

So, You Want To Be A Wizard?

Or: The Young Wizards Jump

*“In Life’s name and for Life’s sake,
I assert that I will use the Art which is its gift
In Life’s service alone, rejecting all other usages;
I will guard growth and ease pain,
I will fight to preserve what grows
And lives well in its own way;
And I will change no object nor creature
Unless its growth and life,
Or that of the system
Of which it is part is threatened;
To these ends, in the practice of my Art,
I will put aside fear for courage,
And death for life, when it is right to do so -
Till Universe’s end.”*

Such is the Oath given by the Powers that Be and sworn by all who would practice Magic in this world. Magic is well known in this universe, at least in all the *sensible* corners of it, because it is inherently dangerous and the single highest calling any intelligent being may aspire to. Wizards are recruited directly by the Powers in the form of a Manual on magic, and each prospective Wizard must swear the Oath of their own free will, whether they know the ramifications of it or not. It is into this world you shall enter into, as soon as you swear the Wizard's Oath yourself.

What, you weren't planning on spending ten years here as a normal mortal, were you?

That's what I thought. Take 1000 Choice Points and we can get started.

Chapter One: On the Origin of Things

Your age shall be defined by your origin, and your gender is whatever you decide it is, no charge. In the interest of general fairness, you will start as the species you are likely most familiar with, *homo sapiens sapiens*, the common Earth human. You will arrive in the world soon after Nita Callahan swears the Oath herself, somewhere in New York.

Drop-In- The choice that appears in every jump, you know how this goes. You will have no pre-existing history anywhere in the Universe, which considering its absolute vastness shouldn't be an issue outside some very niche situations, since in most of them your status as a Wizard opens many doors- wait, do you plan on sticking around *Earth*? Well, stick with what's familiar I guess, but be aware it is one of the bare handful of places that will not care for your Art. Most of them don't even *believe* in magic! Additionally, this will mark you out as Interesting to any Powers that come poking about, Lone or otherwise.

Age- 2d12 + 10

Young Wizard- You found the Manual early, it seems. Perhaps you stumbled across it in the primary school library, perhaps you heard it whispering its secrets in the wind, ultimately it doesn't matter. What matters is you are a particularly young wizard even by the standards of this Universe, and that youth equals incredibly potent power. A Wizard's power is directly proportional to how much life they have in front of them, so younger Wizards are always more powerful. The tradeoff is, of course, you are a human on Earth, bereft of the respect proper species give Wizards and their Art, so you will not easily be able to get out of the demands society places on its youth. School, homework, and the oversight of family can and will hamper your development. Furthermore, more powerful Wizards tend to have proportionally greater Ordeals, with the youngest Wizards often becoming instrumental to central points in the wider Universal history. Be prepared.

Age- 1d4 + 5

Advisory- An Advisory Wizard's primary purpose is to be available for advice, naturally enough. Thus only relatively experienced Wizards are nominated to become Advisories. They usually service a relatively small area with a moderate community of Wizards learning and plying their Art. You have long survived your Ordeal, and your power has since waned considerably, though finesse with the Speech makes up for much of it. You likely don't receive as many calls to adventure as your younger compatriots do, though you will still be called upon when the need for Wizardry is great. As an able-bodied adult, you are more free to practice your Art than more powerful younglings.

Age- 6d4 + 12

Senior- Congratulations, you are one of the most experienced Wizards on Earth. You have been just about everywhere you can think of, alternate Universes, future and past Timelines, worlds distant and strange, and you've come out unscathed. Thus are you elevated to Senior Advisory, kept abreast of the general happenings of the world of Wizardry as a whole. No longer required to leave Earth unless circumstances truly

require it, Seniors tend to serve for relatively large concentrations of people, with two needed to serve the New York greater metropolitan area. Your duties mostly involve performing major rituals when needed and advising young wizards on things even their local Advisories cannot assist with. You are old and not nearly as powerful as you used to be, but your experience is invaluable.

Age- 4d12 + 24

Chapter Two: The Benefits of Practicing the Art

General Perks

(Free) Enacture of the Speech- The language of Magic, of Truth, which all things know and through which only truth may be told. To practice magic in this world, you will need a basic proficiency, and so you will have it. This isn't true fluency, however, as the language encapsulates all things that ever were, are, and may yet be, and all possible permutations of such. True fluency will come only with time and study. Only those imbued with Enacture by the Powers may use the Speech to alter the world, though any with a wish to may learn it.

