"¡mientras tanto, los MAGOS DEL TIEMPO!"

Time Wizards

As a Jumper, you are a master of countless forces, wielding fiat over reality in open ended yet often weirdly limited ways.

So you probably barely noticed when you became a Time Wizard.

Origins

Who is Jumper?

A Time Wizard **(-5PPDD)**

You're a Time Wizard! You start with 10PPDD (Pitiless Pointy D4 Dice)!

But it seems like you time wizards need to seize the means of production (of Pitiless Pointy D4 Dice), because just opening this door cost you five of those dice! You'll have to live with that unfairness (and vast cosmic power)!

Also your name is now whatever time and day you became a Time Wizard.

A Normal Person **(-0PPDD)**

You're a... completely normal person? You don't get pointy dice. Maybe that's a good thing? Slapping d4s hurts. You're obviously not drunk, so you also didn't take any drawbacks, and believing in time wizards is silly, so you don't have to (and in fact can't) take These Assholes!

You're in a completely normal world, with no time wizards, and you get to have a job you probably hate and a home with a mortgage! How wonderful!

Now start over, and pick the right origin.

Private Bits

You probably can eat buildings like sandwiches on account of how everything being between two walls is like things being between two slices of bread. No one here is going to ask about your private bits, so they can be whatever you want.

Age is equally irrelevant, though if you choose something silly and it causes problems for you, we'll all just point and laugh.

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Starting Location

You are... Somewhere in Time and Space! You will be there for a year. Relative to your own subjective experience, in case you decided to get cute.

If you want to, you may supplement this with another setting. If you do so, keep all Pitiless Pointy D4 Dice separate. Also keep any inferior point types separate. You may not escape the consequences of drawbacks by shifting settings. Basically the standard supplement rules you've read in dozens of jumps by now.

This will last for the lesser duration of the two jumps, unless modified by other drawbacks.

Companions

Who's here with you?

These Assholes **(Mandatory Drawback)**

Take two companions. They're Time Wizards, built off of 5PPDD, which isn't going to take them far as Time Wizards *costs* the same! They get the free purchases, though, and the Token budget means they have something to work with.

Also, they're chaotic, eccentric, madlads (and madladies) who live down to every stereotype about murderhobo players. Or *that guy*. Or *way too in-character roleplayers who somehow completely don't understand the setting*. Or just *you can't prove it, but you're pretty sure they're both drunk and intoxicated*. They're going to have plans, plots. If you're really unlucky they *won't* have plans and plots. They don't start out liking you (or disliking you), but they're time wizards. They only come with you post jump if you befriend them and convince them to sign up with you.

Your Actual Friends

You may import any number of companions as Time Wizards! They have 10PPDD, just like you, and tokens, just like you! They also have the same free purchases! It's like they're built on the same budget and under the same rules as you!

They may take drawbacks. Consider 'universal' drawbacks free points for them. "A Bigger Gang" is not universal, whoever takes it owns it.

Also, for every Companion taken this way, take 'A Bigger Gang' once for no points.

Your Canadian Girlfriend

You may just make up new friends you *totally* know and who are on your side. This otherwise works like *Your Actual Friends*.

Teddy Roosevelt

You can't take Teddy Roosevelt. But if you supplemented this jump, you may turn any character in the other setting into a time wizard. They don't automatically come with you when you leave (unless you companioned them in the *other* jump too), but if they agree they can come along. This otherwise works like Your Canadian Girlfriend, but Your Totally Real Canadian Girlfriend obviously likes you (and not because you made her up). This is an existing character with their existing likes and dislikes.

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Perks

Unless otherwise stated, all perks cost 1PPDD.

You gain five 'Character Creation' Tokens. Each Character Creation Token can be used to buy any perk costing 1PPDD once.

You must purchase Will and 'Core' at least once each.

