



Wizard.io Jump v1.0

by LJGV/Sin-God

Welcome to the world of *Wizard.io*. In this world a strange wizards ventures out from their homes every day, sometimes multiple times a day, to overcome mighty foes and extract from their fallen forms reagents and ingredients pivotal to their mighty spellcasting. There are strange areas in this world filled with a variety of deadly and dangerous monsters who rally together to fight wizards, either to prey upon them or to defend themselves from a wizard's bloodthirsty predation. Which are you? Are you one of the many eerie monsters that haunt this land, or are you a wizard, determined to hunt down and defeat as many of these beasts as you can?

Take **1000 Wizard Points** to fund your adventures.

Author's Note: This is a jump of a game known as Wizard.io. You can play it [here](#) (among many other places online). It was developed by [Onki Games](#), and receives regular updates. It is said to have been inspired by other horde survival games like Vampire Survivor. Also, for the duration of the jump all game mechanics exist and are canon unless you take drawbacks that nullify them. This means that you can find bombs, magnets, and hearts, on the battlefield. Taking perks or items that refer to these things, make them permanent facets of your chain.

Starting Location

Your origin determines your starting location. Wizards start in their homes, and monsters start in an Arena.

Wizard's Home

Located in a pristine, wooded area, your new home is a clearing you've already begun to develop. The main area of import to you will be your portal network, a set of portals located around an altar to the Grim Reaper. Death is cool with you though, and offers you coins in exchange for the souls you give him. There are areas set up in your clearing

for future developments, but to finish the developments will require an investment on your part.

Monstrous Arena

Monsters start in an arena, an area where monsters naturally congregate and that has been developed by years of wizardly activity to give wizards enough space to go buck wild with their magic. In these places wizards and monsters clash, with lone wizards fighting hundreds, or even thousands of monsters. Monsters always seem to quickly respawn though, which is... strange.

Age and Gender

Your age and gender do not matter in this jump. The canon wizard seems to be an older, probably male human, but you can determine your age and gender freely.

Origins

Wizard [Free]

Wizards are magic users who have a litany of arcane abilities. They are also among the most proficient monster hunters in the land, able to cut down entire teeming hordes of the beasts. Other humans flock to them, and treat them with deference, working for them and doing their bidding since they are the most reliable defense against the monsters. All wizards have the ability to absorb the souls of fallen monsters (which grants you access to the in-game level-up mechanic, but to keep this system you do need to grab the perk for it), but this ability is very limited in other worlds without other abilities or access to death themselves. If you are not a human/do not have a human alt-form this becomes an alt-form you can use in future jumps.

Monster [Free]

Monsters have a variety of abilities and hundreds of different forms. These beasts work collaboratively, or at least don't deliberately target each other, to take wizards down. While many monsters have a single, simple ability: they tackle wizards, others are more sophisticated and dangerous having projectile attacks and even auras that deal harm to their foes. If a monster takes down a wizard they can absorb their essence, and use the essences to grow meaner and nastier. You also determine the specifics of your monster form but it must be decidedly inhuman, such that no human who has ever seen themselves in a mirror or seen other people would mistake you for human. That said, if you want you could still aid humans. It'd just be unheard of. This becomes an alt-form you can don in future jumps.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Combat Encounters [Free]

The gameplay loop in this world is simple (and this trait carries over to the jump, unless you take the proper drawbacks). When you are not in an arena, you are safe. Monsters only ever appear in arenas, and wizards only ever attack in arenas. When you initiate a combat encounter by entering an arena, you go into combat mode. In this state your senses are supercharged, you experience a rush of adrenaline, and it's easier than ever for you to unleash your full power. By taking this perk you gain the ability to enter a state of combat readiness at will in future jumps, and whenever an enemy initiates a hostile encounter with you, you automatically go into combat mode, which triggers things like card magic and the ranged attacks monsters can exhibit. When not in a state of combat readiness things like passive attacks (such as auras) lose their negative and dangerous effects, regaining them when you next have a combat encounter.