(Free and Mandatory for Drop-In/Young Wizard) The Ordeal- Every Wizard must overcome an Ordeal to be considered a full practitioner. It comes always in the early days of a Wizards studies, when their power is at their fullest. They struggle against the Lone Power or some equally threatening scenario, and if they succeed, they become Wizards in truth. If they fail,

well... You've seen the reports of missing kids, right? They don't all fall to human malfeasance. Your Ordeal is about to commence, you will have at most a fortnight to get your bearings in this world before it happens. It cannot be averted and only the Art may forestall whatever doom it heralds. Whatever methods you use to handle your Ordeal, should you survive they will mark your journey through the Art and how you practice from then on.

(100) Bookworm- A good Wizard does not shy away from the struggles of independent research, and neither do you. You find it easier to find information you need in the pages of ancient tomes and forgotten manuscripts, or more likely in the pages of the Manual itself, which contains more information than could be contained in a book the size of the Sun.

(200) Able Listener- Wizard's do not work for the sake of their species alone, nor indeed for the sake of only the 'sapient' species that grace the Universe. All things think, feel, and react to changes in the world. The rocks and trees, the cars and trains, I'm sure the atoms themselves would have very interesting things to say, had you ears to listen. Now you do, or at least you have the beginnings of such talent. You can start out by listening to the concerns of the animals around you, but over

time and with experience you can hear the trees complaining, the grass waving, the rocks and rivers and streams whispering, and if you listen well you will have a guarantee that they will listen to you in turn. Be kind in a scrapyard, though, Jumper. The machines still don't know why their makers abandoned them.

(400) Stress Casting- Sometimes the most impressive magics come about in times of direst need. Sometimes, it even gets you a spell with its own name in the Manual (see Callahan's Unfavorable Instigation). You are adept at coming up with spell diagrams in high-stress situations, and very rarely will such a spell have consequences you do not intend.

(600) Incarnation of a Power- Well now, it seems you must have done something quite impressive, or perhaps *will* do something, because you've gained the personal attention of one of the Powers that Be, enough to allow you to act as their champion and incarnation in the Universe. This will boost the magical power you can bring to bear significantly, enough to propel you to the heights of Wizardry no matter your age. Additionally, if necessary, the Power who inhabits your body may assist you in other ways yet unforeseen. Beware, however, for the Lone One

will see that you carry one of Its brethren, and will hate you all the more for it. This perk acts as a capstone booster.

Drop-In Perks

(100) True Name Awareness- Yes, yes, I'm aware many other systems of magic deal with Names and the like, but none do it quite like this one I'd say. You see, the Speech describes everything. Including you, and me, and all things in Creation. So knowing your Name and how it translates into Speech is *quite important*, as no lies may be spoken in the Speech, and so any alterations made to your name by ignorance or otherwise, retroactively become true in the casting. And you will need to use your name in casting if you ever want a spell that targets yourself. With this perk you know exactly how to describe yourself in the Speech without fault, and will always be aware when it changes due to some experience of yours. Without this perk it would take a good while of introspection and learning vocabulary just to describe your situation as a Jumper, much less all your experiences. Regular mortal Wizards don't have such a hard time with it, but that's part of the price you pay for your incredible adventures, no?

(200) Great Excuses- Earth has a history of not only denying the existence of the Art, but actively demonizing its practitioners on the few occasions they don't. It's a galactic backwater for a reason. This means that, unlike most places, you can't get out of situations in the regular world by claiming Wizard business. Instead, you are now a master of inventing more 'plausible' reasons why, say, you can't attend Thanksgiving dinner because a cursed meteor is about to impact some poor species' homeworld and you need to attend to the evacuation efforts.

(400) Worldgate Expert- Being a Jumper as you are, you are no doubt familiar with alternate Universes, timelines, and the like. This is now reflected in your spellcasting ability. The words and diagrams needed for travel across planets, galaxies, Universes and timelines come to you nearly as easy as breathing. In the right places, you may not even need any material components, and no matter the circumstances a transportation spell is never terribly taxing on your stamina.