Verb the Noun **(Five Purchases Free)**

Select a Verb the Noun for the day leading up to you becoming a Time Wizard, taken from mundane boring actions that happened at or around your boring job. Or are at least boring actions at your not always boring job, if you insist on being interesting. Examples include things like 'Bite the Sandwich', or "End the Shift."

You are *exceptional* at whatever this is. However good you were before, you're significantly better now, and will naturally improve at them to maintain this even without practice so that they're always frontrunners among your skills and abilities. This will not cause a 'recursive' gain of any kind.

You may purchase this multiple times.

Will

Your will is like something that exists.

You may purchase this a max of 5 times. Think of each purchase moving you two steps up a ladder, with ten steps in total. A 'statistically' average time wizard stands at five, if such a thing existed.

How much 'power' you have as a time wizard is defined by your Will. Monstrously strong Willpower from elsewhere does not expand this pool — though this pool will add to other questions of Willpower.

Power may be spent at any time — even outside of time, as a reaction to things you don't have time to properly process, or in moments 'without' time — to increase the 'power' of any action in line with your 'core', or to increase the breadth of a special ability. Entering a contest of reality warping will regenerate one third of your maximum Power.

Despite the name 'Time Wizards', the use of 'power' is not magic. Nor is it 'science.' It is itself a kind of Fiat native to the 'Time Wizards' setting.

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"Core"

Your 'Core' defines how you look at and engage with your Time Wizard powers. It defines something true and meaningful about your character that you can leverage as real. However true it was before, it's more true now, whether your core is 'Debate', making you impressively convincing, or 'Health', making you able to swim in a freezing pool longer than all the other chickens who jump out instantly. That said, your "core" should be a fundamentally mundane trait.

Think of each purchase moving you two steps up a ladder, with ten steps in total. A 'statistically' average time wizard stands at five, if such a thing existed.

'Posit': Your 'Core' defines how much you can 'Posit' — that is, how far you can bend definition. When you engage with silly things that put wordplay and concept above, you know, things that actually exist? You may posit relationships, and every drop of Posit you spend lets you posit one step further.

Using very general "Verb the Nouns" costs a single Posit to get started - you pay for the lack of imagination required.

A Posit that moves along transitive properties costs nothing (a cat is an animal).

A Posit that moves on similarities in definition or moves into a neighboring section of a broader category costs one.

A Posit based on slang, shaky transitive properties that collapse under scrutiny, or stretched simile costs two.

A Posit that tries to move further than a two cost comparison is too far; break it up into smaller sets that can be costed individually.

'Pause It': As a basic example of such degenerate wordplay, you may spend your Posits to Pause It all, to create a moment of stopped or slowed time in which a Time Wizard can bend definition to leverage their Verb the Nouns using their Power, limited by the strength of their Core. The Core defines how much power they are able to spend to control the outcome of their 'Logical Proposition' against the tendency of reality to fight against and punish them for their temerity.

Note that power spent on *scale* and power spent on control are separate. You can try and change the universe without sabotaging your efforts to control the outcome if you have the Will to pay for the Power. Your Core only limits how much you can spend on control.

Successful use of a Posit generates Wrath, a measure of how fed up reality is with your shenanigans and its own desire to punish you. Reality can spend Wrath whenever you have

started a Pause It to Posit, increasing the strength and power of its resistance to your nonsense as it seeks to turn your 'Logical Proposition' against you.

If a contest of positing reality did not go your way, you may pause time within paused time and have another round. Doing so results in an escalating cost of Posit, greater for each layer deeper you go. Just as your ability to manipulate reality through your Verb the Nouns grows when you move inside paused time, so too does it grow again every layer deeper you go. Even–especially–when you don't want it to.

You will regain a bit of Posit every time you abstain from entering a contest of reality warping, scaling up the more contestants *did* enter. Posit may be spent at any time — even outside of time, as a reaction to things you don't have time to properly process, or in moments 'without' time — to pause time and screw things up (hopefully in a way useful to you).

Paradox Protection: While having a Core Attribute does not precisely make you immune to paradoxes, it does protect you. If you enter an impossible state, you will automatically and freely 'Pause It', even within a span of paused time. This surge of impossible chaos will grant you a surge of Power to enable you to act. If you have failed to resolve the situation in a way that allows *you* to escape the paradox, it will surge again, pausing time again and again, and constantly refilling your Power, until you worm your way free from it. This works just like when you do it intentionally.

To be clear, 'paradox' doesn't care about anyone but you, and is resolved when you exist in a legitimate state within reality. Reality and the timeline can be *completely* screwed and incoherent, so long as you exist in a coherent way.

Timeline Memory: Since your Core Attribute puts you somewhat outside of time, you keep your memories of the 'old' timeline after any time-travel change. It you end up in some odd state, you are more able to think and act than one might expect, and you can always think clearly within paused time.

You may or may not gain the memories of the new timeline. It's something of a coinflip. One with a perverse sense of humor.

Well, That's Also True

You may take a second (or third, or fourth, or...) 'Core'. These Cores are as strong as your 'original' Core, but only provide a lesser addition to your Posit pool — useful, but not equivalent to further developing your primary Core. During a 'paused' moment you may only leverage one of these.

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Special Snowflake
What, are you Teddy Roosevelt?

Either your Verb the Nouns can be exciting, or your Cores can be unusual. A second purchase lets you get the other version.

Likable
As Time Wizards fight over reality, reality starts pushing back. Less so, for you. Every time you take this, 'Wrath,' the tendency of reality to backlash and punish you for twisting it, takes longer to build. Think of this as you getting another 'FAFO' moment before reality will try and slap you down. More, if you haven't recently abused the world, then that Wrath will have already started draining away. And if the Wrath does go off, every bit of 'punishment' or 'chaos' or 'backlash' the world tries to inflict on you costs it more of that built up wrath to accomplish than it would against another.

This is not limited to Time Wizard chaos. Whether paradoxical backlash, madness overcoming reality, or something stranger, you can push the world farther and... well, not get yourself into *too* much trouble. Compared to everyone else.

You're also just more likable in general; you may define how this manifests

You may purchase this multiple times.

Positing my Return to Power
Your Power and Posit recover unnaturally fast. Within twelve hours, you will 'fully' recover' your Power and Posit, entering a contest of Reality Warping will recover half your Power, and declining a contest will recover more of your Posit.

A second purchase of this means you'll fully recover Posit and Power within an hour, fully recover Power every time you enter a contest of Reality Warping, and a significant amount of your Posit every time you turn down a chance to enter a contest of Reality Warping.

You may not buy this more than two times.

Orderly Chaos
Time Wizards become more powerful the more chaotic the situation. If you want to use your own powers, then you might want things to be more chaotic... yet at the same time, chaos can quickly come to work against you.

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Upon purchasing this, you may treat the world as slightly 'more chaotic' than it actually is. At the same time, your presence passively pushes the world to become more orderly - this naturally biases towards a favorable order for you if possible, but there can be situations where there is no order that would be favorable. As such, you may turn off this power - this will turn off *both* effects. While you can turn it back on whenever you want, you'll only start benefiting from it again once it starts meaningfully warping the world towards order (if you're in some kind of weird, extreme environment, it will always 'come back' online within ten minutes).

Forces of order like you more - they recognize you as chaotic, but somehow a 'positive' chaos. You can ruin this impression.

There is no point in taking this more than five times - that would let you treat a place of transcendent supernatural order like the most chaotic environment.

I didn't ask how big the room was, I said I cast...

You were disappointed when I told you that Time Wizards didn't count as 'wizards.' Don't hide it. Magic is one of the more common powers across the worlds you've been to, and you probably have a dozen perks that let you break magic like Teddy Roosevelt broke the Trusts.

Fine.

You may treat your 'Time Wizard' powers as 'magical,' for the purposes of perks that care about it.

As a secondary benefit, you may spend Power in place of 'mana' or other supernatural resource that you have from elsewhere, but every drop of Power represents vast chaotic forces. Unless you're already screwing around in the big league, using your Power like this will cause whatever supernatural force you're pushing it through to operate on the same kind of chaotic scale that Time Wizard powers want to operate on, and with an attendant proportional loss of control. This won't directly harm you, even if channeling that much power through such an ability would be harmful, but it can be indirectly harmful as whatever you're doing spirals out of control and out of scope.

Well, you're already godlike... **(-2PPDD)**

You may treat any broad 'domain' type ability, or other broad and flexible command over part of the world or reality as a Verb the Noun. Generally treat this somewhat *less* liberally than you do your Verb the Nouns. You may spend 'cosmic god energy,' if you have one worthy of the title, as Power or Posit.

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As a final benefit, you may treat your Time Wizard powers as 'divine' for the purposes of perks that care about it.

I have a Job **(-2PPDD)**

Every origin you have other than Time Wizard gives you a 'Verb the Noun' for some common task that belongs to it. You will continue to gain these for future origins. Alternatively, you may use one of these to gain an additional 'core' the same way as '*Well, That's Also True.*'

You may take this multiple times.

Something Stupid this Way Comes

Time Wizards is a simple setting - it's needed when it can double as a drinking game. That said, if there was a sanity mechanic, we know you all would start with a negative number. While somewhat void of defined setting, that doesn't keep Cthulhu from showing up, but he's going to be a gag.

And on some level, that says something true to the source. Cthulhu isn't a source of meaning, he's proof of its absence, and from that comes the horror. Just... not so much when you're a drunk Time Wizard,

The fundamental nihilistic self-actualization, that nothing is meaningful, and so you decide what things mean... that's not very hard when you can decide it's Monday. So here it is. You have it, and can derive will and meaning from it. Though not Will, you dirty cheater.

Of course, in other settings there might be forces that disregard that, that say your puny human self-actualization is meaningless and you're going to go mad anyways. Ignore them. Your self-actualization can't be taken from you, your sanity can't be broken, your will and drive can't be sapped. This isn't 'unlimited willpower' or anything like that. It's drive and perspective, but you do have a lot of it, and it can only be damaged mundanely, and it will recover quickly

Likewise, things that can sweep away the small must contend with the fact that you are 11:43 AM Monday, and not just a man. Or woman. Remember what we said about not caring about the bits? Your Will and Core become a kind of cosmic significance, and forces and effects that care about such things must contend with you on that level, and you find it especially easy (and subsidized for both the Pause and the Power) to leverage Pause Its to brush away or past things that try to treat you as insignificant or collateral–though this is only a personal defense. It discounts *your* safety because you are significant. The

ants standing next to you will still be trampled underfoot unless you take care (and spend Posits and Power) to choose where you put your feet.

Lastly, your Time Wizard Powers count as transcendent or cosmic for the purposes of perks that care about such things.

Time the Day

Time Wizards are normally known as [Time they became Time Wizards] [Day they became Time Wizards]. While normally a meaningless affectation, you find it has deeper meaning for you.

This is, metaphysically speaking, now your True Name. You can pull this to the surface or bury it deep. While brought to the surface, it becomes the only trait people can recognize about you - it would take superhuman focus and perception to observe or remember your gender, ethnicity, age, or any other factor. They will instead only remember you by your true name. Somehow this won't be strange to anyone observing you, though someone who questioned them might pick it up, and they could point it out.

Even someone who *knows* you, but doesn't know the connection between you and your true name wouldn't recognize you.

Lastly, you own that name. If you enter a world where sympathetic magic is a thing, it is the only name with sympathetic connections. At the same time, since you own it, that connection will only work with your permission.

Items

You can have up to a common suburban home with a mortgage, a car, a basic job you probably hate, and other detritus of an average life lived. None of these are fiat backed.

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Drawbacks

How drunk were you, to take these? Unless we remember to say otherwise, you get 1PPDD for each of these you take.

Too many Mundays

Each time you take this, add a year to your stay. You may take this a maximum of five times.

A Bigger Gang

Increase These Assholes by two Time Wizards every time you take this.

That Asshole **(requires Supplementation)**

Pick a character from the setting you're supplementing into, one you wouldn't trust with vast cosmic power. They're now a Time Wizard (in addition to whatever else they are) built on 5PPDD. You won't be able to alpha strike them - they're going to vanish shortly after the start of the jump, and you won't know what they're up to until they show up again, having caused a mess that will both somehow be surprising, *and* live down to why you wouldn't have trusted them with cosmic power. You may take this multiple times.

What an Asshole

Give any two of These Assholes and That Asshole another 2PPDD each. You can't give anyone more PPDD than you got, and can't take this if there's no one left who can take more PPDD.

We're all assholes?

It seems that more Time Wizards will show up over time. One or two people a year will become time Wizards - specifically from people who get caught up in Time Wizard chaos. They're statistically likely to be more sane than These Assholes or That Asshole... but you're depending on *luck* here. You may take this up to three times, in an additive manner.

They're the Asshole **(2PPDD)**

Up till now, no drawback *forced* a conflict with another time wizard. While such was likely, it didn't have to happen, and there was no bad blood. Whoever this is? They had reason to hate you *before* they became a time wizard. They don't start out wanting to kill you, but they are hostile towards you from day one, and it's easy to worsen this relationship.

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Whether you find this a boon or a bane, they're generally more stable than the average Time Wizard. They are otherwise built like *These Assholes*. If you're a masochist, you may take this up to three times.

God Complex

Give a *They're the Asshole* another 2PPDD. You can't give them more PPDD than you have. You may take this multiple times, so long as a *They're the Asshole* has room for 2PPDD.

Asshole Season

Somehow major groups *know* that Time Wizards are around, and what that means. While it's not exactly common knowledge, all the 'biggest' players will know, and this knowledge can't be buried. Even if you killed everyone who knew, their 'replacements' would quickly find out.

I'm the Problem?

Your decision making takes a downgrade. Not in the long term, but moment to moment.

But... Why? **(2PPDD)**

Or maybe you're perfectly good at pursuing your goals in the short term, but your ability to make long term rational plans in line with your morals and ideals takes a nosedive. You'll likely wonder why you thought *that* was a reasonable thing to do after this drops off. This won't make you pursue an endstate you would oppose... just pursue your endstates in dumb, probably destructive, and certainly chaotic ways.

That's the Problem!

You have a quest - one that's annoyingly unsolvable without abusing cosmic power, yet really shouldn't be. Not only are you liable to feel *really dumb* for having to call upon Time Wizardry to solve it, but unless you have the resources or luck to thread a tight needle and *not* cause mass chaos you're likely to also feel bad for, for example, having to pay your rent for the month by rewriting national lines and changing the laws of nature in a lasting way.

If you're here longer than a year, you'll have another problem each year. You may take this up to three times, for three stupid problems a year.

You're The Problem **(2PPDD)**

If you've taken *That's the Problem* three times, as a final 'upgrade' you may render yourself incapable of solving problems without the use of cosmic power. While you can passively let events happen, and engage with them on the simplest of day to

day levels, no real problem you suffer can be solved conventionally. Don't have a job and need more money? Need to find a gift for your girl/boyfriend? Need to travel across the country?

The moment something becomes an issue outside routine, you must either give up and accept defeat in that arena, or resort to world bending cosmic power.

Misunderstandings

While it's not an actual law of nature, Time Wizards are sort of known for having Wisdom as their dumb stat. Whether or not that's true, you'll be caught in a number of situations where you misunderstand something and end up acting on that misunderstanding before you can correct it.

