.

Vendetta (+200) There is one species of Other - probably goblins - that you have a burning hatred for, and generally don't see as people. Demons, being genuinely *and* absolutely monstrous, are not an eligible choice.

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 and others 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. If you are lucky, a Judge may be willing to see your case and give you some leeway, but I wouldn't count on it...

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, or attack the innocent without excuse. 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 Orthodox Practitioners for zero points, unless they take Denizen of the Bronze Age. This does not count against your drawbacks limit, and overrides Blackguard.

Poor Home Life (+300) There's no easy way to say this, but your home life is a trainwreck. If you are a child, then at least one of your parents is abusive, and the other is distant, neglectful, or just plain not there. If you are an adult, you are in an abusive romantic relationship. Either way, it will be a titan's task to escape or repair this situation, and no amount of mind control or other powers will help.

Growing Up (+300) You're not exactly naive, but you *are* inexperienced. Like the Kennet Trio, you are unused to dealing with high stake, cutthroat, and morally complex 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.

Paled (+300) You have extensive knowledge of Pale's themes of Other mistreatment and marginalization. Unfortunately, you're in a particularly cynical Pact-only universe, where magic is crueler and Others are more straightforwardly monstrous, though Jacob's Bell is still a noted shithole. Also, certain groups and magics don't exist anymore, though you can still buy them, and you still run on canon-rules. Incompatible with Thorburn Pacts. For double points, you don't realize you're in a Pact-only universe. Does not count against the drawback limit.

Carmine Jumper (+300) The Carmine Beast was a spiritual Judge responsible for violence and the violent throughout much of Ontario and Manitoba. She had few friends and fewer subordinates, but it seems you were one of them for the past several years at least. If you are an orthodox practitioner, you are one of the few accepted in Kennet, at least for now. If a wild

practitioner, she probably awoke you herself. In any case, you were granted a measure of her power and authority. In exchange, you assisted with some of her responsibilities. Now that she's gone, the spirits expect you to manage much more of her responsibility than before, and while that serves as something of a power source, the vacant seat is making it much smaller than it should be. Depending on how things go and how well you argue, the universe may expect you to cleave to her successor as well. Also, you are somewhat bereaved by her loss. For double points, you don't get any power from this arrangement that isn't personally handed to you by the Judge, are particularly grieving, and will be expected to serve her successor, which *will* be the Carmine Exile. Oh, and you forget her murderer's identity, if you knew it.

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 changing 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, rarely making 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 all of the above to their pre-jump state. For an additional 200 CP, which doesn't count as an additional drawback, all your abilities have been further integrated with the Pale cosmology and can have major repercussions and side effects not based on their own mechanics.

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 now, with the notable exception of sensory abilities.

Chapter Seven: And to Every Story and Ending

After a decade in this world, you face another choice:

Go Home: Return to either your original home world or a previous jump of your choosing, with a refresher of your memories as a bonus.

Stay Here: Remain in this world, forever, and enjoy whatever you've managed to build.

Move On: Go on to another Jump to whatever wonders, dangers, and rewards may or may not await you there.

Whatever you choose, all drawbacks are removed. You and your companions also receive the following perk for your troubles;

Unprecedented (Your Rightful Due) This doesn't override the Karma perk, but you are otherwise free of the Otherverse's native baggage, regardless of which version they're from. You don't have to worry about connection limits or patterns or that whole thing with Talbot; you're exempt from the whole nine yards, and they don't carry over between jumps. You may freely suppress this - or ramp it up and make magic more like a bizarre parahuman power, without the insidious, long term after and side effects or mutations it's infamous for.

Chapter Eight: Appendix A; Practice for Dummies

There are numerous schools of magic, and here's your opportunity to learn some. The bare basics costs 100 CP, professional proficiency costs 200 CP, noted expertise costs 300 CP, and Durocher-like mastery costs 400 CP. Naturally, this isn't solely limited to the actual magic, since there isn't much point to a law mage who can't argue or a war mage who can't fight. If your chain has already given you some facility with a given school, the price is appropriately reduced. Some practices have crossover with others, but while that might net you proficiency with a purchase of the basics, it'll never let you get a school for free, no matter how good you are with summoning and binding.

Anyway, you may purchase any school of practice in this way, whether or not it's listed below, with the exception of Diabolism. Some schools have multiple varieties, but don't let that stop you from buying each separately. If I've gotten a school wrong in some way, feel free to stick to canon or run with my mistakes.

This section is *not* restricted to practitioners, but it might get funky, and those origins get 200 extra CP for it, plus some freebies. They stack, if you're double dipping.

If you're not sold on buying what you can earn, the perks below have some extra benefits. Firstly, they ensure whatever practices and symbols you buy remain established in other jumps, which is not the case otherwise. Other universes will recognize and respect the rituals and symbols you buy, so they'll continue to function the same way, though perhaps not solely, and only to the extent you buy them. Anything else - including higher levels of the schools you did buy - is up in the air (which can be an advantage), though some schools are less affected than others (city magic vs astrology, for instance), and local culture can be relevant in a Western vs Eastern practice kind of way.

Secondly, they ensure that you can easily adapt to local conditions and resources, even if it means cheating a little. If an Evangelist wants to channel Mr Sunshine and Castiel or an Oni Mage wants to learn from Dobby and Mulgarath, they can do so.

Finally, if there's no local equivalent to a school's necessities (whether realm or individual, phenomenon or species), you can retcon them into being by seeking them out. Varied groups like dragons and peddlers are composed of local forces or your other magics by default. If there are none appropriate, they're powered by the elements. If that doesn't make sense; the pillars, then spirits, starting with anima. You can get overlapping types - and make some consistently accessible - by taking additional schools.

Being too dramatic or casual with these retcons or their creations can cause the subject to start popping up independently and perhaps overlapping or evolving, but your actions will have lots of influence, and modifications may carry over. Chosen, monotheistic priests, and certain other styles are exempt from this, though they might find colleagues and coworkers.

Of course, local conditions are still important, especially when the subject lacks a shared nature. A craftsman animus from Tatooine is going to look very different from their cousins on Earth, and the Digital Aether's going to get strange in RP1 or SAO.

With that out of the way, onto the schools:

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 makes their magic much slower than most practices.

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
Many practices can restrict or control Others by manipulating connections, but this is the generic version, which can affect anything, including humans. Binders are also known for creating vessels called hallows, which spirits and Others may inhabit. The first level is free to Wild Practitioners and Orthodox Practitioners, but it doesn't come with extra rhetorical or oratory skills.

Blood Mage
Whether or not they work with actual ichor, blood mages empower through sacrifice. Often this is used to create powerful objects, though the principles can be applied to Others, spells, and probably abstractions - whether or not there's a spirit world.

Chainer
Like a warden on the offensive, Chainers condemn their enemies to other realms, such as the Abyss, the Ruins, or the Digital Aether. Each realm has its own variant, though each can be taken separately. In any case, the realm or realms you consign foes to can be recreated elsewhere if there's no equivalent.

Chosen
Chosen serve greater powers, often gods, and are given thematic but personalized magic items for overcoming adversity. Eventually, Chosen learn rituals that invite challenges from their patron, which can be completed to upgrade or expand their repertoire. However, when a Chosen fails such a task, their patron suffers for it.

Chronomancer
By bargaining with literal zeitgeists, chronomancers can manipulate time, though it is far easier to alter its perception than its reality. Cost is determined by weight and not distance.

City Mage
City mages and nomad shamans create and work with the personifications or spirits of places, for a wide variety of usually-subtle effects based around the location and movement. They can also filter out environmental interference with other practices.

Collector
Collectors study the use and safe handling of enchanted objects created by Peddler Others and hoarded by Keepers. The most basic rites identify and examine magic items; advanced rites transfer power between different items.

Contestant
Practitioners who drain ritual incarnates and other jackass genies by entering and *winning* their games, usually for some benefit. Survival is often dependent on success, so many work through proxies.

Cultist
By trading safety and control for strength, cultists gain or steal power from forces better left alone. The principles are broadly applicable, but you should pick one group of "patrons," such as Judges, primeval beasts, Trussed, Lords, or Very Old, poorly demarcated Things such as the Beorgmann in general. No demons. Note that those you create in other jumps will not be sequestered or similar without additional schools.

Cursewright

Harmful magic in general, which some use in karmically-righteous ways to become minor arbitrators of justice. It's not strictly necessary to subcontract Omens and Mares, but you can call upon them - deliberately or otherwise - in other worlds, without getting into the broader architecture, though they remain agents of balance.

Dragonslayer
This practice works by killing dragons and taking trophies from their bodies, which then act as magic items, power sources, and symbolic statements, making you more likely to encounter, fight, and defeat similar enemies. The principles are broadly applicable, but you can still retcon dragons elsewhere.

Draoidhe
Also called druids or callers, draoidhe try to win favor from the movers and shakers and mafia dons of the spirit world by working their way up the chain of command. They can be free agents, or select a specific boss. In either case, this practice only causes the Spirit World to appear in other jumps - its consequences are another matter. See Shaman for that. There are variants of this practice not based on the spirits, however.

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

Enchanter
The magic of manipulating spiritual connections. Most of the time enchanters use the connections between people to affect perceptions and relationships, though there are many other uses besides that, from navigating a maze up to and including teleportation.

Evangelist
The opposite of Diabolism, Evangelism centers around working with the forces and powers of Creation, making it one of the strongest and most 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, as angels regularly demand Evangelists swear new oaths in return for favors and action.

Fae Duelist
Humans can use Faerie magic like glamour if they acquire it, but the greatest dangers are always its teachers. While it is as weak to bluntness and directness as the Others that make it, a competent practitioner can acquire enough glamour to rewrite reality, if believed.

Fugitive
Every once in a while, a practitioner will cheat Death - or another fundamental law - in a very literal sense, and must find havens and hiding places to escape their new pursuer and minions thereof. Their very existence causes gouges in the universe and sets things out of balance, but sometimes they can find ways to reintegrate with reality, or survive long enough to achieve other

goals. They can prepare certain protections, but running and hiding is usually more reliable than fighting. Of course, if you want to *deliberately* offend or start avoiding some force, that's easy enough with these skills. Please note that every force is different, and there's no such thing as a "generalist fugitive," so each must be taken separately.

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

Liche
Heartless magic focuses on transforming the practitioner into an immortal through a variety of means, and then mitigating the drawbacks that come with it. There are a variety of means, from becoming an Other outright to placing one's heart within a box and hiding it away.

Hatcher
A school of magic designed to turn objects into allies - or at least servants - who retain their original functions and powers.

Heroics
Heroic mages study historically notable people called Names, often by tracing bloodlines. They then summon or invoke dead Names for various effects.

Historian
Some practitioners devote themselves to study of the magical effects in ordinary society; what some call accidental or emergent rituals, unknowingly cast by innocent humanity. They also handle Bugges and urban legends, so you can create those too.

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, including exorcisms, there is really no getting around the fact that possession is their stock and trade. Taking this alone will not allow you to retcon anything into being, however. It's too broad.

Illusionist
Illusion magic manipulates the perceptions and senses of others. Even magical senses can be fooled, with enough skill. It is not hard to hide the side effects of one's passing, as footprints are easy to hide, but illusions tend to fail the third time they're used, if they fail at all, and the illusionist must have someone's attention to redirect it.

Incarnate
Incarnate practitioners work with Incarnations, the pillars of reality, and the many Others that act as their servants or extensions, Dooms and Omens being just two examples. Most chose to

serve a single incarnation, but that is not the only path, and while safer has its own downside in the form of an aura of their patron's concept that can follow them around.

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.

Knotted
Many sources can twist - or "knot" - a place's natural laws, often segregating them from the broader world. These practitioners identify, study, exploit, and when necessary destroy such locations using specialized knowledge and magic.

Law Magus
Law mages work with the fundamental architecture of practice; with definitions and the basic assumptions of the universe. Karma is absolutely essential, as they work with the spirits as a whole. It's also very good at messing with and applying Pale rules to out of context forces, as it's used to define what the context is in the first place.

Luck Mage
A school concerned with gaining power over luck by subjecting yourself to luck, and storing it for later. In other words, luck mages gather energy by tempting fate or taking risks, and use that power to make certain actions auspicious or inauspicious. It's a risky school, and encourages a certain amount of gambling.

Necromancer
Necromancy uses corpses and the undead for various purposes, though there are always consequences for disrupting the the natural order.

Oddfather
A practice based on studying, controlling, and enhancing the supernatural Offspring, sometimes called subhumans, that can arise when mortal bloodlines are too isolated or twisted. There is also an animal equivalent called the OffBreed.

Ogre Mage
Aping and allying with ogres by tapping into the rhythms of the world through martial arts is more flexible than it sounds, but is reliant on combos.

Oni Mage
Oni mages ally themselves with the anti-human (tyranny) forces known for their blended and disparate natures. Like their patrons, they specialize in fighting practitioners through traps, surprises, and misdirection.

Path Runner

Path runners are Finders who emphasize exploration. Finders or Chaos Mages (formerly Dreamers) are those who focus upon things that have become untethered from reality; the space between realms, abstract Others, the Lost, and the Paths. This gives them access to a wide array of situational but potent boons, especially if they're the first one through a given door.

Priest
The devout make sacrifices and further a deity's agenda to build up favor with them before requesting aid. Some are devoted to a single patron, others invoke a pantheon as needed. The latter variant has its own variant based around the digital gods called Nosleep or Nex Machina.

Scourge
A school revolving around the forces of the Abyss, where Boogeymen and Bathos rub shoulders with forgotten gods and ancient Others in abandoned realms filled with the lost and forgotten.

Second Sight
The Sight allows for the perception of all things magical. At the lowest level this means seeing spirits and the various spiritual connections created by the social, emotional, or metaphysical bonds between people and objects. As proficiency grows, finer details become discernible and more information becomes visible. The Sight can generally be toggled at will, but overuse can lead to it becoming stuck on, permanently, and the user risks losing their grip on normal reality altogether. Practitioners get the first level of this for free.

Sealer
The very practice that Solomon used to construct his Seal, Sealers are closely related to Wardens and Binders, and work by predicting their adversaries' likely moves ahead of time and preparing accordingly, creating restrictions and automated punishments for violating them. At higher levels, a restriction can be made self-enforcing and will resist being broken, but this is usually temporary and eventually it will fade into a more normal seal.

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. At the highest levels, it is even possible to create Incarnations and some of the other Greater Powers. Practitioners get the first level of this for complimentary.

Shaman
Shamans 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. They also have influence upon and can enter the metaphorical Spirit World. This is the only practice that can recreate the Otherverse as a whole, as it all comes back to spirits. If you don't want to risk that, be a druid and do it your own way.

Swordwallower
A school whose practitioners personalize magic items by temporarily absorbing them using an alcazar ritual, which turns an object into location. They can also use the alcazar ritual in other contexts; those with hosting skills may be able to draw upon the magic items they've absorbed.

Sympath
Sympathetic magic exploits connections and similarities to cause one object to mirror another. Smart sympaths use a variety of similarities.

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.

Turnkey
With some crossover with law magic and binding, Turnkeys gather and exploit Innocents for power. Advanced Turnkeys use Complicated Aware, which any level of fiat-backed Turnkey can retcon into being. With the right perks or practices, you can do the same with similar or applicable types of practitioners; perhaps even practitioners in general.

Undercity Thane
Using certain rituals, a Thane establishes a base within an Undercity, or another spiritual reflection of common reality. From there, success on one plane reflects on the other, creating a powerful cause and effect loop.

Valkyr
While they have some involvement with revenants and vestiges, these practitioners specialize in souls and psychopomps, ghosts and wraiths. Skilled Valkyr can also become intangible or act as psychopomps for certain rewards. You may exclude the vestiges if prefered.

War Mage
A somewhat vague school focused on battles and dueling. It mostly seems to modify or enforce claims through combat, though it can enhance fighting abilities and override certain laws through violence.

Warden
One of the most respected forms of magic, Wardens focus upon constructing mystical and metaphorical barriers using totems and regular rituals. Specialists can create wards so complex that they resemble computer programs. Whether wild or orthodox, practitioners get the first level of this for free.

Chapter Nine: Appendix B: Author's Notes

Jumpchain by Ze_Bri-0n. Minor edits by Marie English. Please make sure to check out the version she imaged. The wording isn't as good, and some stuff is missing, but the images are pretty great.
https://drive.google.com/file/d/1Aw5If_09cIDADrstKICtCudMsL9qO6R2/view?usp=sharing

These links may also be useful, and I thank OnMissingAstronauts for pointing it out:
https://docs.google.com/document/d/1X7moMQUSO72u1Hkswewy15YqF8b-c1ocpxAXiLe8WRQ/edit

https://pact-web-serial.fandom.com/wiki/PactDice

GoneAnon's Pact jump left certain concepts open ended, which I respect but cannot do myself. For instance, oaths, pattern, precedent, and after effects (like abyssal corruption) do not carry over between jumps in my view. There is also no Innocence or separation between ordinary and Other elsewhere, so feel free to be an Other president. Additionally, most of the powers and items purchased here are not reliant on the spirit world outside this universe, with shamanism being an obvious exception. For karmic reasons, you should avoid giving it menial labor or stealing objects with magically objective owners unless you can justify it. Everything else is fair game, though bond villainy, early warnings, and escape clauses are helpful.

Some oaths should / will not be treated as binding by the Karma perk. Standout examples are Lina's Dragon Slave and the Pledge of Allegiance. Your background's promises are also not binding; figure it out from there.

The Karma, Blackguard, and Unprecedented perks apply to and subsume the effects of any relevant version of the Otherverse; future rites and transformations included. Similar stuff is also handled, and they default to unbound. And yes, you can fully escape Otherverse karma outside this setting by suppressing the perk, if you have the means to.

Dabbler does not remove the power cap, but it does let you gain *more* abilities, even if the system or jump document shouldn't allow it. Do mind incompatibilities.

If a psychopomp or Valkyr is prolific enough to a full afterlife where none existed, it'll be fully retroactive. Also, their ghosts and revenants won't lead to vestiges unless they want them to.

If you're wondering what an Aware with a practice perk would look like outside this jump, I imagine this fan fic (which I did not write). I mean, you'll have to assume Taylor's right about the origin of goblins, but this one inspired the practice retcons to begin with, so please work with me here; https://forums.spacebattles.com/threads/goblin-queen-alt-power-worm-pact.855807/

Practitioners who wish to avoid establishing the canon version of the awakening ritual in later worlds need only use perks such as Cheating from GSN before entering a given jump. This will allow them to establish their modified version instead. You can do something similar with the Seal using Testament of Solomon. If you want to go deeper or broader, you'll need different perks, such as Familiar Ground from the Order or I Cheat from Justice League Dark; preferably

both. You're the wellspring in both cases, so you have a lot of options and opportunities if you have the means to take them, but things often get out of hand in the Otherverse…

If you want to alter or enhance an OCP using Law Magic, but don't want to fully bring it into context and risk it changing or mutating without your leave; Unprecedented can bridge the gap.

Those of you familiar with my Harry Potter and the Natural 20 jump will be happy to know that the Mirror of Erised sold there can and will let you swap Nature and Power or practice perks, as applicable, but not across sections. The absolute value should remain the same, but if you want to give up war magic for collection or take some time off from being a god to be a Giant psychopomp, the mirror will let you do that. I said "usually," over there; these are some of the exceptions.

Changelog 2.2: Clarified Blackguard. Clarified (and Buffed) Innocence is Bliss. Clarified Blood Mage. Condensed Oni Mage. Clarified and more freely granted Unprecedented. Changed By Others Awakened to By Others Awoken. Added Devouring the Song, Testament of Solomon, and Too Public. Added Carmine Furs and Red Heron. Added Subverted Wisdom. Added Chainer, Contestant, Dragonslayer, Fugitive, Hatcher, Historian, Knotted, Luck Mage, Ogre Mage, Swordswallower, Turnkey, and Undercity Thane. Notes on Cultist and Law Magus. Added Thorburn Pacts, Paled, and Carmine Jumper. Added new location options for orthodox practitioners. Renamed practice levels for clarity. Slightly buffed Self Preservation Instincts. Corrected division between Solomon's Wisdom and By Others Awoken. Added the Lordship ritual to Solomon's Wisdom. Minor buff to Technically Innocent. Accounted for out of jump practice in Appendix A, and added supplementary skills. Condensed Binder. Rewrote Appendix B.