(600) Outsider- You don't belong here, Jumper. That's just a fact, the Powers that Be never intended for someone of your circumstance to exist in the Universe. As much as you look human, Jumper, you aren't the same as the rest of them here. You see, as a unique being in the Universe, you technically are not bound by the Choice made by humans in ancient times when the Lone Power first came to them. By taking this perk, we will not shield you from the consequences of that fact. So you can look forward to a visit from the Witherer sometime in the future, likely at some pivotal moment, and It will offer the Choice to you then.

If you accept Its ‘gift’ of entropy, you will be in violation of the Wizard’s Oath and should by rights lose your Enacture, but fret not, for the Lone Power is willing to provide for Its servants. You will maintain all the power you had to begin with and more, and will excel at all arts involving destruction, decay, and entropy generation.

However, should you reject Its offer, the Powers that Be shall aid you in withstanding Its wrath. You will be granted skill in healing, warding, and defensive magic, and regardless of your status, all in the Universe will know you as an ally of Life.

Incarnation of a Power

If you accept the gift, your old powers will flee and your old patron will scorn you, but the Lone One provides. Not only will your destructive abilities be boosted, the Power shall invest you with Its own power, allowing you to act as Its champion. You will terrorize the Universe as a Harbinger of the End.

By rejecting the Lone Power’s temptations, the Powers that Be shall know their faith in you was true, and the Power who has Incarnated themselves in you shall allow you access to yet more power. Your beneficial magics will be boosted, and you will be known fully as a Champion of the Powers. No doors in the Universe will be barred to you, save in those places where that Fairest and Fallen One holds most sway.

Yet be wary, Jumper. The Choice is never truly obvious, and the Lone Power is clever and experienced. When the Choice comes to you, the

paths forward may not be clear, and neither path is without consequences, foreseen or otherwise. Act wisely, and with caution, or risk taking a path you cannot walk back.

Young Wizard Perks

(100) Khairelikoblepharehglukumeilichephreidosd'enagouni's Helpful Interjection- Sometimes, a spell just doesn't go the way you think it will. It's a combination of too much power and too little experience, you'll grow out of it, assuming you don't die horribly to a failed spell. Thankfully, this perk makes that impossible, instead if a spell would fail catastrophically you will, instead of the intended spell effect, summon forth some entity capable of helping you understand where the spell went wrong and how to achieve your actual goal. Named after the late white hole, known to its friends as Fred.

(200) "*Don't Be Afraid to Make Corrections!*" - The refrain that allowed Nita Callahan to do what was thought unthinkable, and rewrite The Book of Night with Moon to allow the Lone One a chance at redemption, should It choose to take it, which It has and had and will. Not that this has stopped the Incarnations of It that litter the Universe, as It is an atemporal being. When the situation is most dire, and all seems lost, remember that if the Lone Power can change, so may anyone.

If your foe has even the slightest spark of sapience, they may yet be turned from their course. Be aware, of course, that this perk provides the chance, nothing more. It will always be on you to convince them, and on them to change in truth.

(400) Callahan's Unfavorable Instigation- Originally a spell designed to compromise the containment fields of an alien regiment's nuclear-powered armaments, this refined perk improves all magics intended to subvert, compromise, and otherwise break through fortifications, shields, and defenses of both magic and non-magic varieties.

(600) Legacy of the Bard- Magic is all about convincing reality to take on the shape you want it to to achieve your end goals. Every wizard and their pets eventually gain some skill in wordsmithing this way, but you are a natural talent, on par with Shakespeare himself. When working a spell, the words necessary flow from your lips like honey, and reality itself seems to hold its breath as your power unfolds. You are clearly one of the best Wizards in the Laniakea Supercluster.

Incarnation of a Power

The Powers were there at the dawn of creation, and in some cases assisted in the construction of the Universe. Between your talent and a Power's experience, you are officially one of the best Wizards in the

entire Universe, and the Lone Power Itself would not wish to clash with you directly.

Advisory Perks

(100) Advisory Duties- You are an Advisory, so you must occasionally give advice to the novitiates, some of whom are still undergoing their Ordeal. By the grace of the Powers, no matter who comes to your door looking for advice, you will always have something useful to impart to them, and occasionally your goals will line up enough to assist them more directly.

(200) Wizardly Specialization- No one can truly learn *all the magic*, so every Wizard learns to specialize their Art. This usually begins at or around the time of a Wizard's Ordeal, as their Ordeal tends to require some skills a Wizard would naturally be predisposed to and encourages them to learn fast. Whether you are an expert plant-talker, understand the rigid wants of machinery, command an element with profound finesse, or lay claim over some aspect of reality like Time or Space, you are skilled in one very specific aspect of the Art. This may be taken more than once.

(400) College-Educated Wizard- Just because you have magic doesn't mean the laws of physics have gone out the window. You have access to reality's base code, but working with the already-present laws makes everything easier. You are an expert at fixing your spells to be as inoffensive to reality as possible, mitigating the power required to alter the rules makes it possible to do much more impressive things with what power you can muster.

(600) Student of the Transcendent Pig- The only being in the Universe that knows the meaning of life, some Wizards would sell their own locomotive limbs for a crumb of the Transcendent Pig's wisdom. You have been lucky enough to learn some of the secrets of Wizardry straight from the Pig's mouth. This insight has allowed you to grow leaps and bounds ahead of other Wizards of your age. While he has not deigned to grant you knowledge of the meaning of life, he has furnished you with plenty of knowledge *about* Life. Your wizardries involving the manipulation of Life in all its forms is an order of magnitude more refined.

Incarnation of a Power

Not even the Powers that Be truly know the origins of the Transcendent Pig, nor why he alone was given knowledge of the meaning of life. However, with the power and experience of a Power behind you, you are capable of a feat usually only possible for the youngest Wizards at the height of their power during an Ordeal. That being the actual creation of new Life, last done by Dairine Callahan when she created a new

silicon-based sapient species. Like Dairine, you will have to deal with the consequences of creating intelligent Life if you choose to do so, and avoid the new Life from falling to the Starsnuffer's machinations.

Senior Perks

(100) Greetings and Defiance- The traditional phrase one greets the Lone One with, "Fairest and Fallen, Greetings and Defiance!" There's a power in such traditions, and it often pays to be cordial even to one's enemies. No matter how much an enemy may detest you, they will never act worse towards you than you have to them, and they will respond politely to politeness given. Doesn't stop any enemy from acting against or even killing you, but they will not stoop lower than you have in their efforts, of that you can be sure.

(200) Ritual Leader- A major job of any Senior Wizard is leading major rituals that empower the forces of Life, or at least curtail or drive off the Lone Power. You have the skill and experience necessary to lead large groups of Wizards through the appropriate steps of major ritual undertakings.

(400) Kernel Master- A kernel is a core of energy that sits at the conceptual center of every entity in the Universe, including the Universe

itself. Commanding a kernel allows for far more major alterations to the subject it is the core of. If the Speech is how one runs a script the Universe carries out, altering a kernel is messing with the source code of an entity. You are now preternaturally skilled with locating and incorporating kernels into your wizardries. This is not something that should be done lightly, as any mistakes made while interacting with something's kernel is almost impossible to undo.

(600) Timeslider- You have the expertise to manipulate time, in a big way. You can carve slices off last Saturday, or take out a loan against next month, or any other sort of thing you can imagine. Proper time travel is best utilized with a timegate, much like how long-distance space travel requires a worldgate, but more minor timeslides are a cakewalk. Changing the past in a significant way usually ends up creating a branching timeline, so be cautious.

Incarnation of a Power

Time is not always a pleasant subject for the Powers, as it tends to remind them of their wayward sibling and Its creation. Still, the benefits of being an Incarnation extend even to your temporal abilities, allowing you to forgo using a timegate for extensive time travel and giving you an instinctive knowledge of what not to do in the past if you wish to preserve your current timeline.

Chapter Three: Useful Tools and Trinkets

General Items

(Free) The Manual- The encyclopedia, dictionary, thesaurus, and general handbook for all things Wizardry. Necessary for your success as a Wizard, and unlike other copies yours can never be lost, and will always return to your side in minutes. May take the form of any book, tome, or grimoire you wish, from an ancient manuscript to a modern self-help book. Can allow instant communications with other holders of a Manual, and possesses an inbuilt magical calculator for maths on-the-fly.

(100) The Essentials- Enough money to get by and a small apartment, the bare essentials for any new arrivals. If you're a drop-in, this comes with an ID and relevant paperwork. If a Young Wizard, the apartment is instead a family home.

(200) Tool of the Trade- Some Wizards prefer to get by with just their diagrams and wordplay, and some Wizards integrate tools into their casting, multipurpose things that can serve well in a variety of enchantments. You are the second. Perhaps this is a wand of carved rowan you had soak in moonlight for a month, perhaps this is an old car antenna willingly given by an old family sedan in the junkyard, or something wildly different. Whatever it is, it is a tool that will stick by you through thick and thin, and serve as an able weapon in the war on Entropy. May be ported over into an extant casting tool in your possession.

(800) Portal to Timeheart- Timeheart is the first Universe, the only version of reality to escape the Lone One's gift. Beyond evil, beyond death, Timeheart grows more perfect with the passage of time, not less. When every Universe is cold and dead, Timeheart will still be here, better than ever before. Timeheart serves now as an afterlife for all things in existence, a place to rest once they receive the Lone Power's final gift. Now you have a portal to this perfect realm somewhere in your Warehouse, or if you have no Warehouse in a Jump you may call the portal at will. Timeheart will grow to reflect each new Jump you have been to, and all those you have been to before. Timeheart can serve as an afterlife for all those who pass in your Jumps.

Drop-In Items

(100) Box of Chocolates- Every human Wizard knows the value of a good box of chocolates in the wider Universe. Chocolate is a controlled substance in most civilized sectors, so when the time comes that appendages need greased, you can never go wrong with handing over a bit of chocolate. Refills weekly.

(200) Plasma Weapon- A gift from a more martial species of alien, this high-caliber plasma rifle can destroy a tank from a mile out. Goes against the spirit of preserving Life in general, but even the Powers recognise the need for brute force on occasion when against the Lone One. At least this way you don't have to sully your Art with destructive magic if you don't wish to.

(400) Borrowed Time- When a spell needs more energy than a Wizard has to give, the only option available to them is to sacrifice some of their lifespan for the required energy. In the service of Life, this is sometimes a regrettable necessity. However, some socially-minded long-lived species will sometimes do their shorter-lifespanned comrades a favor, and crystallize some of their extensive lives for this sort of use in a pinch. You are in possession of a year's worth of borrowed time, restored yearly. Useful for whatever you can use lifeforce for.

(600) Jumper's Worldgate- A worldgate is usually fixed to one location, either naturally occurring or designed by wizardly intent. Now you have your own worldgate in your Warehouse, vastly simplifying all travel-based magic cast using it. Can be used to transport a Wizard

anywhere in the Universe they happen to be in at the time. If lacking a Warehouse for whatever reason, this will attach itself to whatever the nearest major transport hub is in your next Jumps. Unnoticeable to Muggles.

Young Wizard Items

(100) Space Pen- A copy of Nita Callahan's well-traveled pen, capable of writing with moonlight. Serves no real purpose aside from aesthetics outside of highly specialized texts, but looks quite nice on official stationery.

(200) Digitized Manual- A new grimoire for a new age, exactly as capable as the old hardcover model, with a few exciting new features. Firstly, a front-page directory makes it significantly easier to find any subject of interest in the Manual. Secondly, the applications feature allows for spell diagrams to be saved and run automatically, drawing the necessary energy from the holder of the Manual. No more messing about with chalk and candles, or whatever archaic method of spell diagramming you're used to, there's an app for that. The Manual may come as an independent MacBook of some kind, or be uploaded directly to an already-present computer or tablet in your possession.

(400) Sentient Lotus Esprit- Looks like you took a day trip to the Dark Side of Manhattan, and even picked up a stray. This sentient vehicle is a

vicious hunter in its native environment, but it seems to have warmed up to you. Keep it fed on fuel and scrap metal and it will be happy to ferry you anywhere, and will be happy to accept any upgrades you can fit onto it. Can be applied to an already extant car in your possession.

(600) The Book of Night With Moon 2nd Edition- An incredibly potent tome that may only be read in direct moonlight. Describes the full nature of reality, its past, present, and future, with an accurate account of the fates of even the Powers themselves. Recently edited by Nita Callahan. In future Jumps, updates to reflect the current reality.

Advisory Items

(100) Wizard's Pet- It's well known that a Wizard's pets tend to get a little odd with time. Some even develop quite useful little quirks that help their Wizard partners out when they least expect. Perhaps a bird that can give minor predictions, or a dog that can smell the presence of evil. You may receive one common Earth pet with a minor supernatural ability, or grant said ability to a pet already in your possession should you have one. With time and greater intelligence, perhaps the Powers that Be will see fit to grant your pet Enacture so they may join the ranks of full-fledged Wizards.

(200) Duct Tape- Behind the Speech, the thing that holds most of the Universe together. Gain an unlimited roll of duct tape capable of fixing

most household problems and holding together minor magical items until more extensive repairs can be made.

(400) Ready Reagents- Eye of newt and toe of frog, wool of bat and tongue of dog. Well, not so much anymore. Wizardry, as an Art, has advanced since the early days when Wizards still needed to forage for every last little spell component. Still, magic of every kind will, at some point, need physical components alongside the spell diagram. Clever Wizards can mitigate this by performing certain works at certain times and using much lengthier phrasing, but eventually you will need supplies. This is a cupboard full of every kind of item that could possibly be required for most wizardries you can perform, barring extremely unique spell components like the heart of a dwarf star or fire from the dawn of time.

(600) Wizard's Den- A Wizard's home is his palace, and he designs it as such. Unlike other worlds where a Wizard's home would be bristling with magical defenses, this is relatively light on such things. The Lone One is usually polite enough or busy enough he doesn't come barging into people's homes without good reason. Instead, this is a nice, two story suburban house absolutely bristling with magical *conveniences*. From self-washing dishes to galactic cable, this is a home for a Wizard keen on simple luxuries. You don't want to have to worry about chores after a long day facilitating an alien world's evacuation portal, do you?

Senior Items

(100) Alien Victuals- Useful for treating with all manner of species on an even footing, there's nothing magical about this spread save that it can cater to any species with any nutritional needs without concern. You don't feed salads to tree people anymore than you would like a humanoid haunch of meat on your table.

(200) Ritual Space- You have a sanctified area set aside specifically for rituals of great power. Perhaps an ancient castle with spell diagrams carved into the very stone, perhaps a specialized bunker with holographic lights projecting diagrams into the air, whatever it looks like it enhances and empowers rituals carried out within it. Can appear in the Warehouse or in an appropriate area for the room to be in the context of a Jump.

(400) Spear Luin- A Power-forged spear crafted from iron heated in the core of a star at the beginning of the Universe. The spear was once wielded by a Power in the guise of Lugh in Earth's ancient past. Thrumming with energy of purest Fire, more perfect than most things can possibly be in this Universe, this is a potent spellcraft reagent, and an able weapon in a pinch as well.

(600) Planetary Kernel- Despite the name, this is not actually the kernel of a planet, but a small planet-sized pocket Universe, the sort used for practicing spellcraft. The kernel can be used to customize the pocket Universe to your specifications, and it can't be destroyed by any means

you can bring to bear. Ideal for testing dangerous magic, or setting up an emergency evacuation in a pinch.

Chapter Four: The Joys of Fellowship

Partner in Crime- You can import a Companion for the standard 50 CP, or import a full party of 8 Companions for 300. Each Companion gets a budget of 500 CP to use on perks and items.

Assisted Learning- Feeling particularly selfless? By spending 200 points you can increase each Companion's budget by 100.

Canon Wizard- For 100 CP, you may convince one of the canon Young Wizards to come along with you on your Chain, 200 points for someone at Advisory, and 300 points for a Senior. If you want to take someone with a nonhuman biology, I hope you have appropriate accommodations.

Servant of the Powers- You want to take along one of the One's children? Such a thing will cost you dearly, at least 600 points to keep an atemporal universe-building entity as a Companion. Note they will categorically refuse to partake in any activity that might contradict the Wizard's Oath, and do not invoke their abilities lightly.

Seduced by Power?- You really want It? The One who invented misery, suffering, death and pain? Starsnuffer, The Witherer, Kindler of Wildfires, That Which Decreed Darkness? Very well. No less than 1000 CP would suffice, It's quite invested in this Universe at the moment, but It does have an eternity to spare. The price is quite fair, because unlike Its siblings, the Lone Power is not shy about using Its powers when it suits It.

Chapter Five: Inherent Dangers of Practicing the Art

(+100) Whispers on the Wind- You come from a more ‘traditional’ magical tradition. In old days, before such novelties as the printing press, prospective Wizards would not be able to just stumble over Manuals, so instead the Powers that Be sent guidance in the form of visions, whispers on the wind, and other such methods to recruit new Wizards. Now, you have to make do with this decentralized Manual for your work. This isn’t a huge disadvantage, but you are slightly more beholden to the whims of the Powers than you would be with a simple text. Additionally, no auto-calculation features.

(+100) Chocolate Addict- It seems you’ve developed an unhealthy habit, Jumper. You’re hopelessly addicted to that most decadent of substances, *chocolate*. You can’t go a day without having withdrawals. Not so much a problem locally,

where chocolate remains bafflingly uncontrolled, but the wider civilized Universe will make satisfying your cravings difficult. Try not to stay off Earth too long.

(+200) Careless Caster- You do not exhibit the level of caution in your wizardry that the Powers would generally prefer. As a result, your spells tend to have unintended consequences, with more major undertakings creating more significant problems. Don't expect to be invited back to any rituals you take part in.

(+200) Mute Mage- Through a circumstance of birth or tragic accident, you do not possess the power of speech. Thankfully, the Speech itself is more magic than language, and has a sign language equivalent. Unfortunately, the limitations of human digits mean your spells will be significantly longer in the casting than a verbal Wizard can manage. Might be mitigated if you can acquire more sophisticated appendages, but changing your form for every spell will make things take longer still, and can hardly be done on Earth without breaking the illusion that magic isn't real (or, more realistically, one of Earth's governments attempting to apprehend you for study).

(+400) International Criminal- Oh dear, it seems that the Powers have led you into something of a pickle. When the stakes

are as high as preserving the lifespan of the Universe, the Powers sometimes ask sacrifices of their Wizards, with or without their consent, and it seems something you've done in your duties landed you firmly on the wrong side of all Earth's authorities. You can still find safe haven among the stars, of course, but Earth is your home and human Wizards can be a rare sight beyond its borders. Get used to solitude, Jumper, and I hope you weren't too attached to chocolate.

(+400) Existentially Maimed- And sometimes the Powers ask much more literal sacrifices of us. In the course of your duties it seems you've lost something you thought too precious to lose. Perhaps your childhood dreams have been erased from your mind entirely, leaving you with a hole where hope used to sing, or your capacity to empathize with others was all used up. Whatever it is, it has made it significantly harder to use magic that relies on it, and it was definitely something deeply important to you, specifically.

(+600) Deal with Evil- You've entered into some kind of bargain with the Lone Power, for some reason. An exchange of service for service, It has made something significantly better for you and your situation, what that is is up to you, or at least It has seemed to do so. The price for this, unfortunately, is a favor. A

favor that cannot be refused, and will measurably make the Universe worse, in whatever form it takes. The consequences of this favor will be, at minimum, an order of magnitude worse than whatever benefit you gained from the Kindler of Wildfires. If the details of this deal get out into the wider Wizarding world, and knowing the Power It may arrange for it to do so, you can be sure of being shunned from every Wizardly corner of the Universe and most mundane areas, as well as the loss of your Enacture, stripping you of the local magic.

(+600) No Outside Context- You've gathered quite a variety of incredible powers, items, and Warehouse additions by now I'm sure. But the Powers that Be have imposed a strict rule on you for as long as you reside in Their Universe. No magic systems, no special items, no perks of any kind not acquired here may be employed here, for fear of contaminating the One's creation further.

(+800) Marked by the Starsnuffer- It seems you've gotten on the Lone Power's blacklist. It hates Wizards on general principle, as the things that can best refute It and Its power, but It has recognized you as an especial threat. There is no where you can go, nothing you can do that will prevent It from coming for you in some manner. It has many plans, and the will and time to

redirect some of them to better deal with you. Be prepared, for ten years you will know no peace.

Chapter Six: Conclusions

Stay the Course- Perhaps your service in the name of Life has moved you, and you wish to stay. In that case, your chain ends here, with every power and item you've acquired, and all drawbacks removed.

Return Home- The journey has been long, and no doubt quire hard at times, so a desire for home is natural. You will keep all powers, perks, and items you have acquired and be returned to your reality of origin.

Ever On- The expected choice, you will depart from this Universe and continue on your journey with what you have attained here.

Appendix

While all the boxes have been ticked, I personally don't feel this Jump is actually complete, but I lack the ability to make it more so. It has been too long since I've read the books myself, and my copies of the earlier novels seem to have disappeared off my shelf. That said, it's done enough, and so I leave up to whatever brave Wizard is wise enough to revise this Jump into something more worthy of the setting to do so. Merely remember my early contributions in the notes and all will be well.