EXP System

It's something the game this is based on lacks.

Every time you take this, select 4PPDD of perks you bought, and then add one point more for this drawback. These 5PPDD of purchases aren't here yet, and you won't get them for a while.

No, instead will instead grow into them over time. This can happen faster with deliberate effort, or slower if you if you just let yourself develop naturally, or even stall if you don't bother doing **** and causing chaos.

You may take this any number of times, but must start the jump with at least 1 each in *Verb the Noun*, *Will*, and *'Core'*.

At the end of the jump, if you haven't unlocked all of your purchases yet, they'll unlock naturally as the drawback falls off.

Dude, where's my memory? **(2PPDD)**

As far as you can tell, you just had a normal *Time Wizard* Beginning. You (and your companions, who must also take this) don't remember any jumps outside your 'starting point.' If you've supplemented this into another jump, you'll all believe you shifted yourself into your new world by accident and can't find your way back. If you haven't, then you'll just be jumping between copies of everyone's 'original' world.

You will all instinctively know you are friends, but you'll all be inclined to think this is some kind of predestination paradox, and you're *fated* to become friends in the future. You'll naturally fall into your old patterns, but won't otherwise remember your shared history.

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No really, where is it? **(2PPDD)**
Nevermind. None of you remember any world before this one, and you all think you're 'natives' of this world.

Wrong Timezone **(4PPDD)**
It seems your history is in a different timezone. It will catch up with you about when... it's time to leave the jump. Until then, you'll only have your local abilities.

'Local' includes both jumps, if you're supplementing this.

Wrong Shipping Address **(2PPDD)**
They sent it to the wrong address. Pick up your Warehouse and Items on your way out.

If you're supplementing this, that's only things from elsewhere. Local items are obviously already here.

Weirdness
Beyond the chaos caused by all the time wizards, you'll just have lots of weird experiences. Whether freaky fridays, a random Isekai Hero showing up, a ROB genre shifting the world for a week, or something weirder... there's going to be a lot of chaos.

This will never be *directly* dangerous for you, but that doesn't stop someone from being clever and finding a way to make it work for them, even to your detriment.

A Wizard Did It **(Requires a setting with magic)**
While Time Wizards are called wizards, really their abilities are Fiat in pretty much the same way as any kind of jumpchain nonsense. As such, 'anti-magic' does no more to stop your powers than 'EMP' stops a real wizard from throwing a fireball.

Well, that's no longer the case. While your own perks still don't consider your powers magically, *local* forces will, and so can interact with or counter them the way they would any other magic.

That doesn't make countering them *easy*. You're still world-warping powerful. But interaction becomes possible.

Doing in the Wizard **(2PPDD, Requires a setting with Clarktech)**
While they aren't really wizards, neither are the powers of a Time Wizard scientific. Yet for the duration of this jump, time wizard powers will submit to analysis and interference from

sufficiently advanced technology. A Culture Mind, the Sephirotic Empires' transapients, or similar... they will be able to create tools to perceive and interact with your abilities.

This doesn't make your powers any less terrifying, or make such interference easy... but neither is creating a Dyson Swarm.

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Ending

Meanwhile, After the Time Wizards

You survived an entire *year* here! Give yourself a pat on the back. It was a year, right? You counted the Mondays? Have to be careful of those Mondays, they'll sneak up on you!

When your time is up (however many Mundays that took), you have a choice.

Stay

You like it here. Whether 'here' is a smoldering crater of temporal paradoxes or a surprisingly intact world that somehow survived you, you're sticking around. You keep everything you've earned, retain your Time Wizard abilities, and settle in. Your chain ends here.

Go Home

You've had enough. You return to your world of origin with everything you've gained — powers, items, friends you somehow didn't alienate, and a set of memories that will make you sound unhinged at parties. Your chain ends here, but at least you end it on your own couch.

This is the only option you can take it you died/suffered irresolvable paradox, and didn't have a 1-up to save you.

Move On

Somewhere out there is another world that doesn't yet know what a Time Wizard is. This state of hope and ignorant bliss must be corrected, and you're ready to do it with a bang. Possibly by a town square traveling at terminal velocity.

Notes

When spending Power to scale up, starting from 'affects me only.'

Power Spent	Size Limit
0	The power's user only
1	A person
2	A house or building
3	A city block
4	A small town
5	A large city
6	A small country
7	A continent
8	A planet
9	A star system
10	A galaxy
11	The entire universe

An example of 'posit-ing' given in the text goes like this -
(1)A square has four sides. A diamond has four sides. Thus, a square is a diamond. [1 Posit]
(2)Diamonds are a suit of playing cards. Clubs are a suit of playing cards. Thus, diamonds are clubs. [2 Posit]
(3)To swing something means to move it in a somewhat curved path. A thrown object moves in a curved path due to gravity. Thus, throwing something is a type of swinging something. [1 Posit]
All together -
The town square is a square, thus it is a diamond, thus it is a club. Urist can "swing the club" by hefting the town square and throwing it into the river as a makeshift dam. Together this all cost 4 Posit.

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While you shouldn't take this table too literally, as Jumpchain doesn't by default assume a 'gameified' universe - you don't actually have literal attributes with numeric rating unless you've visited a LitRPG setting that's given you a system. But it still works as signposts. So here's the actual table from the RPG..

Core Ability	Will	Posits	Power	Dice Cap
1	9	5	45	3
2	8	8	40	4
3	7	11	35	5
4	6	14	30	6
5	5	17	25	7
6	4	20	20	8
7	3	23	15	9
8	2	26	10	10
9	1	29	5	11

Core Ability gives you your posits on the formula Posits = 3 × CA + 2. Your dice cap is your CA +2. Power = 5 × Will.

Ten breaks the scale, but it's not hard to calculate what you would mechanically get.

When playing Time Wizards, you have 10 points to divide between Will and CA, so you can go between 1 and 9 in each. However, trying to enforce that on Jumpchain fundamentally doesn't work–Jumpchain works on pools of points you can spend and discounts.

So unless I wanted to go down the route of a bunch of old *not used* jumps where people tried to enforce RPG conventions on jumpchain players, I couldn't import this balance. And 1 point of attribute really isn't worth 100cp/1PPDD/1 Character Creation Token. That means that either you got half value when going from 8 to 9, or you went past the top of the scale and got ten. I settled on that as the best compromise rather than make the fifth purchase give you a 'half-rank.'

Those Assholes, with only 5 Character Creation Tokens to spend can have between 2/8 or 8/2 CA/Will. If they *can* spend it elsewhere (though they start out down two tokens to buy

the mandatory first of each), then they're going to be weaker in fundamental attributes than a 'standard' time wizard character. Unless you start taking 'What an Asshole.'

(this is why the origin costs five but you get 5 character creation tokens. It's just a joke that highlights your attribute pool. You can spend those tokens elsewhere (outside the mandatory 1 of each) if you don't care about being weaker here than standard characters - they just signal that this is your default attribute budget, and you will be weaker than standard if you don't spend them on attributes).

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The system is kind of light on how 'recovery' happens. That is, it's built for short campaigns, and 'resting to recover' is not part of it. There's built in recovery methods in that every time someone triggers a Pause It, everyone has some recovery, but there's no such thing as 'rest' in the default system, so I kind of had to just make shit up here, because that is mandatory for Jumpchain.

As such, If you don't take Positing my Return to Power you will gradually recover - a week is enough time to fully recover both, provided you have gotten some moments of respite to recover.

Likewise there's no rule mechanism for bleeding off wrath. It goes away when you Posit and reality spends it punishing you. As a jumpchain ruling, I'll say you bleed a point every week you don't use your time wizard powers, or all of it on a new jump, absent Likable (or you can do it like a proper time wizard, and roll with the punches with reality does punch back and bleed it off that way).

Time Wizard Powers are not Magical, nor Science, nor anything but unfathomable fiat. You may generally think of it as Reality Warping, and it will benefit from perks that work with that. That said, while people who can shut down reality warping can still defend themselves, but unless you try to get clever (as defined by a malicious GM who's trying to screw you), they can't otherwise stop it. Throwing a building at them works fine, trying to turn the air around them to lava lets them use their 'shut down' against it. If they try to get clever to 'expand' that protection in some large scale way, consider the malicious GM to side *against* them instead.

If they have their own reality warping, they can contest you.

Yes, you can cause paradoxes (with all the normal consequences). Your paradox protection is for *you* yourself. Nor does it require you to 'fix the paradox.' You could just reinsert yourself into reality somehow, and that would be fine and you could go on about your day like normal. Time Wizards breaking the natural chain of causality is just Tuesday. It's also Wednesday, Thursday, Friday, Saturday, Sunday and Monday. This isn't unique to the 'perk' version of the power, to be clear. Trying to retgone a Time Wizard is a singularly fruitless endeavor.

Yes you could theoretically abuse this to regain power, but it doesn't push you above your normal cap, and pausing time within paused time is how you end up turning a town into a living labyrinth of memorabilia that works to trap you and drain your wallet (or worse things, as the scale gets bigger and bigger every layer deeper you dig). It's also just not

that hard to regain power by default. Again, this is Rule-As-Written-And-Intended by the RPG itself. Trying to get clever and having it blow up in your face is how the setting is intended to work. You're your own worst enemy, and all.

If you somehow get yourself into a paradox that no amount of recursive pausing lets you escape, you may treat this as 'death'. If you have a 1-up, you may spend it to have the situation resolved in your favor... somehow. You may also spend a 1-up to escape a paradox cleanly, if you're not wanting to go up another rung of the escalation ladder (coward). If you have some other kind of countermeasure which could save you and your chain, you may invoke it. If none of these apply, you may end your chain just the same as if you died and go home.

Time Wizards don't naturally grow stronger — what you start with, barring perks, is all you ever have.. That doesn't mean you can't become stronger willed, but that won't count as Will, nor will it give you more Power.

If you have some perk that allows you to grow the ungrowable, then yes, you could use it to 'learn' more Verb the Nouns, grow your Will and Power, further develop your Core or learn more.

(Generally speaking, it's more useful to further grow a 'Core' than learn another one)

Both "Well, you're already godlike..." and "I have a Job" are less impressive than a first time reader might think - they aren't weak. If you've been to ten other jumps and take "I have a Job," that's the same as ten purchases of "Verb the Noun." On the flip side, if you've been to zero other jumps, it gives you nothing. Give you more Verb the Nouns, based on things from outside this jump, and that's valuable, but it's less valuable every time it triggers again.

"I have a Job" is guaranteed growth for every new origin, while "Well, you're already godlike..." only triggers on jumps where you gain 'domains,' but it also lets perks that empower gods empower your Time Wizard powers.

They don't make your Will or Core stronger, they don't give you more Power or Posit, or otherwise strengthen fundamental mechanics (except possibly by letting future purchases in other jumps do so for "Well, you're already godlike...", but you're spending CP on those perks in other jumps).

"¡mientras tanto, los MAGOS DEL TIEMPO!"

What they do, is mean you're more likely to be able to find a clear path to whatever effect you're trying to create, and that's not nothing. But after your tenth divine domain, or twentieth job, or whatever...

It's probably not a lot, either.

So it's a quality of life thing, and a coherence of power thing, and even, early on, a power thing. Because having an easy path to the effect you want is more powerful. But once you have that, once you can say confidently that you do have a valid Verb the Noun to whatever effect you want? Then adding more doesn't make you stronger.

Time Wizards is both free and short.
https://github.com/archie-m-vist/time-wizards/releases