Death Accepts Your Tribute [Free For This Jump, 400 CP To Keep]

Like with many roguelikes and horde survival games, death is not the end here. And this is true for jumpers here regardless of their origins. When you die you appear before Death himself. When you die you will appear before the cold face of the end of life. At this point in time you must offer a tribute of souls, and these will be taken by the embodiment of death itself, in your place. If death finds your tribute fitting, you will be spared its cold embrace, who will then teleport you to your starting location or some property of yours, or failing that, some safe space for you. The first time you die each year, for this jump at least, death will spare you for free. After that, you must offer more than you did last time for it to spare you. Monsters will have to offer less souls than wizards do (unless you are a strange rogue monster who is hunting other monsters), because wizardly souls are natively more impressive than those of monsters. In future jumps, you may not have to offer souls, but it will be something of real value. Also in future jumps, the first time this 1-up is activated it'll cost you nothing.

Wizard

Upgradable Physique [100 WP]

You can invest in yourself. You have the ability to sacrifice currency and goods and use them to purchase upgrades to your own abilities, improving how resilient you are, how fast you are, and how hard your spells hit. In future jumps you'll be able to upgrade yourself in new ways.

Spending Equals Progress [200 WP]

You can convert currency into progress on various tasks. If you wish you can spend money to either outright do things for you, like transform a group of materials into a furnished building, or you can spend money and transform it into raw materials. For now this ability is easiest to use when creating raw materials and when turning raw materials into completed products like buildings or tools, but with training you can learn new ways to use this ability, such as spending money to create essays or spending money to produce meals from nothing.

Equivalent Exchange [400 WP]

When you defeat monsters or other foes, you can absorb them. This gives you their essence, which you can now spend in a variety of ways. You can turn essence into currency outright, or you can turn essence into weapons, armor, meals made from the monsters you acquired the essence from, or even potions that can give you their

abilities. Please note, if you want to use this to get money from the essences of foes you will only get an amount of currency equal to what they are worth, if you want to make money off of them there may well be better ways to do that. However, this comes with more creative utility than just exchanging souls for money.

Card Magic [Free For Wizards for this jump, 600 CP to Keep]

You're a wizard, it's only fitting you can use magic. With this, you have access to the same upgradable spellcasting system as native-born wizards letting you use spells that can auto-cast themselves on a cooldown and that can auto-target even distant enemies (even changing direction to hit them if another attack slays their initial target and they are forced to reorient themselves). By default, you have a few spells unlocked, namely *Magic Balls* (the default spell, itself akin to D&D's *Magic Missile*), *Chain Lightning*, *Nova Circle*, *Arrow Rain*, and *Directed Light* but you can only use one at the start of a battle. This also grants you an experience bar (and you grab experience automatically upon defeating foes, unlike in the base game), which resets between clashes, but with every level up you get points you can spend to purchase upgrades to your spells that give them new abilities and improve facets of them, as well as to add a spell to your docket of auto-casting spells. As you venture into new jumps you'll be able to unlock more card magic, and with just this perk you can convert spells you already know from other jumps into card spells, which lets you auto-cast them whenever battles begin. You can also do things like change which spell is your default spell, the one you auto-cast at the start of any violent conflicts. When you level up you may also find boosts, things that improve facets of your battlefield performance like reducing universal cooldowns on your spells, improving your speed, giving you regeneration for the duration of the battle, etc.

When you level up you get to select a single upgrade to some facet of you. These are divided into three separate types of upgrades; attack cards (spells that become auto-cast, auto-targeting foes, and can become upgraded), upgrade cards (cards that buff spells you're current auto-casting, doing things like reducing their cooldown, increasing the projectiles they use, and improving damage, but are only for cards already on your docket for this combat encounter), and boosts (cards that do things like give you health regen, buff your health, reduce cooldowns for all of your cards, increase range of your attacks, or even increase the number of projectiles each of your cards use).

Also, in future jumps how much experience a creature gives you is dependent on their power. A human soldier on a battlefield who slays other soldiers will level up multiple times per soldier they defeat, but this is balanced out by the fact that this is temporary.

This form of magic's one weakness, other than how it resets between battles, is how uniformly focused it is on battle magic, but a clever jumper can surely find ways around this.

Monster

Boss Bar [100 WP]

You are not a nameless baddie. You are a boss, a powerful, large monster who is a danger even to wizards and whose body is filled with powerful regents that make you a desirable target to them. You have a sizable bar of health, and as you defeat more

wizards the more your health grows. Also, creatures who are targeting the same person or people as you and that are not indiscriminate in their aggressions will naturally consider you an ally while your mutual foe lives, letting you use them as additional bodies against your chosen foes. Additionally, you have an unerring ability to track wizards, even ones a vast distance from you.

Ranged Menace [200 WP]

You have a powerful attack in the form of a series of ranged orbs you can passively emit. These orbs ignore any and all of your allies, phasing through them, only hitting and sometimes even stunning your foes. This anti-friendly-fire property also applies to all of your other attacks as a reward for purchasing this perk. You can also emit them quite fast, launching multiple waves of them in a second. They are still quite avoidable, and you can determine whether or not they'd stun, kill, or destroy a foe. If you kill wizards you can learn to mimic some of their attacks, their essence showing you how to mimic their methods. In future jumps you retain this ability, in and out of monster form.

Auric Animal [400 WP]

You possess an aura that allows you to command monsters and passively harms your foes. The greater you become the more deadly this aura becomes, allowing you to more easily command even monsters above the teeming masses of snakes, spiders, and bats that harass wizards in this world. This aura is powerful, perpetual, and those allied with you who bathe in it find their wounds healing, which in turn increases their loyalty to you. And as they become more loyal to you their wounds heal faster, creating a vicious cycle.

Vicious Cycle [600 WP]

The more you defeat certain types of foes the better you become at it. This ability allows you to become a menace to foes of a type you've fought a thousand times before, slowly improving how hard your blows hit, improving your defenses against them, and even allowing you to improve how good others are against them if you train others personally for the sake of defeating foes you've beaten before. This ability can be used in a lot of ways, from making a normal person a nightmarish foe against zombies in a zombie apocalypse to making a monster a practical embodiment of death against humans in a world where monsters are rare and humans are plentiful.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Wizard

Wizard's Land [100 WP]

Now you get to keep your starting location which, in future jumps, appears in your warehouse (until/unless you import it directly into the jump). It has no infrastructure unlocked by default other than your castle/tower, which is an arcane playground and all the basic infrastructure such a thing needs, including auto-replenishing food and water, and basic but nice furniture. Outside the castle, and separate from the portals (which you can key to places in new jumps with an investment of money and potions, though there'll always be one portal that leads to generic versions of monster-filled arenas where you can do battle with your ancient foes and collect their souls and essences) you get a station for upgrading your cards containing your spells (and purchasing new ones, giving you knowledge of new spells, and new spells appear automatically in future jumps). There are also plots of land already spaced out that you can turn into various things, such as homes for other people, mines, factories that produce vital goods, etc. Once you've constructed something in every plot that is already spaced out new ones appear spontaneously, letting you construct more stuff.

Infrastructure [200 WP]

This item gives you a fiat-backed version of all of the basic infrastructure in the protagonist-wizard's land. You get two places where you can upgrade yourself in different ways; exchanging currency for different permanent buffs, a gold mine that passively produces gold for you, and two stations for potions; one for red potions and another for green potions. If you purchase this without purchasing Wizard's Land then these things appear in your warehouse or some other property of yours, or near your starting location in future jumps if you lack property and a warehouse or equivalent. This place will be protected from attacks and disaster and people will recognize that it is legally yours.

Death's Altar [400 WP]

Somewhere in your home, in this jump, and in your warehouse or a property you own in future jumps, there is a strange shrine to Death. This takes the form of a few stairs leading to a pool of obsidian energy. When you approach this altar with essence and souls death appears and takes them from you, and gives you currency in exchange for them. He also renders the bodies inert and formless and makes them unidentifiable, though if you are a necromancer you can still use the bodies for something like zombie crafting or the making of skeletal soldiers. The worth of individual souls depends on the person or monster they were in life. Stronger beings are worth more, as are more knowledgeable, and more unique beings. Human souls are worth more than most monster souls, but some monster souls are worth a great deal.

Monster

Boosts [100 WP]

While on a battlefield against a wizard, or perhaps other monsters, you'll find these icons. Normally for wizards they are a part of their upgrade tree, but you can find physical objects that contain their power. These things can give you these buffs, even if you are a monster, and only you can see them. They are temporary though, lasting only the duration of the combat encounter.

Power-Ups[200 WP]

These are items that hover over the ground in a battle. They have various forms, such as a floating magnet that pulls experience to you, a floating heart that restores all of your health, or a bomb that deals devastating damage to your foes; normally enough to kill them outright.

Arena [400 WP]

You can select any of the levels and take them with you onto future jumps. Monsters, all the sorts that spawn in the arena, spawn all the time and a horde of them can be summoned from it at any time. They'll obey you and do your bidding, and those that get slain are quickly replaced as more spawn. This includes boss monsters native to the level, though at any given time you'll only have a single boss monster following your direct commands, unless you are in the arena itself.

Companions

Companion Import/Creation [50-200]

Standard companion importing/creating rules. You can pay 50 WP to import an existing companion and they get an origin, and 600 WP to use for themselves, or you can pay 50 WP to create a new companion who gets their own origin and 600 WP to use for themselves. If you spend 200 WP you can import and/or create up to eight companions, who all get the ability to choose an origin, perks, and items of their own, as well as 600 WP to use themselves.

Drawbacks

Another Universe [+0 WP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. **This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.**

Plot is King [+0 WP (Mutually exclusive with Extended Stay)]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete. In this case, this would mean getting access to the last level and defeating the final boss, OR if you're a monster or wizard who hunts wizards, defeating 100 wizards and giving their souls to Death.

Extended Stay [+100 WP]

For each purchase of this your time here is extended 10 years. You can get this up to three times for points, and afterwards you can continue to purchase it but it only lengthens your stay.

No Power-Ups [+100 WP]

You no longer get power-ups, which refer to items that appear on the battlefields you visit. This means that, barring boosts that offer health regen, or perks that grant it, you will not have access to health restorers in arenas for the duration of this jump!

Social Foes [+200 WP]

This minorly boosts the intelligence of most foes, and makes bosses/wizards (whichever you view as foes) able to command others in battle! Thankfully with just this, they can't actually learn.

More Expensive Arenas [+200 WP]

If you want to explore more of this world, you're now going to have triple the resources to open more portals. This means each portal costs more potions and gold, and you may even have to complete special conditions to get access to future levels!

More Costly Investments [+400 WP]

If you want to upgrade yourself it'll take a lot more now. For monsters this means you need to kill twice as many wizards, and for wizards this means that you'll have to fight and slay more monsters to get coins to purchase more improvements to yourself.

Bigger Bosses [+400 WP]

Real enemies, like bosses and wizards, now get upgraded the moment they see you. This means even simple bosses like the spider monster in the first level get auras, and enhances the damage wizards do, which is especially bad since wizard magic auto-targets their foes and homes in on them.

Smarter Foes [+600 WP]

Now your foes are deadly, obsessed with fighting you, and are fully capable of strategizing. This makes initial trips into new arenas the least dangerous ones, because each subsequent time you enter an arena your foes will have learned from the last time you were there, and they will try new tactics to trip you up, and to defeat you.

Public Enemy #1 [+600 WP]

Everyone's out for blood now. Both monsters and wizards alike will want your blood, viewing you as a pathway to greater power. That said, if you can overcome foes you may be able to subjugate them, but regardless when you enter an arena you'll need a lot of luck and strength to get out when everyone is gunning for you from the jump.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation