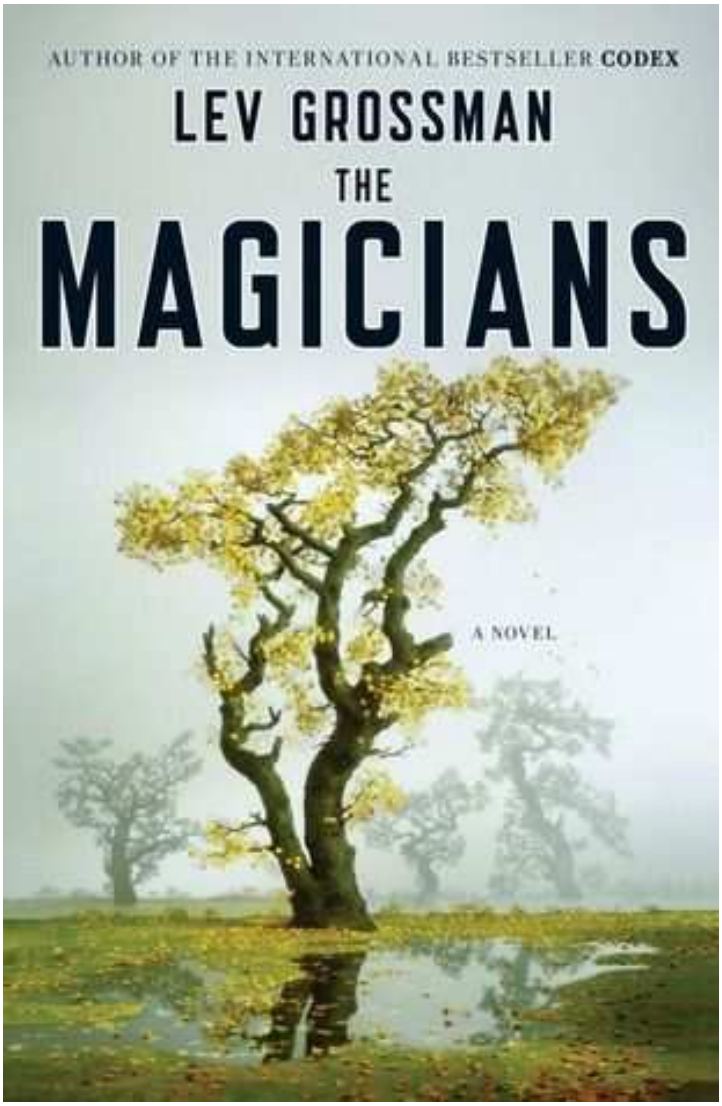


The Magicians Jumpchain

Welcome Jumper, to the world of The Magicians, a world filled with a secret underbelly of power, and people who struggle both against others with this power, and their own use of it. You shall be here for ten years starting a few weeks before Quentin Coldwater enters Brakebills to both either learn to use this power, or find happiness without it, either way, I think you'll be needing this:

+1000WP

Location: Roll 1D7 for location or pay 50 CP to choose.

1. **Brakebills Academy:** A Prestigious Academy known for teaching some of the best mages located somewhere in New York under heavy wards. It teaches hundreds of students how to become part of the magical elite, though not many make it completely intact. If you're not a Brakebills student, you'll have some inane reason for being here, which will then lead to being ushered off campus, or taking the test.
2. **New York City:** Much more general than the first, you find yourself with the whole of New York City as your playground to do with as you wish, though if you look hard enough you may find some magical connections.
3. **France:** The country with many tales, like above, you find yourself in any area of France you wish.
4. **Italy:** You find yourself somewhere in Italy, like the above choices you may choose where exactly in the country you appear, though like the others there is still a magical underground.
5. **Fillory and Further:** The world of Christopher Plover detailing the adventures of the Chatwin children in this new world, however, just like the real world, this one is full of darkness and just as much sorrow as reality.
6. **The Neitherlands:** The world between worlds in the form of a Giant City. You find yourself right next to the Earth Fountain, but if you wish you could abandon all that boring stuff and go straight to the other worlds.
7. **Free Pick:** You can pick from anyone of these for free without issue, that's good luck, rare here.

Origins: You can pick whatever Gender you wish for free. Roll 1D14+14 for age.

Drop In (Free): Right off the tail of your old Jump, you find yourself in your starting location with no new memories or identities in this world other than what you already know. If you spend enough time alone, you'll find yourself invited to Brakebills.

Untouched Magical (-50): You've lived a normal life here, in the real world getting used to life, preparing for school and whatnot, but inside you lies not only magic, but the talent to actually use and utilize it. Maybe you've had encounters with this primal energy before, but nevertheless, you will be finding yourself taking the Brakebills entrance exam.

Brakebills Student (-100): You passed the Brakebills exam last year, and now enjoy yourself as one of the campus students, spending most of your time studying, partying, and generally carefree. For now, you live your life here sheltered from the true harshness of the world, maybe you know but don't want to acknowledge it. Either way, you will be spending the next four years here, use them well to prepare.

Hedge Witch/Wizard (-100): Having something introduced just to be ripped away is a feeling you're well used to, maybe that's why when you discovered magic and were slowly left to claw and grab at bits and pieces to increase your knowledge on the matter you weren't surprised. However thanks to a nearby safehouse, you were able to get some of this knowledge, though you can see the difference between you and the idiots who visit this place, you know you can surpass them all, you just need the knowledge.

Perks: All Perks are discounted to their corresponding Origins, with 100 CP perks being free.

General:

Magic (Free): The knocked over tool box that humanity stole, the power to manipulate reality itself which belongs to the very Gods themselves, that is the power you wield. Be careful because too much at once will consume you in a blazing inferno of blue making you lost forever. Magic is controlled through various different ways, many of which require intense study due to calculating many different probables that may seem inane, but if ignored could spell death.

Traveler (-200): You are a Traveler, a being that can travel between planes. With this power comes the control tattoos that allow you to control your traveling. With this power, you may travel to any place you've seen, either in pictures or in person. Your travel to other planes however, when not done to one you've already been to, leads you to the Neitherlands, even in other Jumps, it will do this, but the Neitherlands will gain new fountains to represent the local multiverse. In places where there isn't, one will be created. Post-Jump, the Neitherlands gain a set of signs at each fountain that explains its contents.

Genius (Free): Of course you're a genius, how could you do magic so well otherwise? To use magic is to study things most people can't even wrap their heads around. For the bare minimum, a mind like yours is needed, a mind that could be considered to be great by most Ivy League Colleges.

Drop In:

The Thicken Plots (-100): Sometimes you simply want to play with your prey, taunt them a bit before you really get into the thick of things and end it, however, there is a very annoying tendency for such prey to pull an extremely desperate act that leaves you beaten into the ground and near death. Not with this however, whether from just a subtle change in their behaviour, or a shift in the air around you, you can immediately tell when the time for playing is over and act serious immediately nipping such desperate acts in the bud.

Macabre Air (-200): The mark of a true gentleman is their ability to project an image to the people, whether to make them feel the fear of God, to make them feel as if they're trustworthy, or to make them feel very creeped out, all of this is within reach due to your gentlemanly status. Whenever you feel like it, you can adjust your behaviour in ways that allow for a myriad of different effects on the people around you. Be warned however because if a person has a good enough grasp on your general abilities or personality you may find this failing.

Let's Make a Deal (-300): People always look out for themselves, even when they don't, or can't admit it to themselves their wants and needs. You have no such issue, but even you have recognized that everything can't be gained by just yourself. Thus you've learned to lean on others for a bit of help, making small deals that can benefit you and another party. However you've gotten so good even if such a deal doesn't benefit another party in any conceivable way you still have significant chances of getting them to agree, even if a deal is slightly unsatisfactory for the other party, you can still get them to agree if tenuously. Completely unreasonable attempts to make an agreement however will still be met with laughter.

A Smiling Beast (-600): The Gods of this world and the many others are such… Annoying fellows, what with their grandstanding, annoying amounts of hypocritical talks, and general inability to do anything correctly. But why deal with any of that, when you can just kill them? Due to this much simpler solution, you've found a slight talent for killing beings that call themselves Gods, or at least creatures of similar levels of power. As long as you can pierce any such defenses that they may have that would keep them from being hurt, and you can keep them dead. After all it wouldn't quite do for them to just… Come back, or prove it was all a sham.

The Devouring Beast (-800): As a magician, you've found that your energy is nowhere nearly enough to truly allow you to accomplish what you wish, because of that you find yourself having to… Borrow it from other places. That however has its own problems, specifically exploding head problems. With this perk, any fears of such a situation occurring are nonexistent due to your strange ability to suffer no negative effects from consuming more energy than you can handle. Now, however, while it won't kill
you, you might not be able to make full and complete use of it until it fully settles.

Untouched Magical:

Determined Student (-100): Years living in the real world untouched by magic has made you accustomed to the grueling work required for college, and other work related

things, in a way you've almost come to fully enjoy and appreciate hours of hard study that are seemingly made just for tedium without ever losing focus, or efficiency.

Comebacks Galore (-200): People can be dicks with their words, and you of course know this better than most people, why? Because you're an even bigger dick with your words when it comes to telling those people exactly why they're dicks. In almost any situation you find yourself being verbally abused your ability to come back with a fury is pretty much enough to end arguments on its own. Be careful however because people might not be too happy with such a smartass all the time.

Ladykiller (-300): Relationships can be seriously complicated, and nothing is more complicated than starting them, especially if you have some serious problems such as crippling depression, inability to settle down, or just plain being a terrible person. With this however people seem to be able to see you for what's underneath all of those outside interferences to pursue a relationship. Now, just because you're terrible on the outside doesn't mean what's on the inside can be any better, this just means that people will gladly overlook the outside.

Mayakovsky's Brilliance (-600): Despite never having a formal education per say, you have the spark of true greatness needed in a Magician, something that many others both do not have, and cannot even fathom, even amongst the genius' of the magician community. You don't need the prancing stupidity of chants, the use of several different languages, the calculation of the set time of the moon, or anything as inane as other magicians, when you use magic you use it with confidence and flair that many would consider impossible. The laws of magic in general seem to slightly bend for you, allowing weaknesses and limits to not apply. If given time spent focused on the same task, even impossible bonds can fall to you within a year.

The Meaning of Happiness (-800): Coming to understand yourself is an important part of attaining happiness, and after years of just drifting, you've finally found the ability to sit down and truly understand the parts that make you tick, and of course decide how that can affect your future endeavours. This isn't any run of the mill inner search however, and each time you decide to simply sit down and examine yourself you find a truly unbiased view of yourself that can allow you to safely conflict any flaws or blemishes you find within both your mental, and emotional equilibrium.

Brakebills Student:

True Sense of Fashion (-100): All magicians have a small flair for the dramatic, their eccentricities, or small hobbies, yours is just directed at fashion. Hair, shoes, clothes, accessories, name it, and you know exactly how to make it all fit together so you can show just how pretty you actually look. Even if you're left with little time and just some scrappy clothes you could still end up looking pretty good.

Humorously Clever (-200): Being funny is a talent, no two ways about it, many people spend years trying to achieve such a thing without ever realizing they don't have the spark needed. With this however you do have the spark, and man do you have it hard. Any situation can suddenly find itself filled to the brim with hilarious insights and witty jokes with barely any effort, this can serve to both lighten the mood and give others confidence no matter how hopeless the situation is.

Truly Talented (-300): Most people that get accepted to Brakebills are at the bare minimum talent needed, at the barest cut off point, but not you. Magic comes to you in a sort of ease that leaves others in jealousy. While you won't be Mayakovsky any time soon, you're still a cut above most others in the Magical community.

Even in the Face of Despair (-600): In the face of true despair people choke, break, and betray themselves and others. Not you however, whenever you're facing a situation that would break others, or even seem hopeless, you're able to keep your wits about you and act with perfect clarity to find your way out. Even when faced with truly impossible situations you'll still be able to keep calm, but that doesn't mean getting out of it. This effect also seems to pass to others around you.

High King (-800): Duty is an important figure in the modern world, and someone's upholding of that duty is an important judge of character. With this you find that you can throw yourself into a particular task such as being the ruler of a nation, and reliably gain those skills in an incredibly fast time frame. Learning to run a medieval kingdom with magical problems completely different from yours would take you weeks. To add to this, your aura of leadership and likability makes negotiations incredibly easy.

Hedge Witch:

Mental Gymnastics (-100): This is a world of Magicians, and thus, there does exist mind control, memory wiping, the whole shebang. With this however, you no longer need to worry about these effects. Most will simply pass right off you, and only the strongest can begin to affect you. Even if they do, given time they will begin to fade or malfunction, allowing you to return. This may take longer depending on the strength of the effect being casted in relation to yours.

Creepy Calculating Freezing Gaze (-200): Your eyes are scary. When you feel like it you can make it seem like you're just gazing into someone's soul, learning all about what makes them tick, and you do, kind of. with just a glance you can tell one thing that makes a person insecure, and your words are cutting. Somehow, you manage to find the words to cut a person to size whenever you really feel like it.

Level two hundred and Fifty (-300): You're level two hundred and fifty. What does that mean? It means that you have the knowledge and power of a Brakebills Graduate, and maybe even more in the more obscure areas of Magic. You gain a slight

journeyman's level of knowledge in future worlds, lesser than this, but greater than a novice.

Fucking Tricksters (-600): Fucking tricksters. The little annoyances. It would really suck if you were trying to summon something, or make a deal only to get screwed. That's why whenever you summon something, it's always whatever you were originally aiming for(assuming you can summon it in the first place). Not only this, but these summoned beings cannot harm you while under your summoning. When it comes to deals, whatever deals you make with a magical entity, it always follows the spirit of the wording on your part.

Partly Divine (-800): Seems like you've imbibed a piece of divinity in the past. With it, your power has become intrinsic, and far more powerful. The magic of this world, that was once the gift of the Gods is now completely your property. In fact, any magic that was once dependant on a Deity or other figure now works regardless of their opinion on it. The magic from this world however, has been boosted by an amazing amount. Your power with magic enables you to perform feats far greater than that of a normal human magician, and allows you to even eclipse what a master mage like Mayakovsky could do without some preparation or use of knowledge. This is merely the tip of the iceberg too. In time your magical power may come to equal every magician in the world at once.

Items: All Items return if stolen or lost unless stated otherwise. All shrunken and moved items have a magic field preventing people from noticing how out of place they are

General:

Syfy TV Show (-50): A SYFY TV show of your own, modeled after your adventures in this, and past world's. This comes in as many forms as you wish, and updates to be playable in New world's, as well as adding a new season each time you finish a Jump. It's not a hundred percent accurate, and sometimes it might even deviate to more "fun" alternatives.

Dwarf Made Device (-1200): This Dwarf made watch allows you to go back in time, resetting the timeline you're in. The only limit to its powers is that it creates a new timeline, meaning no retroactive changes.

Drop In:

All too Charming Suit (-100): This suit comes in whatever color you like, and always manages to make you look charming and well dressed no matter how formal or informal the occasion. It can also serve to increase your intimidation factor.

Flying Carpet (-200): A flying carpet funnily enough. It flies at the speed of a sports car, and has a small forcefield that keeps you on it and stops you from falling off. Comes in any design you like, and you can change it any time later.

Golem (-400): This living clay can be turned into a Golem that physically resembles any person whose DNA you use in a spell to activate it(this spell comes with the Golem). It fully and completely resembles this person(even in that way), and is under your complete control. If fed your DNA, you can move your consciousness into it at any time. All your abilities may be used through the Golem, though with slightly lower potency. It also comes with a spell to reset it.

Strange Dagger (-600): This strange dagger is one of incredible power. With it, you may strip any immortal being of their immortality after stabbing them. Making their wounds mortal. Beings that have no concept of death are spared, though they will be wounded painfully.

Library (-800): This library is a replica of the one in the Neitherlands. Inside it, there are books that describe the lives of everyone in the world(except you), alongside every book ever written. In future worlds, the library will update, though your future is never there, and the books also do not reflect any changes you might make. The copies of every book ever made however, are left unchanged.

Untouched Magical:

Fillory and Further (-100): A collection of all the Fillory and Further books, except instead of being seen through a children's book, it is instead a documentation of the real events of the Chatwin twins, including a glossary going over much Fillorian lore. You also gain a real copy of the books.

Demon Tattoo (-200): Inside this tattoo on your back is a vicious demon, that you may release with a thought. When released, it will attack anyone or thing you order it to. It is strong enough to deal with most magical creatures like vampires and werewolves, and completely blows humans out of the water. After being released and defeating its target(s), it disappears, and reappears the next morning.

A Button (-400): This button transfers you to the Neitherlands when you hold it and will it. However, unlike the Traveler perk, the fountains in the Neitherlands are not labeled, and you must manually find your way to specific ones. You start in the same place each time.

Magic Workshop (-600): This Magical Workshop is also a mansion that appears anywhere you wish, and can be shrunk down and plopped somewhere else. It is fully stocked and furnished by modern standards, and inside it are a variety of ingredients, and enough notes on magic to get you from beginner to learned, even including those in any future worlds. These ingredients are always easy to find. Experiments in the workshop always have exponentially smaller consequences than they would otherwise. Explosions that would nuke a city will merely blow up a table, and etc… You'll gain an immediate understanding of the scale of the screwup. It magically cleans itself, and all furniture already inside repairs.

A Seed (-800): This "seed" is the beginnings of a pocket world of your own design. It is only the size of a few continents, and the magic and technology within cannot exceed that of the Earth's. Within it, you gain the powers of a minor deity, that being that you cannot be harmed by its inhabitants. You have minor control over aspects of the dimension such as how time passes on the inside relative to the outside, or control over landscape.

Brakebills Student:

Fashionable Wardrobe (-100): This comes in the form of an entire closet filled with sets of clothes that will always look good on you. They do tend to look like streetwear, but there's some formal stuff in there too.

Physical Kids' Stash (-200): This stash seems to be taken right away from the physical kids at Brakebills. In it are magically enhanced versions of as many party drugs and alcohol as there seems to be in existence. All of them are safe, non-addictive(even psychologically), and are way stronger than their normal counterparts. Drugs and alcohol in other worlds also get added to this stash, and enjoy the same benefits. No matter how strong you and others are, and despite how many powers you have, as long as you want to, you'll be affected by them. Comes in the form of a box that contains whichever product you want most and refills endlessly.

Clubhouse (-400): This clubhouse is more like a fraternity house than anything, but it can be shrunk down and moved to wherever. Inside, there seems to be a constant party going on. The people here can change from time to time, or stay the same. Regardless, they're incredibly friendly to anyone new. Whenever you or others participate in the parties, it's always something that can be considered the best party of your life, with perfect music, the best food and drinks, no dry spells, and yes, even that. Can be a part of the Prestigious Magic School.

Prestigious Magic School (-600): This prestigious looking Magic School looks like the campus of an Ivy League school. It is somewhere in your starting location surrounded by wards that do not allow those who wish it harm to find it. You however gain the instructions on how to enter it from wherever. It already seems to have a staff that's just

lounging around for now, but if you give them the command, they'll start magically transporting students with magical potential in the area to the school. If you wish, the school can teleport to major cities and towns around both this world and any future ones. The staff changes after each Jump.

Castle Whitespire (-800): This Castle is a replica of the famous Castle Whitespire from the world of Fillory. It contains servants, and is already fully furnished. It also comes with infinite supplies, as well as a modern heating and plumbing system. It's design can change to fit that of the worlds you later find yourself in, or even this one. None of the inhabitants will find its appearance strange. It also comes with physical and magical defenses that scale to your own strength. Finally, your magic while in the Castle is twice as strong. Like the others, it can be shrunken and moved..

Hedge Witch:

Super Cool Tattoo (-100): This super cool tattoo represents your level of magical knowledge or power, it can be placed anywhere you wish, and when shown to someone, can be made to give them an exact idea of just how strong and knowledgeable you are magically. That, and it looks really cool.

Niffin Trap (-200): This Niffin Trap can be used to trap any sort of magical creature up to minor godlings. It can hold them for an hour at most before it gives way and teleports them a safe distance away from you(based on their power). It can come in many forms, from a box that projects a circle, or whatever else you can think of. Immediately comes back after being used.

Safe House (-400): This Safe House is somewhere in your starting location(assuming you're not in the Neitherlands), and contains a variety of hedge witches and wizards. These people are always exchanging spells and rumors in the world. In future worlds, these hedge witches and wizards are of the local variety. In worlds where there is no magic, witches and wizards from past worlds sit around and mingle. Comes with a small stock of common magical ingredients.

Piece of Divinity (-600): This bottle contains a certain liquid… Yeah. But despite its disgusting origin, this piece of Divinity, when consumed by a normal magic user boosts their magical abilities by an amazing amount. An average mage will gain the power of a master mage, and a master mage would seem like a Demigod. Best not to tell whoever is drinking this what it actually is. Refills once a Jump.

Statuette (-800): A completely blank Statuette that has no discernable features. That is until someone whispers the name of a Deity into it. When this is done, you may communicate with this Deity. As long as they're not busy, sealed, or otherwise indisposed, they'll be happy to answer your questions and give you advice and

knowledge. You may also choose to become this Deities follower. This requires nothing from you, but grants you several minor abilities, and one major ability that revolve around their domains. If you wish, you may use the Statuette to summon an avatar of this Deity at human strength who won't mind hanging around and providing the above benefits.

Companions:

Import (-100): You may import or create up to 8 companions who gain 1000CP, and one Origin. They gain the benefits from Drawbacks.

Canon Character (-100): Instead, you can take one of the Canon Characters from whatever version of the Magicians you're going to.

Drawbacks:

The Show (+0): It seems as if you're in a different world from the books, a world of pointless(?) drama, slightly stupid additions(?), and blatantly different plotlines. Yes, this is the world of the show.

Insufferable (+100): You're insufferable, or at least you come off like that to others. Bitch, pussy, whiny, these are just some of the words someone would use to describe you. Your general mannerisms and tone of voice seem to just put forth the tone of… Well kind of a bitch. Over time, you can grow better at spotting and curbing these tendencies.

Friend Zoned (+100): Your in-Jump Origin seems to have had a bit of a doomed love, and it seems like they've passed on those specific memories even more strongly than usual. You're in the friendzone, and this person doesn't really seem to have any sort of interest in you that isn't friendly. You on the other hand just can't seem to stop crushing on them. Expect many embarrassing moments and memories.

A Bit Deranged (+200): A bit deranged is what many who meet you might describe you. Something about your general appearance simply makes people feel uneasy. Maybe your eyes

are dead, and your voice is a very unsettling form of monotone that makes all your emotions seem faked. Either way, it's gonna take years to try and break out of it.

Terrible Friends (+200): Wow, these guys are just… Dicks. They make fun of you constantly, put you down in places where most other people would think to stop, and worst of all, they cause some serious issues for you by randomly going against agreed upon plans due to emotions, or whatever else strikes their fancy.

Desperate For Magic (+300): Everyone introduced to Magic gains some obsession with it, especially those who only knew the mundane, but for you, this obsession is far more extreme. As you have access to magical power now, this manifests as just a hunger for magical knowledge. Except instead of being useful or powerful, it's simply as many little facts, memorization of every minor detail. Instead of say, searching for powerful forms of magic, you simply elect to learn about why and how a frogs presence in a ritual can disrupt it. If you do lose access to magic, you'll do anything to get it back, to dangerous results. Like a true addict you may even start doing desperate things to get it back.

Wrongful Blame (+300): It's obviously _____'s fault! Except, it isn't. You seem to have an annoying tendency to blame people for things going wrong even if it isn't exactly their fault. As long as they have any part to play, you'll end up putting the full brunt of the blame on them, and it will take hours of arguing to make you consider otherwise. This is even worse if part of the blame involves you, at which point getting you to see reason will take days at the very least.

Depression (+500): You have issues, the really bad kind of issues that require medication and therapy. If not a drop-in you have at least one suicide attempt in your past and you start the jump voluntarily checked into a psychiatric facility. Lifestyle improvements and magic, as well as support from others, can help with this condition, but if you do not have regular medical treatment during the jump you *are* going to relapse.

Library Contract (+500 CP): The Library of the Neitherlands and your Benefactor have a contract. You are to serve the Library for your ten year stay, and they will use their significant resources against you if you attempt to ignore this contract. The duties the Library will give you will not be hazardous unless they make a mistake on assignments. You *might* be able to bribe the Library to gain freedom, but the bribe would have to be comparable to your long-term services, and something they could not reasonably expect from you as part of your contract of service.

The Expectations of the Hero (+600): It seems there's a gap between who you want to be and who you're capable of being, between what you want from the world and what it's offering. You carry expectations that can never be fully realised, or ever fully set aside, and even magic cannot bridge this gap for you. This quiet, gnawing dissatisfaction will eat away at you and leave you hollowed out of all happiness, unless you can learn to live with it.

The Hero Pays the Price (+600): It seems the world wants you to be a hero, but unfortunately it seems there's little glory to be had it in, and no prize offered out at the end. At the end of the day, the hero is the one who bears the consequences and makes the sacrifices so

that others might not have to suffer a calamity. And now you will be forced to face those same choices, and either suffer deep personal losses or stand by and watch as your own personal moral code is violated.

Sufficiently Dramatic Bullshit(+800): Is your life a (bad?) show on SYFY? Because man do you seem to get into a lot of trouble, and it's always something that's sufficiently dramatic, not only that, but it seems to escalate. You and your friends summon a voice that has been helping one of them for their entire life? Turns out it's a soulless beast that has now murdered several students. Oh, but that's not all, it turns out you and your friends are also part of a plot involving time travel and an alternate world. Solve that? Well now the Gods are back and have turned off Magic. Unless you can reliably take on everything this world has to offer at once, you're gonna need a lot of luck.

End

The Mundane World:

The Magicians:

Fillory and Further: