

Urban Occultism

(a.k.a. The Generic Urban Fantasy Jump)

Reorient yourself. How did you arrive here? Clambering across a great cosmic tree, or being ferried upon the back of something unfathomable? No, more importantly, where are you now? This world is not unlike the one many of your kind originate from, it seems. One of technology, and cities, perhaps going by the name of Earth? Though, that need not be the case, perhaps the world holds a different name, and the nature of its technologies are different as well? Either way, it carries a marked deviation from what one might expect of a baseline world, as this place is certainly inhabited by some kind of supernatural phenomenon. Perhaps it is magic, psychic powers, or even some alien influence, but it exists, changing the course of the world in its wake. To put it more succinctly, this is a world of contemporary magic, where supernatural power and modern day levels of development intertwine. To integrate yourself into the local ecosystem, take these:

+1000 CP (Choice Points)

And do with them as thou wilt.

Locations

You may choose any of the following locations, or determine one randomly. Alternatively, you can choose another setting, original or otherwise, that prominently features supernatural phenomena hidden away from the public in a world with environments at least roughly as developed and urbanised as industrial revolution era Earth.

1. **Earth.** This world appears on a surface level to be almost indistinguishable from the one you left, and speaking to the bystanders wandering its streets would seem to indicate much the same thing, but in truth, there lay a secret second layer hidden in its shadows. Cabals of mages work rituals in secret, and monsters wander the wild fringes and, for the ones that can pass for human, stalk the city streets.
2. **A Strange London.** Magic has always run thick through the earth-veins of her majesty's noble nation, but it has long slumbered beneath the subtle ministrations of the druids, who have ensured it saw use only to ward off dark influences. Now, those druid ancestries have thinned and all but passed, and magic has begun to rouse from its long slumber, and with its waking, strangeness is beginning to spread through the

land. Alchemists begin to unravel the secrets of mind, soul and life, ghosts linger in the wake of harsh deaths, and immortals indulge in lives of hedonistic sin. And those forces once held at bay, too, are beginning to find ways back in, as fair folk and old gods seek to exert their will upon the world once more.

3. **Megacity 12.** Holographic projections and neon-lights struggle for influence over advertisement clad spires and crime runs rampant across concrete landscapes. To the average person, the modern megacities are things built on hard science and physical law, but in truth, reality is much... softer than it seems. Ritual circles coat the floor of advanced research facilities, corporate espionage delves into realms of strange perception, and many other forms of magic find themselves exploited in secret by the elite and their corporate underlings. Of course, all the biggest secrets have points of failure, and in the lower streets, things sometimes bleed through as anarchist technomancers take up arms against the system, hooded figures swap alchemical products with dumb teenagers for hard cash, and monsters that can blend in among people or hide in the shadows go about their unkind business.
4. **The Fractal.** The world you arrive in is less important than it might seem, around here. After all, we have several, a nearly uncountable amount in fact! A multiverse in its own right, known as the Fractal, composed of interconnected civilized worlds with their own inherent magics and tricks, interdimensional travel certainly still isn't easy here, but it's also not unheard of among supernatural communities, with portals between two worlds cropping up often enough, and the occasional rare artifact or person being able to travel across the Fractal freely.

Origins

A world like this is liable to be filled with the stories of those in it. There are many things that may define those within, but the foremost question has to be this: How did you come upon the supernatural? Was it foisted upon you, or sought out? Part of your nature, or something taken? Choose one origin below, granting you its 100 CP perks and item for free and a discount on all of its other associated purchases. Your biological specifics will be up to you, albeit limited to human possibility without the assistance of other perks or abilities.

Scavenger (Optional Drop-In): You were born with nothing. You were taught nothing. You were not privileged to come into existence peering beyond the veil, into its horrors and wonders, and yet, somehow, you found the cracks that led you away from your mundane innocence. Everything you have and know now, you have dragged kicking and screaming out of the barren earth of your own mundanity. You are beholden to none, not yet.

Inheritor: Lineage. To gods and monsters, it is nothing of note, blood made indistinguishable from water as inhumanity dilutes it. But to those of mortal stock, it is much more. You hail from some line of practitioners, and have been raised into the arcane world. These occult lines need not be defined by blood gifts that make them stand out, though they can be. Instead, what stands out about those like you is that you benefit from the lore, education and safety of your line, granting you safe and easy access to secrets that others may well have died trying to secure. Your line need not be one of blood, as the sacred tradition of occult apprenticeship remains firmly in play, and you may have been initiated by an otherwise unrelated mentor.

‘Gifted’: Magic tends to be something one chooses. It must be learned, or embraced, or at least purposefully used. Not entirely so for you. Though you may still need to learn about or train your power, it is something you’ve always had, some inner spark you were born with, either encoded in your heritage or simply springing from you in a way unforeseen. Depending on the nature of your magic, and how easy it was to control, this could be brightest blessing and deepest curse both, and even for those who are not unduly burdened by their power, it is likely you have always felt... apart from others, something that has made outcasts of many like you.

Broken Innocence: Most who exist beyond the veil are born into that state, or at least raised into it. Some instead peel it back layer by layer. For you, it was firmly in place most of your life, as you contented yourself with conventional existence, only for it to be torn away by force. Your eyes have been opened against your will by forces beyond you, and they can never close again. You are familiar with the flow of the modern world, but are likely woefully unequipped to handle that which lies in the darkness, plunged unexpectedly into revelation as you were.

Something Wicked (100 CP, Optional Drop-In): All can transgress, to pass from light into darkness. But the gate, once opened, cannot always be closed, and so few ever return from darkness to light. Woe to you then, as you are a thing born in the dark. Those born in the light would call you monster, horror, demon. Perhaps you agree. Will you embrace the crime of your own birth, as others of your kind almost always do, or will you use your place within the dark to fight its influence from closer than any other could?

Perks

General Perks

Unveiled (Free): Veils, masquerades, statutes; though not every world of this kind keeps its magic out of sight, there are a great many that do. But you are not among the innocent, who walk through the world unaware of the supernal truths below its surface. In any situation where a passive, large-scale effect exists that would prevent people from discovering the existence of some supernatural force or phenomenon, you are not subject to this effect. This does not protect you from the active efforts of others, such as someone using a targeted spell to erase your memories, nor does it apply to more localised effects, such as those used to hide a particular house from view. The perk also grants you a basic base of purely mundane knowledge of the supernatural community in any world you visit where such things exist, on par with what an average member of the supernatural community would have learned within their first year of involving themselves with the supernatural.

In future jumps, this perk will begin the jump in an inactive state, during which you will be aware whether or not there is an effect in place it could protect you from, and whether there exists a community it could grant you knowledge on, but reveal nothing else. At any point, you may then activate the perk, in which case it will remain active for the rest of that jump.

A Supernatural Talent (200 CP, First free for all except Broken Innocence): You have within yourself a touch of something greater. Perhaps it's the ability to practice the arcane arts, or the inherited gifts of your fae ancestor. The strain of vampirism you've acquired, or the holy power your faith has awakened. Whatever it is, this perk has granted you access to a single system of magic, which you can define more precisely in the System Customisation section.

Power (50 CP+): But perhaps you are not content with the magical essence you are allotted to begin with. For every 50 CP you expend here, you gain an extra 100 MP to spend on a single system produced using the system customisation section. You can do this for any system except those from the Create/Import Companion option, as such companions must use their own CP to do so.

Friend of the Strange (100 CP): You are well liked by beings foreign to normality. While ‘normal’ people don’t treat you any differently, the further away a given being is from mundanity, the more affinity they display towards you. Spellcasters and superhumans might treat you as if you had a comforting presence or made a good first impression, but little more, while spirits, demons, gods and cryptids will have much better opinions on you than they normally would, giving you better deals, being less harsh if you do something to upset them, and so on. Beings normally predisposed to hostility against you will still be hostile, but they will be less so, and quicker to change their minds in that regard. Even beings normally incapable of positive relations with others could learn to develop a bond with you, though this would still be a significant uphill battle.

Origin Perks

Scavenger

Beneath the Radar (100 CP): It can be unwise to draw the attention of those keeping a secret, and it often pays to know more about others than they know about you. You find it easy to escape notice. You bend into the background when you want to, you know how to cover your tracks, both literally and figuratively, and you are generally skilled at going unnoticed, and ensuring your interests go unnoticed as well. Pretending not to know about the occult, preventing others from discerning your place of residence, things like this come naturally to you.

Hang On (100 CP): Have you had to spend time on the streets? Or did you simply grow used to pushing yourself to the limit with long nights of obsession? Whichever may be true, you are accustomed to hunger, thirst and exhaustion, able to operate longer than others could under such conditions and only suffering mentally once these things reach far past what would give others pause. You even have an enhanced tolerance for pain in general, able to simply ignore injuries and aches. At least, until they start to break down the body’s functions.

Sixth Sense (200 CP): Was it this talent that first led you to magic, or did you carve it into yourself so you would never go blind again? The imperceptible rings loud to your senses, which lets you perceive things ordinarily invisible, and peer through illusions meant to cover your awareness. What’s more, supernatural phenomena of all stripes can register to any of your senses. You can hear yourself being scryed on, smell out a curse, or perceive the magic

another is manipulating to predict what spell they'll cast. Your senses even hold an acclimation to otherworldly forces that ensures you suffer no negative effects from these perceptions. Gazing into hell, hearing the voice of a great old one, these things harm you not. Mind you, hell's flames still burn and a great old one may still purposefully assault your mind or body, but perception alone won't harm you.

Obsession's Whispers (200 CP): There has always been temptation to mystery, a rising need in all peoples to discover what is hidden just out of sight. You are a finely honed tool for the fulfillment of this desire, able to connect facts and logical points easily, and can tell when some secret hasn't yet been fully worked out. When you are presented with incomplete or incorrect information, you will feel in your core that you are missing something. This won't tell you what, but you'll know to start looking. And once this occurs, it will be like some distant part of your mind is constantly analyzing and cross-referencing every potentially relevant piece of data you have access to, until, once you have finally had enough time and information, it presents its findings to you as lightning strike moments of inspiration. Red string and corkboard sold separately.

Devil's Gambit (400 CP): The closer you are to the edge, the better you get. As the situation you are currently in gets worse, or at least more chaotic and complex, you experience a proportionate improvement to your luck, as well as the speed at which you come up with plans, and your improvisational skill in general. The luck this grants is geared mostly to ensuring your plans are insulated from unexpected factors and to helping you survive danger, though it affects everything subject to probability to some extent. Interestingly, this effect improves faster if the danger, chaos and loss of oversight you are subject to is caused by you, meaning that when you purposefully escalate a situation it also tips in your favour, though depending on what risks you're taking, this may not outpace the increased dangers themselves.

See the Cracks (400 CP): The secret of magic is that magic never runs out of secrets. It's something that defies possibility, something that cannot be bound by limited definition, so is it any surprise that there's always more to discover? As you interact with any supernatural force, you begin to spot inconsistencies, appearing to you as supernatural phenomena only you can perceive, such as literal cracks in the fabric of the world, strange omens scrawled onto graffitied walls, and so on, whose power and knowledge can be exploited in various ways for the benefit of the relevant supernatural force. Typically, these are only available for a short window and can allow for temporary advantages, such as drawing on them as an

unexpected source of power to bypass the power's requirements, using them as inspiration to twist a spell in a way normally impossible, or combining two types of supernatural power into one for just a few moments, but rarely, they can grant a permanent new boon to or insight into a power, such as a way to let those not normally compatible with the power use it, a slight boost in general power, a method by which it can be combined with another power that permanently allows them to synergize, teaching you a new subschool of that power which can accomplish new effects outside the powers usual limits, or just about any other effect along these lines. These permanent improvements are few and far between, but in theory, given enough time to twist, bend and jailbreak your powers, the possibilities are truly endless, as all magic should be.

Inheritor

Making Connections (100 CP): Regardless of how well-connected your mentor may or may not have been, you'll likely have no trouble integrating yourself into various more occult circles of society. You hold the twin benefits of being able to find helpful potential contacts from even sources that normally hide themselves, should you put a bit of effort in, and of quickly building positive bonds and garnering favours with such people. If you find yourself dealing with a ghost problem, and there's a spiritualist, necromancer or medium active in your area, even if they don't advertise their services, or do so only through select means you aren't yet involved in. Some of this is investigative ability towards finding practitioners of various arts, and can be turned to other ends, but most of this comes from a healthy dose of luck that will work exclusively towards putting you in touch with those whose goals you would align with. And once you do acquire such contacts, whatever their source may be, you'll find that they're more willing to trade their services at a fair price. This won't give you an unfair benefit, but they'll be more likely to cooperate with you even if they normally wouldn't and less likely to rip you off. If such trades and deals prove mutually beneficial, this willingness to continue dealing with you will only increase.

The Masquerade (100 CP): Sometimes magic exists openly, and other times it is hidden away, but there is always an advantage to be had in denying your opposition information. To that end, you find it easy to hide supernatural properties about yourself. Not only do you have a decent amount of mundane skill in planning your schedule and veiling your activities to be able to lead a double life, operating seemingly normally while also fitting more illicit activities into the moments in between that others aren't aware of, but others are generally more prone to finding a mundane explanation for anything out of the ordinary you do as long as some ambiguity remains present, and you find it easier to think of ways to obfuscate your

magic use. Where others hurl fire directly at their enemies, you might think to funnel the flames out of sight through a nearby pipe, causing a seemingly random burst of steam to scald your foe. This only helps you find ways that were already present, and can't veil things that cannot possibly be explained away. There are few subtle ways to draw forth a lord of hell from a ritual circle.

Folkloric Interest (200 CP): Growing up involved with the mystical half of the world makes it less than surprising that you'd pick up quite a bit of knowledge on it. You have an extensive knowledge base on various supernatural creatures, powers and important figures in the mystical world. This isn't a perfect knowledge base, it only covers theory and doesn't detail anything wholly unknown to any others, allowing you to identify most creatures or abilities you run into but not making you any more capable of using them yourself. That said, knowledge is power, and being able to breach the mystery many monsters and practitioners rely on to sell themselves as invincible can be extremely useful, letting you identify the appropriate ways to interact with other supernatural actors and discover their weaknesses. While you won't be able to recognize absolutely every mystical creature or force you discover, you can usually figure out the basic classification of even those you don't, letting you figure out where to start looking for more lore on them.

This knowledge updates with information on the supernatural in any future worlds you visit where such things exist.

Shadow Name (200 CP): Many systems of magic use a target's name to affect them, and so, many established magical communities use false names of some sort to prevent that from happening. This perk does not grant you such a false name, as you can simply take one up yourself. Instead, it will grant you a true name, with several advantages.

Choose a single name or title. It can be almost anything, and does not need to be something you have been called before, as long as an argument can be made that it is, in some way, meant to describe you. This is your truest name, and no other name used for you can ever be used to affect you with any kind of magic that uses names to target others. Even forms of magic that target you through other esoteric connections, such as blood, would be blunted slightly in effect and precision for any caster who does not know this name. Others cannot use any form of divination or similar ability to discern your true name without you or another who already knows it willingly revealing it.

In addition, your true name has an inherent feeling of significance to it. Should you willingly reveal it to another, even if they aren't otherwise aware of any magical means of interacting with it, they will understand that what you are sharing is something important and a significant gesture of trust.

It is recommended that you select a name you are not actively intending to use, as openly going by your true name will risk most of this protection. Should you find your choice of true name to have become unsuitable, you may designate a new true name once per decade, or at the start of each jump, whichever comes first.

Prodigy (400 CP): There is some assumption that users of magic tend towards more intellectual pursuits, drawing their power from study instead of pure brawn. One might assume that even a bog witch or ki using martial artist would at least possess strange wisdoms beyond regular folk. In truth, magic is varied enough that such stereotypes tend to be spotty at best, but your own intellect would certainly be enough to perpetuate such rumours.

You are, in a purely mundane fashion, a true genius. You have a perfect memory, and the ability to sort through it easily without getting bogged down in aeons of memory. You can make logical connections at a pace that boggles the mind, and have the perceptive ability to gather all information you could possibly need to make these connections with only a glance, spotting all the innocuous details that others would miss. And most importantly, you are extremely adept at just about any form of study. This doesn't do anything for your practical skill or muscle memory, but when it comes to the theoretical aspects of just about any field, you could learn it in a fifth of the time that another might. You might still need to train a steady hand to perform surgery or play an instrument, but you'd certainly learn what to do easily, even if you might not yet be able to put it into practice.

Web of Manipulations (400 CP): Mystical abilities are a great boon to the influence one can wield, and so it is hardly unexpected that those possessing such abilities might attempt to exert this influence over both each other and the mundane world, but you are truly an exemplar of such plots. You find it almost effortless to discern methods by which you can exert influence over other people, and for each of those methods, you can easily identify its effectiveness and subtlety. You have no difficulty keeping track of the consequences of such manipulations and when you consider the directions in which you can steer any given person or group, find it much easier to predict what the results will be for such efforts. If you have

supernatural abilities you will find it much easier to use these to bolster your manipulations, but even without such powers, you could easily become influential enough to see the world dance to your tune. It wouldn't be a surprise to learn that the magical world could feasibly keep itself hidden from modern technology while still influencing every facet of society, if someone like you is a part of it.

'Gifted'

Natural Magic (100 CP): Your magic has been a natural part of you all your life, which has given it time to influence your development. Your body is devoid of all natural flaws, never developing blemishes or detriments like bad eyesight, heals perfectly from any wound, albeit only at the normal rate, and is always nudged to your preference in any development, ensuring that exercise is simultaneously more effective and less necessary, and that you will age with exceeding grace, likely even lasting a few decades longer than others would even without further magical work.

Soul of Passion (100 CP): There is wonder to be found in magic, and it comes naturally to you. You have a natural disposition towards positivity and curiosity, and find that these emotions can spring effectively endlessly from you. You may still choose to act in a more restrained fashion, but outside forces that would mar your ability to experience positivity, such as trauma and weariness, will no longer cause any long term detriments to your ability to experience positive emotions.

Aura Signature (200 CP): Through your magical nature, your presence has become a tangible thing that can pour forth from you. Choose a single theme, as simple or complex as you desire. Perhaps it's 'flame', or 'the faint impression of a depth filled with clockwork and eyes visible only within shadow'. Then choose an emotional resonance appropriate to your theme, such as fear or awe or joy. You now have the ability to release an aura that causes your surroundings to reflect your theme, though this is purely based in appearance, and causes your chosen emotion in those within the aura. You can control the aura with enough precision to restrain it effortlessly, Allow only a specific creature to perceive it, only project the appearance changes without the emotions or vice versa, and so on. You can also impose these changes onto your spells or other abilities, changing their appearance to match your theme and letting them more easily induce your chosen emotion.

Perhaps the most notable aspect of this aura is how adaptive it is to any other powers you possess. If you have any other abilities that let you project a passive aura, induce emotions in

those around you or who can perceive you, emit a visual effect, and so on, you can meld these effortlessly into your aura, letting you control them with precision, imbue them into any spells and abilities you use, and mix and match their effects and aspects as desired. In time, you could also develop new appearances for your aura appropriate to your current nature, and mix and match these together. You might start with an aura signature of machinery, but spend some time as a forest hermit, and you could develop a second theme of being ‘overgrown’ allowing you to make yourself, your surroundings and your magic appear as though mechanical, covered in plantlife, or both at once.

The Hermit (200 CP): Though those who are set apart by birth may still be able to integrate with normal society, they will often find themselves outcast, too different to fit in. You have little difficulty with this. You do not suffer detrimental psychological effects from social isolation. You are also quite skilled when it comes to taking care of yourself, be it while living on the streets or in the wilderness. You have a particular knack for applying any supernatural abilities you possess to this sort of survivalism, finding such abilities much easier to use in the pursuit of meeting biological needs, constructing shelter, and so on.

Type Affinity (400 CP): Inherent magic tends to be slanted to something, possessing some nature or source. Choose a type of magic, a theme or word. Any power or ability you practice that falls under that term is simply better in your hands. You learn it more easily, it’s stronger, and more efficient, and so on. This boost is more effective for learning and developing magic than it is for boosting what you already have, but it does both. The broader this term is, the less powerful the effect becomes, and vice versa. Something as broad as ‘magic’ in general would produce a noticeable but minor shift. Something like ‘shadows’ or ‘thunder’ could boost development severalfold, and more than double raw power.

Friend of Magic (400 CP): The supernatural itself seems to like you somehow, and so it does not like acting upon you negatively. This grants you a resistance against supernatural effects that becomes more effective the more directly it acts on you. Someone reshaping your surroundings into otherwise mundane danger would be uninhibited, but effects that target you personally, even if they do not originate within you, such as a fireball thrown at you, and effects that originate within you but manipulate your surroundings, such as a misfortune curse, would be strongly blunted. Effects that directly affect you without using an in-between vector, such as attempts to telekinetically move you, reality warping you out of existence, or curses that disintegrate your body, would all fail outright.

Broken Innocence

Common Works (100 CP): Mortal means can be quite useful to mortal ends, and can sometimes be applied even to stranger aspects of the world. You have experience with a single career which is entirely unrelated to the occult, enough to equal someone who has worked in that line for 5 years or so. There are many tales of private detectives stumbling into the supernatural, and a surprising breadth of tales about writers doing the same, but in the end, just about any walk of life could lead to one stumbling into magic, so you may choose just as freely. This also grants knowledge on the aspects of life that someone in this line of work would experience outside of their working hours, so in the event that you are not yet aware of how to file your taxes or work a computer, that will be covered as well.

Open Mind (100 CP): It may not surprise you to hear that not everyone takes well to the sudden revelation that magic is real. What's less often considered is that even those already involved in the arcane occasionally find themselves in denial of its stranger, lesser known facets. That's not a problem you're likely to run into though. Maybe it's because your perception of the world has already been upended once, giving you the benefit of experience with the unexpected, or maybe it's because you're simply talented at rolling with the punches and accepting what you're presented with, but either way no amount of strangeness really fazes you. Learning magic is real, being attacked by a demon, these things simply won't surprise you or leave you reeling the way others might. They can still evoke other emotions, such as terror, but even then you'll act rather than freeze, your adaptability overriding any impulse you might have towards indecisive paralysis. This perk won't protect you much from the supernaturally incomprehensible though. Discovering the old gods exist won't throw you off, but witnessing their true and unspeakable forms could still drive you mad, though you'd be slightly more hardened to it than others. This mindset of acceptance also helps you consider things impartially without buying into bias. Even having been told all your life that all demons are wicked, should you find one that truly seems to possess goodness, you would be able to at least evaluate them fairly.

Hobbyist (200 CP): Those who dedicate themselves to magic sometimes fail to properly acknowledge more mundane skills, but those more rooted in the normal world can pick up the slack, especially multi-faceted folks like yourself.

You find it much easier to learn non-magical skills and hobbies, anything from cooking to martial arts to lockpicking to fashion design. And not only do you pick these skills up more

easily, but you find them much easier to integrate them with any magic you know as well. Melding alchemy into your cooking, using architecture to bring out the full potential of your wards, using sewing techniques to hide arcane script in the pattern of a seemingly mundane scarf, in time creativity will be the only limit to your ability to meld magical and mundane skills.

Adrenaline Rush (200 CP): When the going gets tough, you get going. Pain, fear, stress and danger, all of these experiences sharpen you, making you react faster, improving your planning skills, and enhancing your physical abilities enough for a normal man to flip a car or sprint at the pace of a car for a short distance, though this hysterical strength will strain you heavily, requiring time to recover from any damage you inflict on yourself.

Tech Wiz (400 CP): As civilization progresses, it tends to scale in complexity, not merely at its widest scale, but also in the averages of the objects contained within it, with complex machinery and advanced scientific products becoming more common and sophisticated. The end result is exactly the sort of environment you seem to thrive in.

You are extremely tech-savvy, not only able to properly operate just about any technology you are at least decently familiar with (which, to begin with is just about anything short of the highly experimental or extraterrestrial) and able to rapidly discern the method of using even those you don't understand yet, but you are also well versed in technology's inner workings and development, enough to equal an established expert in almost any field of mundane technology.

Of course, your true area of expertise is one you only discovered after magic made itself known to you. You are exceptional at devising magitech of all kinds, not only being much more skilled at integrating magic with technology but even able to create machines that can interact with various forms of supernatural power, even one's not normally capable of being used for enchantment or similar work. Inventing devices that can replicate powers you know, producing machines that can store or affect the intangible, these things are now well within your wheelhouse.

Chosen One (400 CP): Maybe there's a reason you wound up getting dragged into all this. Whether or not you believe in destiny, it sure seems to believe in you, wrapping itself around you like a cloak. Fate is on your side, giving you opportunities to beat the odds and survive dangers in ways that suit your desires and methods, and any time some already present

outside form of fate could work in your favour, such as in the form of a prophecy or some predestined fact, it will be strengthened, becoming much harder for others to defy or bend in ways that would hinder you and much easier for you to resolve in ways that would help you. Meanwhile, if such a force would work against you, your destiny will lighten its touch, with negative fates that should be absolute becoming possible to defy and break, although the probabilities might still be skewed against you. Your great destiny also makes you worthy of... just about anything, metaphysically speaking. If something is intended to be able to identify great kings, the pure of heart, mighty villains or fantastic heroes, they'll always register you as being able to fill that role. Draw the chosen one's blade, wear the crown of the one true king, open the door of destiny, with a fate like yours no tests of worthiness will hold you back.

Something Wicked

Feardrinker (100 CP): It is not unheard of for certain magics to feed on negative emotions, but as a creature of darker magics yourself, you can take this a little further. When others feel negativity, fear, pain, anger, sadness, and so on, you can draw in the ambient essences released by them to sustain yourself in place of food, drink and sleep, and in high enough doses, even accelerate your natural healing somewhat. This works better the stronger these emotions are and does not weaken the emotions themselves. Your sense for the released energies also tells you when negativity is present, and how strongly, though it won't indicate specific sources or types of negativity.

Stark Relief (100 CP): Your presence is a potent one, which stands out especially harshly when another first notices you. At all times, at least if you should desire it, you can have an overbearing sense of presence which sets others on edge and makes them hang onto your words and actions, as well as rendering you more memorable, but this effect is normally relatively unimpressive, being truly noticeable right at the time someone becomes aware of you. Spotting a glimpse of you in the distant dark could startle them badly and stick in their mind as a nervous tension, and if you were to suddenly dash at them from nearby cover, you could likely send most people into a blind panic.

Skulking in the Dark (200 CP): You are well acquainted with the dark, it seems. You have a sixth sense for when you are being observed, and if you are aware of a being's presence, you are able to predict if an action you are about to take will bring within their senses. You can tell where the line is between not perceiving you at all, perceiving you without actually noticing you, and becoming aware of you. This is based on your own predictive abilities and

understanding of the target, so you may still be caught out if they possess special senses you are not aware of, or instead overcompensate if they have some ailment that inhibits their senses, but if you have an accurate idea of what someone is capable of, you can always find the most effective ways to remain outside of their awareness.

Strange Minded (200 CP): Whether it be an eldritch nature, fae countenance, or primeval beasthood, your mind does not run on the same inherent processes as that of a mortal. Though this has no effect on your outward actions, any attempt to read or reshape your mind is bound to failure unless the method used is specifically reworked to match your mind, something only possible with at least some amount of direct analysis. What's more, such failed attempts at touching your mind will cause damaging backlash on those not themselves possessed of an otherworldly mentality, resulting in pain, confusion, fear, and with more extensive exposure, even long-term derangements.

Ritebound (400 CP): It is common for inhuman beings to be interacted with through rituals, whether to garner their service, tap into their power, or simply query them for their wisdom. For many beings susceptible to these effects, this can be bothersome, but it can serve as a valuable tool as well, and it certainly is for you. You are now capable of devising methods by which others can interact with you in occult fashion, allowing you to create rituals that others can use to trigger your abilities and draw your awareness. Such rituals cannot produce effects beyond whatever you are normally capable of, but for this purpose, you are considered 'capable of' personal teleportation, telepathy (only in speech, and without added translation), scrying, transferring your own powers to others temporarily (no longer than a day), and projecting your powers at a distance, all at a slightly more than planet-wide range, though you can only use these powers as part of a ritual. You may choose what rituals others can perform to you in any amount of detail you desire, including but not limited to only permitting specific people or those with specific characteristics, demanding sacrifices (as long as you have some ability to collect them) and so on, though the rituals must have at least one person other than yourself performing it and can only be performed by someone at least vaguely aware that they are performing a ritual. You may also render any of these rituals inactive if you no longer desire it.

Transgressed Mortality (400 CP): Alpha werewolves, elder vampires, archfey, many creatures of the dark have brighter, better paragons among them. And now, you have the potential to be a paragon of every race and transformation you possess, as well.

Within your mind exists a blueprint, a template for an alt-form you can transform into as desired. This blueprint begins as a duplicate of your base form or a single alt-form you possess, but improved to a superior state. Its powers are greater, its weaknesses are lesser, and its form is typically more imposing. You can typically expect any characteristics of the form to be improved between a quarter and half again as much. It doesn't end there, however, as you are able to hone the blueprint further to your preferences in other ways. You have the ability to meld properties and abilities from other alt-forms, transformation powers, and augmentations you possess into the blueprint by meditating on it, granting this alt-form access to those traits, and enhancing them the same way the base form was. If a transformation or alt-form combined into the blueprint would normally be temporary or require energy, it will still be possible for those specific enhancements to shut off or disappear when they normally would, but this will not cancel out any other aspects of the alt-form. Furthermore, the alt-form can retain enhancements and augmentations made to it separately from your base form, and by meditating on the blueprint, can meld them in a way that will enhance them to the same extent as every other feature of the form, as well as ensuring they act as a natural part of the form, ensuring that cybernetics could heal and enhancement rituals could not be dispelled.

System Customisation

This section is the one used to define the actual supernatural abilities you gain access to in this jump. For each system here, you will be granted **+400 MP** to spend on that specific system, and more MP can be earned using the 'Power' perk in the general perks section.

Weight

Call it Chutzpah, Karmic Weight, Thaumalogical Index Scaling, or anything else you want, it's a fact of magic that some have more to throw around than others. Even if everyone is using your system and everyone using your system of magic stands on equal footing, they can still be stronger or weaker than mages in other worlds might be. This section determines where you stand. If you are using this jump to enter a pre-existing setting, measure this power relative to it. Otherwise, use the examples given.

So, how much have you got to work with?

Hedge (+300 MP):

"For some, beginner's luck is the best they ever get."

You possess the bare minimum needed to be considered a magic user, and little more. You might be able to manifest a few minor effects related to the various ends your system is

capable of working towards, and perhaps a single more notable spell or power, though likely not one that you can use often.

Apprentice (Free):

“You’re a long way from the big leagues.”

Basic techniques, but only by the standards of those who can bend reality to their will.

Turning invisible, teleporting short distances, firing projectiles to equal firearms, these are the sorts of feats you could get up to, should they be within the remit of your system. These powers may not get truly complex or widespread, but will still let you excel on a personal level.

Mage (300 MP):

“I’d call you ‘normal’, but y’know. Magic.”

Your magic surpasses the basic foundation and reaches into a greater scale, leaving you at the power of an experienced and developed power user, enhancing the scale and complexity of what you can do at your peak. At this level, you might teleport across an entire city, or summon a powerful demon to do your bidding, though such feats would be at the limit of your ability, and couldn’t be effortlessly performed.

Archmage (600 MP):

“Shakers and movers. Of mountains, mostly.”

These highest magics rapidly progress into something of transcendent power. When pushed to your limits, death curses, causing entire castles to float around, and possibly even bringing back the dead are all within the realm of possibility.

Rulebreaker (900 MP):

“Wasn’t there a prophecy about someone like this?”

This level of power is downright unreasonable. Call a district of hell into our world, summon entire armies, turn back time itself by vast stretches, travel to other star systems in a blink, at this level the idea of power dividing into ‘standards’ begins to fall apart, because this sort of ability could not be regarded as ‘standard’ in any capacity. You may still have limits, but to a normal person, you are so far removed from logic it really doesn’t matter.

Upward Mobility (200 MP+):

“Be careful you don’t get lost on your way up. You wouldn’t be the first.”

By paying 100 MP, instead of starting at your personal limit for power with this system, there are levels of power within it you are capable of, but have not yet reached. Through some form of time consuming and strenuous effort or development, you are able to increase your power within the system to the option above the one you chose (An 'Apprentice' could train into the level of a 'Mage', for instance) Multiple purchases of this option increase this to the next option above your current limit.

If the system's current power or the limit of its power is currently at the Rulebreaker level, you can no longer make any regular purchases of this option. However, when you meet this condition you can expend another 400 MP to fully remove the limitations on this system's maximum power, allowing you to continue developing raw power within it without limits.

The Means

What you do is important, but how you do it can be just as defining. That's literal, to be clear, as this segment determines the methods and costs involved in producing supernatural effects, defining what needs to be done to invoke your powers. This not only determines where the limits of your power lie, but can also impart certain advantages related to the source of your power. By default, using a single means is sufficient to harness the effects of your system, and having additional means available to you allows you to use any of them to fuel your system without increasing the number of means necessary to use it. Using the most powerful of your system's powers also tends to demand that you use your means to a greater extent, or that you use more at the same time. This equates to greater mana costs, more complex rituals, longer and more difficult chants, and so on.

Casting Complexity (+200 MP/+300 MP): This form of magic has a higher threshold to function, demanding more involved labour to work. With each use of this option, you must provide an additional means to produce an effect. If you could normally use either mana or skill, or use one to supplement for the other, for instance, you must now exercise both at their full level to be able to work your magic.

For an additional 100 MP gained, you now need to provide a specific additional means. Perhaps all spells require mana in addition to your other means of either words of power and foci, or all magic used demands a sacrifice of life force. You may choose different required means for different applications of magic as well. Maybe all mind magic has a meditative component, while all divination is based in rituals.

Keep in mind that you cannot take this option to require more means than you actually possess. If your magic is purely skill based, needing two separate means for it has little effect.

Fused Method (+300 MP): Two of your means cease to be separate, becoming a single means with the needs and aspects of both. Perhaps Patternism and Exchange combine into elaborate rituals that sacrifice the appropriate materials to produce effects, or Mental State and Mana combined let you access an energy that can only be manipulated with careful concentration. You may take this option multiple times, and can even use it to combine means already produced through this option.

Spell Preparation (200 MP): If this option is taken, whenever you would normally cast a spell using one of the means compatible with this option, you can instead ‘store’ that spell, gaining the ability to produce its effect in only a few moments at any later moment you desire instead of producing that effect right now. You can only have so many spells stored at once, with the number being based on the Weight you have in the system and the power of the specific spells you’re storing, more powerful spells being more ‘expensive’.

The means this option is compatible with are Patternism, Life, Madness, Communion, Exchange, Mana, Skill, Ambient Essences and Mental State, and you must have at least one compatible means to be able to purchase this option. Any combinations using these means in the Fused Method option are also compatible.

Universal Means (200 CP): Choose a single one of the means you have purchased for this system. Now, you are able to use it to generate power for any supernatural ability, letting you use that power to remove other requirements, pay for energy costs, and so on. Effectively, every power you have access to acts as though it were a system customisation power for which you also purchased the means chosen here. The specific choices made for the means do not change between systems. If you chose the Skill means and this system uses the skill of painting, you could now use your painting skill to fuel other systems, but would not become able to use dance for it.

Note that, since this ability passes beyond the bounds of your system, it costs CP and not MP.

Patternism (100 MP): This power is best channeled in the presence of certain deliberate patterns, and uses such patterns as its point of origin or target. Often, this means magic circles, carefully arranged candles and incense, and other forms of ritualism, but it can also refer to things like feng shui arrangements, graffiti patterns, and so on, as long as these were produced with the deliberate intent to focus magic through them. What sort of patterns are needed, and whether different forms of pattern, from entirely different types of rituals to different colors of pigments, are needed, is up to you.

Life (100 MP): Usually, this means blood magic, or something like it. To fuel your magic this way, you must first inflict harm upon a being, either yourself or another. Harm inflicted on yourself tends to achieve more, while drawing from others grants less individual power but can be done in much greater numbers. The extent of harm dealt increases the value, with permanent sacrifices such as removing limbs or death being worth more and diminishing factors like regenerative abilities reducing the value. The complexity of the creature harmed also increases the value, making sapient beings more valuable than livestock, who are in turn worth more than plants.

You may also choose to only be able to expend your own lifeforce, in which case you do not need to cause harm against yourself deliberately, such as by carving a knife across your palm, but can simply drain your own energy, harming and tiring you for power proportional to the intended effect.

Madness (100 MP): The toll of this magic rests on the user's mind. You can incur temporary mental degradation of some form to generate your magic. You may choose which specific ailment or ailments the system is most prone to causing, but more powerful spells will incur more debilitating and longer lasting ailments, though these never become truly permanent. As a benchmark, using the system for the duration of a fight at moderate levels of power would leave you noticeably erratic for a few days, but would not induce any behaviours completely contrary to your normal standards and morals, or it could leave you a complete gibbering wreck, but only for a few minutes. It is your choice what kind of ratio the system normally strikes between the intensity and duration of madnesses.

In addition, being under the effect of any kind of preexisting mental ailment also generates energy, albeit to a lesser extent than inducing new madness. Both mental issues caused by using this means and unrelated mental issues count for this purpose. This means that if you have already used your system at a high enough level to become temporarily maddened, you

would then be able to use the lower level aspects of your system without any further costs, at least while the madness persists, and any other forms of madness you experience would have that same effect.

Sympathy (100 MP): You can call upon magic through symbolic connections and similarities. This means generates power when you take just about any action, but that power can only be used to produce effects similar to the action taken, and those effects can only target things similar to those the action affects. This effect starts weak, but compounds the more points of similarity you acquire. Tearing a piece of paper with the word 'blade' on it might cause a light scratch across the surface of an enemy's blade, while sundering a perfect replica of the blade could fully shatter its counterpart, assuming that's something your system is capable of. The power generated is also typically lesser when used to directly affect more complex and powerful beings, often requiring body parts, metaphysically significant traits like spiritual true names, or similar factors to have a noticeable effect directly on another creature of comparable power to your system.

Conditional Power (100 MP): Have you sworn a sacred oath, or are you beholden to the laws of magic? Whatever the case may be, your system can grant power in certain areas by restricting you in others. You can establish one or more 'taboos', restrictions which, when adhered to, grant an amount of power proportional to how restrictive that taboo actually is. However, breaking any of these taboos will actually provide a detriment in how much energy your system can produce, such that even if you have access to other means to fuel your system, you might still find yourself hindered in or even prevented from using your system, depending on how significantly you transgressed against your restrictions. If desired, you may also allow your taboos to shift or change if you spend a long time directly violating them. If, for instance, you once drew power from an oath of pacifism, but then embarked on a quest for revenge, your system might spend a long amount of time disabled from your violence, but it could eventually change to a new oath to adhere to which closer suits your new goals.

Communion (100 MP): Magic harnessed through this means is not a direct act. Instead, it works by beseeching the aid of another outside force that only users of the system can normally interact with. This can be a single, specific entity or a smaller collection of specific entities, such as a patron deity or pantheon, or a more widespread array of beings, such as nature spirits local to wherever you are attempting to cast the spell. In either case, working magic demands a good working relationship with the spirit in question, which may require

favours, trades and proper communication. It also means that spells are less directly beneath the caster's influence, as they merely request a specific effect, with the communion entity being the one governing the actual end result. If this means is not combined with another, the prices charged by entities tend to be reasonably small, though they may demand an occasional larger service even then.

Post-jump, if a specific entity or set of entities is chosen, they will accompany you to future worlds, continuing to be able to provide power to you. If a general class of being is chosen, those kinds of beings will continue to appear in future worlds, and if local equivalents to them exist, those will also be able to manifest the system's effects in cooperation with you.

Exchange (100 MP / 200 MP): All magic has a price, it has been said, and yours, at least, clearly follows this saying. This means is fueled by consuming or destroying something within your possession, be it material or immaterial. Perhaps you cast wealth into a flame to generate power, or perhaps you sacrifice memories to cast. Sacrifices of greater rarity or value typically generate greater power too, such that the memory of one's breakfast might create only a very minor effect while the memory of one's wedding could likely fuel exceedingly powerful workings.

For 100 MP, you must choose a single specific commodity that you are capable of trading for power. You may designate different types of magic to require different specific commodities. For 200 MP, anything in your possession can be sacrificed to fuel any effect of this system.

Changed Form (200 MP, Discounted for Something Wicked): This power is one rooted in your very body. You can 'attune' a part of your body to a specific effect of the system, anything from a single spell to the entire system. However, this will change the body part in a manner appropriate to the effect. Afterwards, you can use that body part to produce the effect. Eyes could deliver effects within sight, a hand could fire blasts or transfer magic by touch, and so on. The more significant the change is (harder to hide, covering a larger area, being more blatantly supernatural) the better that body part can channel effects, producing more powerful effects, allowing the use of more different spells, and so on. Attuning a body part can take days to months depending on power, and takes several times longer still to 'unattune'. You may start this jump with any powers your system is capable of pre-attuned.

Mana (200 MP): The system grants access to a form of energy which can be expended to produce its effects. The amount of power you have is split between two factors, whose

relative ratio you may decide yourself, the amount of energy you can hold at once, and how quickly you regain it. Some systems may only have enough energy to function at a middling capacity, but can regain their use in mere minutes, while others might store up enough energy to use the highest echelons of power potentially available to them for a protracted battle's worth of time, but force the caster to spend days recovering their mana after expending it all.

Skill (200 MP): Your system operates through the use of some kind of skill. This can be a skill unique to the system itself, such as some form of 'arcane manipulation' or speaking a language of power, or it can involve the practice of an outside skill, for instance by doing mathematical calculations to produce effects, or 'cooking' spells into existence. Either way, this means isn't dependent on resources that need to be carried or can run out, like the Mana or Foci means, and also isn't limited in the amount of power it can manifest, able to reach even the highest levels of effects possible through your system. That said, more powerful spells involve more complex uses of the relevant skill, which means that such acts typically take longer, have a higher chance of failing and may require a lot of practice to use even once, and can be mentally exhausting to maintain over long spans of time, though thankfully not in any supernatural way.

You may purchase this option multiple times to make the system usable for multiple different skills.

Ambient Essences (200 MP): This magic comes not from yourself, but some outside force that is only present under certain conditions. Perhaps your magic only works in moonlight, while you are near the presence of a lot of a certain color, or only indoors? Almost any environmental condition you could be in is viable for this, but the more common and easier to manufacture the condition in question is, the less power it can actually provide. A solar eclipse would allow for even the greatest of workings quite easily, but magic that works whenever you are in a body of water would achieve only middling results, and magic that functions during daytime would gain relatively little power from it. If the caster and the point of origin of the spell effect are different, such as with scrying or teleportation, the caster must always meet the environmental conditions to produce any effect through this means, but more power is generated if the spell location is also under the appropriate conditions. You may choose for different types of magic to require different kinds of environmental conditions.

Mental State (200 MP): The use of your system requires a particular and strong mental state to use. Examples of this could be demanding a particular type of meditative trance, or granting power proportionate to your rage. You may choose whether different types of magic from your system require the same mental state or different ones, such as by using rage to fuel your fire elementalism and calm to channel your ice elementalism. This has both benefits and detriments, as putting all your powers under the same state will let you access the full power of your system at once, but might leave you completely powerless, while using different states for different ends means you can more reliably access some kind of magic but may bar you from using all of it in unison.

Foci (200 MP): Your magic can be channelled through a certain kind of object, or certain kinds of objects, when you hold them in your possession. Perhaps you use a wand to cast your spells, or you use a crystal ball to view distant places. While you are wielding or otherwise using such an object, you can perform feats of magic up to slightly above the middle levels of your system's power, or ease the use of any other means your system uses. You may choose for your system to use a single kind of focus for all of your magic, or to assign different types of foci to different aspects of your system.

Thaumaturgy (400 MP): It just works. The system doesn't need energies or clever methodology to utilize, only the simple intent of the user to make it happen. This won't grant access to the highest levels of power on its own, the tradeoff for this ease of use being limitations on raw power, but even then, being able to produce your magic endlessly without needing outside sources or going through long casting processes can be more than worth it. You cannot combine Thaumaturgy with another method through Fused Method, and it cannot be chosen for and does not count towards the number of means you possess for Casting Complexity.

The Ends

Method alone can be fascinating, but let's be honest, here's where the good stuff hangs out. The options taken here determine what your powers can actually do, once invoked. Though most ends tend to cover a wide spectrum of potential application, you may limit any given aspect of them as much as you desire, which will improve the ease of use, versatility, and to a lesser extent, power of any aspect of the end that isn't limited in this way. If you purchase multiple Ends, you may combine them to produce related effects or keep them more separate. See notes for details.

Narrow Focus (100 MP+): Unlike many other ends, which often cover a spectrum of functions, this end grants access to a single, specific ability. An effect chosen for narrow focus should be as broad as a single ‘spell’ or similar technique from another end. The specific ‘spell’ granted by this purchase may be one that could fit inside another end available in this section, or an effect not covered by any other ends listed here.

With each additional purchase beyond the first, the number of effects granted is doubled. This means purchasing Narrow Effect twice grants two ‘spells’, purchasing it thrice grants four, and so on. Separate spells can be considered separate ends for the purposes of combining them with both each other and other ends.

Planarism (100 MP+): Your system grants access to a single alternate plane of some kind. By default, this realm is either a compact pocket dimension bound specifically to you as its user, or a widespread realm of similar size to the material world, accessible to all users of the power. In either case, at lower power levels, users can learn to either travel back and forth from this realm, or transfer items back and forth between the two, while more powerful users can do both of these things, and can also potentially Transport others back and forth, manipulate the environment inside the plane, or impose parts of it onto the world around them. Without other alterations, the plane granted by this end takes after some kind of earth-native environment, such as a forest or wasteland, or a blank slate of some sort, such as an empty void or flat stone surface. If it is a widespread realm, it can also mirror the appearance of the real world in its entirety, albeit without normally having any sort of native life of its own within.

You may purchase this end multiple times, with each purchase granting access to a single additional plane the system is capable of accessing. Separate planes can be considered separate ends for the purposes of combining them with both each other and other ends.

Glamour (100 MP): The system is capable of altering appearances. Making things look different, preventing them from being perceived entirely, and creating new phenomena for others and yourself to perceive, all of these are within the purview of glamour.

Technomancy (100 MP): The system can influence machinery. This allows it to activate electrical equipment and interact with digital devices, but can extend even to things like enabling (or breaking) a combustion engine or pulley system. That said, this end has no inherent ability to cause a mechanism to do something it is otherwise incapable of. You

might be able to make a machine malfunction in your favor, or run at higher performance than it is normally rated for by 'overclocking' it, but you cannot cause it to produce an effect it has no reason to be capable of in the first place.

Soul and Spirit (100 MP): The system is capable of interacting with the souls of those who have passed on, and with incorporeal or ethereal forces. By default, this means that the system is in some way capable of calling forth specific spirits the user wishes to commune with, and allows the user to perceive and interact with the spirits thusly summoned, though this end can also be used to interact with any other spirits or spiritual forces, even those not summoned by the user.

Strange Forces (200 MP): Your system has the ability to control and create a single force. Unlike ends like evocation and elementalism though, this force is a brand new one, having properties derived from various other mundane forces combined into a new form. Perhaps your force takes a default form similar to a flame, but applies physical force as kinetic energy would, able to be sent out in bolts that physically harm their targets, or formed into shields. Perhaps it produces something like a liquid or crystal, but produces an electric charge affecting whatever it touches. The total power and versatility of this force cannot exceed any actually existing forms of energy by much. You also choose the general physical appearance of the produced force, though making the force harder to perceive to the naked eye than a weak flame normally would be counts towards its power limit.

Force effects like eldritch blast, magic missile, etc.

Servantry (200 MP): Your system is able to conjure up some form of living creature or creatures to assist you. The number and strength of these creatures is something that scales with the power level of the system, though their powers will not extend beyond physical ability and mundane skill without combining another end into this one.

Divination (200 MP): This end covers the system's ability to uncover information. This extends to viewing events in the past, present and future, but can also refer to discerning someone's thoughts or feelings, learning the function of an unidentified object, and so on. If no restrictions are placed upon it, there are few to no limits to the forms of knowledge this end can reveal.

Alchemical (200 MP): Your system has the ability to change the shape and material of inanimate objects. Turning lead to gold, opening doors in solid walls, and making swords out of loose scrap are all possible through this end.

Ex Nihilo (200 MP): Your system is capable of conjuring non-living matter from seemingly nowhere. Even at lower levels, this can ensure you'll always have whatever simple tools you need on hand, and at higher levels, you could create entire large structures and complex machinery, letting you reinforce positions, bridge gaps, produce powerful weaponry and so on.

Translocation (200 MP): The system can move things from one position to another without crossing the intervening space. To start with, it allows one to either move themselves or small objects for short distances, but larger amounts of power permit the transportation of the user and large groups of others, or large amounts of objects or even terrain, to very far away locations. At the peak of this power, it may even be able to transport single targets to other solar systems or dimensions.

Evocation (200 MP / 300 MP): This end governs power over mundane energies. Heat and flame, electricity, even kinetic force can be bent by it.

At 200 MP, the system can influence a single force. This is still somewhat flexible, thermal energy for instance could be used to create flames, or just heat, or even withdraw heat to cool something, but it could not cause electrical effects.

For 300 MP, this option will be able to exert its effects over any sort of conventional energy, not requiring a specific type to be chosen. Peculiar energies like hellfire or arcane energy still would not fall under this option, however.

Elementalism (300 MP): This end grants power over a single specific concept that could be roughly portrayed as an element, chosen upon purchase. Unlike Evocation or Strange Forces, this element need not be a kind of energy, also able to govern over physical matter, such as earth or metal, absences of energy like cold, ice or darkness, and even more esoteric aspects of the world like time or fate. This control also allows for stranger, more 'flexible' uses of the element in question, such that elementalism over shadows, for instance, could let you draw them out to create physical objects, or control over fire might let you 'ignite' someone's emotions to make them feel their current emotional state more strongly.

You may purchase this end multiple times, with each purchase granting access to a single additional element the system is capable of accessing. Separate elements can be considered separate ends for the purposes of combining them with both each other and other ends.

Warded Demesnes (300 MP): This system is capable of ‘warding’, placing persistent effects over an entire area to affect everything within or change the structure of the area itself. This end has overlap with a few other ends, but by default ward effects tend to be low power effects, and must of course be bound to a specific area, in exchange for being long-lasting, affecting a wide area, and being quite versatile.

Enhancement (300 MP): Your system simply has the ability to improve the preexisting qualities of inanimate objects affected by it. This could sharpen a blade, strengthen a wall, speed up a vehicle, or other such effects. You can choose which specific qualities you focus on enhancing, or can choose to enhance all properties of an object across the board. This effect is straightforward, but highly versatile.

Fleshchanger (300 MP): Where Alchemical can reshape unliving material, this option can do the same to living matter. Even at the lowest level, this can do things like change a person’s appearance to make them unrecognisable, but at higher levels, it can optimise muscle fibers to turn others into perfect athletes, or even unnatural brutes, change into beastly forms, heal wounds, meddle with organs and bones, and so on.

The Mind Arts (300 MP): With this option, the system becomes capable of interacting with the minds and thoughts of others. This power begins with things like the reading of surface thoughts and the nudging of emotions, but with enough power can affect the mind in almost any way, dominating wills, reshaping memories, causing madness, viewing a person’s deepest secrets, and more.

Curses (300 MP): Evil eyes, maledictions, jinxes, and so on. The ability to bring some kind of detriment is common across all sorts of lore surrounding the mystical, and now your system can produce a whole slew of such effects. This end is capable of causing detrimental effects against its targets. This can mean almost anything, but it is still limited to the power of the system, and typically cannot cause direct physical harm at a particularly great rate, being better suited for disabling others or causing slow-acting damage.

Wellness (300 MP): The system is capable of undoing damage and counteracting ailments. Unlike something like fleshcrafting, this end covers not just physical damage, but almost any sort of problem, as long as it is identifiably a detriment compared to a creature's natural state. This means the system could feasibly remove supernatural corruption, cure diseases and poisons, help resolve many aspects of psychological trauma (the emotions themselves would still need to be processed properly, but any mental health problems could be softened to make such processing easier). This end is not inherently limited to damage on living creatures, and could also be used to repair objects to whatever would be seen as their intact and functional state. A flat mechanical detriment to one's ability to function that isn't present in other beings or objects of the same kind is subject to this power even if it might otherwise be considered 'natural' to the being or object, allowing this end to repair even things like a blindness present from birth or a factory defect on a machine.

Arcane Workings (400 MP): Your system is capable of 'metamagic', able to alter and affect other spells, be it other spells you cast or those produced by others, without being restricted to specific systems. There is a lot of room for flexibility here, empowering magic beyond its usual limits, cancelling or overwhelming the spells of others, and more. You might even learn to do things like temporarily copy the ability to use a certain power from another nearby caster, or forcibly taking control of another caster's spells or summons.

Wild Magic (400 MP / +200 MP / + 400 MP): This end is less a discrete form of magic, and more a method of accessing just about any other form of magic. You have some method of calling on chaotic magic, which produces a mostly random magical effect. Such effects broadly conform to your general intent in a way that means they'll usually act in your favour. If you are attempting to attack a foe, you have decent odds of producing an attack spell, similar odds of producing a different type of spell that could still assist in combat, such as a buff spell or shield, or something more neutral such as a targeted teleportation, and very low odds of something actually detrimental happening, like boosting the opponents power or casting an explosive spell in close range.

You can 'clamp down' on wild magic to make it more predictable in exchange for a loss of power. This makes it more usable with less risk, but quickly diminishes its power. By the time you could reliably predict what school of magic you would manifest with a given casting, you would be limited to extremely minor utility effects. You can also do the opposite, allowing the magic to run even more free than usual, in exchange for a great increase in power. This makes it less likely to produce the exact effects you would want, and increases

the chance of some kind of negative backlash or unintended harmful spell effect, but it makes the magic much more powerful for less effort, to the point where it could slightly exceed the usual limits of your system's weight.

For +200 CP, your entire system is instead influenced by a more limited version of this wild magic effect. Choose one of two options. The first is that your magic is random within the confines of specific ends. If you have both Glamour and Translocation, for instance, you could choose to produce a Glamour effect without risking activating Translocation by accident, but would have much less control over what that would be. The other option is that the system is inherently chaotic in a way that can be countered by supplying extra power through your available means. In this case, if you had both the Glamour and Translocation ends, attempting to use the system would produce a wholly random effect from either end by default, but by providing extra power, you could put more limiters on it, casting spells with more control until you're effectively using normal spellcasting, albeit at higher costs.

For +400 CP, the wild magic is no longer as limited, and now affects your entire system. Instead of being able to control which effects take place, you can trigger the system to create a random effect that matches any end you possess. You have enough control over this to somewhat reliably produce helpful effects, as with the regular wild magic option, but that's your limit. You cannot reliably choose which end you use, which technique you use from that end, and you cannot reliably limit the chaos by providing extra power.

Developed Effect (800 MP / +200 MP): For 800 CP, your system has some method of developing new effects, able to replicate techniques that would normally be encompassed by other ends, or even ones that don't match any end. The tradeoff for this is that each such effect must be developed through some form of effort. Choose an option from the means section for free. This can be a single specific means, or some combination of means created through the Fused Method option. Instead of (or, if you also have that means purchased for your system, in addition to) being able to be used to cast spells, you can instead use the means in question to learn new 'spells' your system can be used to produce. This takes notably more time and effort to do than just using those means normally, and means that are easier to use constantly make progress towards new spells much more slowly. For instance, you could use mental state to develop new techniques through meditation, or thaumaturgy to slowly develop new abilities at all times, but thaumaturgy would show very few returns compared to the speed at which you could develop new powers using meditation.

Instead of gaining the ability to learn effects outside of your system's other ends, you can instead gain 200 MP by taking this option. In exchange, all uses of your system must be developed in the same way you would develop otherwise new techniques using this option. For example, if you had the glamour end, instead of being able to use the system to shape new types of illusions dynamically, you would need to learn individual techniques to take on the appearance of another person, turn yourself invisible, create an illusion of an object, and so on, and this would be true of all other ends you purchase. This does not apply to Narrow Effect or Wild Magic, as they can mostly only be used in one way, and this option cannot be taken with the +400 MP version of Wild Magic. To take this option, you must have at least one end that is not the Narrow Effect or Wild Magic end.

The Details

The general essence of your system has been determined by now, but there are still some remaining details that will need to be worked out. This section simply covers any specifics or aspects of the system not already covered elsewhere.

Nature (Free): This option determines the basic nature of your system, and determines what rules it conforms to when interacting with other forces. In effect, this is where you can choose whether or not a system counts as magical, psychic, holy, unholy, and so on. You may designate a system to be considered the same 'type' as another as well. Perhaps your power is explicitly an application of the Weave from D&D or Magicka from the Elder Scrolls? The system's nature does not grant it new abilities in its own right, only determining how it interacts with other powers.

A New Shape (Free, requires Changed Form): turn the system into an alt-form/transformation. May choose one to be your standard form for the jump.

Sights and Sounds (Free / 100 MP): Some might regard the appearance of magic to be without importance, but the image your magic projects can still be interesting in its own right. You may freely pick what sort of manifestations your system has, which includes granting different appearances to different parts of the system, with the caveat that all effects produced must be noticeable in some way to the average person.

For an additional 100 MP, You may choose for your magic to have no obvious indicators of its effects. You can choose for only certain parts of your system to be without indicators, or have the indicators appear only under conditions of your choice, but note that while the

magic itself may not be visible, its consequences still will be. A curse of combustion may not lash out from you in a string of runes, but the flames it produces would still be apparent.

Permanency (200 MP / 300 MP): A standard system has no ability to directly alter the world on a permanent basis. Though the consequences of a spell may remain, such that a moved object would remain moved or a destroyed one stay broken, the direct effects always disappear. A color changing spell, material transmutation, or a conjured object, none of these would be permanent.

For 100 MP, this changes, and the system becomes capable of producing permanent effects. However, this is only true for effects that do not require supernatural influence to be capable of existing. Turning lead to gold permanently would be possible, because gold is capable of existing without the intervention of magic, but summoning a demon couldn't be made permanent, because demons cannot exist on a natural basis.

By expending 200 MP instead, the system can now produce even permanent effects that would be impossible without the supernatural. Enchanting a blade to burn perpetually, opening a permanent gateway between two places, these are now possible through the use of this system.

Note that any permanent effect will cost much more in the way of both time and effort than a temporary version of that same effect, which only increases for more complex, powerful and unnatural changes. Enchanting a sword with flame for the duration of a battle might be something that demands a quick spell, but a permanent enchantment would likely require days of hard work and have some additional costs.

Initiation (300 MP): The system has some way of being spread to others. The specific means vary based on your choice, from an elaborate ritual to a period of apprenticeship to an infectious bite, but you have the ability to grant access to the system to others. Typically, methods that are easier to achieve will lead to those granted access to the system starting off with only a limited amount of power, while more elaborate methods will grant someone their base potential right away. As a special consideration, you are also able to decide if those who you grant the system to will have the ability to then initiate others into the system, who can then also do this, and so on, or if they are incapable of spreading the system further.

If you have this option, you may freely designate particular purchases to have ‘differing presentations’. This means that those purchases can either present with different sub-options, such as everyone receiving a different element for ‘Elementalism’, or even that some people receive other purchases of equal or lesser MP value. For instance, if you have ‘Wellness’, other users might also have it, or they might have ‘Curses’, or ‘Divination’, or ‘Glamour’ and ‘Technomancy’ instead. It is your choice what criteria determine this, be it randomness, the user’s personality, or something else.

If you take this option for a system granted by the ‘Magical Item’ option, that item no longer grants its user access to the system temporarily, but can instead awaken it permanently in others.

Hidden Potentials (Varies): Not all properties of the system are available to its users right off the bat. You may exchange MP for even more MP here at a 1:2 ratio, with a special caveat. This MP cannot be spent on the ‘Weight’ section, and anything purchased with MP from this option starts off sealed. This means that to gain access to those abilities, the user of the system must first meet some condition which is either time-consuming, dangerous, or both. The practitioner may not always be aware of what that condition is, either. The level of danger and time investment necessary to awaken this power increases the more powerful the sealed options are. If multiple different options are sealed in this way, you may choose for them to share the same seal or operate under separate seals. Unlocking multiple options behind separate seals will typically be somewhat more time consuming overall than unlocking multiple options behind the same seal.

Items

You may import items you possess to items of the same general type acquired here. (weapons to weapons, hats to crowns, etc.) Any items that are lost, damaged, consumed or destroyed will reappear or be fully repaired after a week unless stated otherwise.

Broken Innocence receives an extra +200 CP to use in this section.

General Items

Magical Item (100 CP/200 CP): Choose a single otherwise mundane object openly available on a modern day earth. You gain a version of that object with certain magical properties.

For 100 CP, the object has a heavily simplified version of a system from the System Customisation section, which the user of the object gains access to. It has the 'Mage' weight, the 'Foci' means, a single purchase of the 'Narrow Focus' end which grants a suitable ability of your choice, and a 'Nature' of your choice. The focus in question is always the object itself.

For 200 CP, the object instead has a complete system from the 'System Customisation' section, which anyone using the object gains access to. This system comes with the usual stipend, and permits you to convert CP to MP for it as normal. It also comes with a free purchase of the 'Foci' means, where the focus is always the object itself. When you purchase the item, you may choose to restrict this system so it can only be used by certain types of wielders, such 'yourself', 'the pure of heart', or 'yourself and the pure of heart'.

You may purchase this option multiple times, either gaining multiple items with their own systems or granting multiple systems to the same item. You can import any other item, be it one purchased here or from another jump, into this option to grant it access to these systems.

Origin Items

Scavenger

A Long Coat (100 CP): The modern wizard's robe, there's no shortage of occult figures clad in trenchcoats, great coats, or other garment of the type. This one in particular comes in a style and design of your choice. It also comes with a slew of more minor benefits. It is featherlight on you, even should it be a bulky leather greatcoat, doesn't retain heat beyond

what you would desire, letting you wear it even in sweltering summers, and is unusually protective, enough to surpass leather armour, if only slightly. It repairs itself over just a few hours if damaged, its pockets are three times as large on the inside and never bulk up or get weighed down more than they would be by an empty wallet. It is highly receptive to all forms of upgrade made to it, which it always retains even after needing to be repaired or replaced. Perhaps that's how it wound up with so many subtle benefits? If you'd like to go with something more classical, a robe or hooded cloak may be taken instead, though that might draw strange looks from passersby.

Ritual Tools (200 CP): Chalks, incenses, oils, and materials such as salt and filed silver, as well as some channeling tools like human skulls, this extensive collection of ritual implements should prove useful for any delving into the arcane arts. In addition to whatever other uses you might be able to think of for a constantly refilling supply of such strange materials, a properly arranged ritual site including these components can enhance or otherwise influence any supernatural workings in the area, effectively allowing you to treat any supernatural powers you use in this way, even those not created through this jump's System Customisation section, as having a slightly more potent version of the 'Arcane Workings' end as part of their magic system, combined into their other ends or equivalent functions, albeit only for specific uses predefined by the way you've set up the ritual and never for uses fully unrelated to the power or bypassing any of its core restrictions. This could allow for the channeled power to have specific uses boosted in power or let them be used in different ways, let it take control of, ward off or banish other uses of the same power or other supernatural phenomena in general, and so on, albeit at the cost of demanding a specific, more involved ritual for each such use.

Arcane Apartment (400 CP): Bird-legged huts are a little out of style. In the modern age, something a little more subtle tends to do better, which is why you have this. This apartment seems normal on the surface, but it has several standout features. It will follow you wherever you go, should you desire it, allowing you to summon it to your general area with but a thought. It will try to find a place to fit in when you do this, appearing as part of another nearby apartment complex and changing its outward appearance to match its surroundings, but if no logical placements exist, it is perfectly able to simply appear somewhere in the middle of the environment with little rhyme or reason. It is also exceedingly compatible with any magic you attempt to anchor into it, making wards, spatial warps, glamours, and other such effects longer lasting and more potent than usual.

Inheritor

Focus (100 CP): Choose some kind of handheld tool or accessory through which one might theoretically channel magic. This could be a classical item like a wand, staff or amulet, or something less traditional like a deck of cards, a glove, or a favourite teddy bear. Whatever it is, it is now considered a valid ‘focus’ for any magic system you possess that might be able to use such a thing, from this jump or any other, and is slightly more effective at this purpose than a normal focus in that system would be. Using the focus as part of spellcasting in a system that normally wouldn’t use foci also has an effect, making such working slightly cheaper.

You may import any handheld item or accessory into this item, granting the chosen item all of these effects.

Book of Shadows (200 CP): Whether it’s a practical necessity for your chosen magic or simply a matter of convenience, it can be wise to maintain a spellbook in which to store your knowledge of your arts. This book, which has an appearance of your choice, has a variety of benefits to assist with that. It automatically updates with detailed notes on any form of magic or power you know or previously knew, serving as a useful teaching tool or method of refreshing your skills. If the power in question must be ‘prepared’ from writing or is otherwise dependent on written formulae to function, this book always contains valid formulae of all relevant kinds. The book has an unlimited number of pages, both those dedicated to these magic notes and for anything else you may elect to write down within. Despite these unlimited pages, it is easy to sort through and never appears larger or heavier than a normal book. The book is highly resistant to damage and will restore itself, including any lost writing, over time should any damage occur. The book has a bound writing utensil which never runs out, which you can call to your hands or dismiss as desired while the book is on your person.

And finally, it can absorb other books to add their contents and properties to itself. As an extension of this, you may import any number of books or other pieces of writing you already possess or obtain in the future into this book, granting it any supernatural properties of those pieces of writing and transcribing their contents into a new ‘chapter’ of the book.

The Estate (400 CP): Perhaps courtesy of your family line or inherited from your mentor, you have access to a truly ostentatious home. This large manor contains just about any mundane

resource a person could desire in their home, as well as some resources that aren't technically supernatural but do relate to the occult, such as a section in its library dedicated to writings on any magic systems you possess, and some ritual chambers with ritual supplies already in storage nearby. The estate comes with a loyal group of servants to tend to you and your home, and the servants and the house do not incur any sort of standard costs due to some previous investments and bookkeeping which ensures all of this effectively pays for itself. After the jump, you may place the estate in a location of your choice in every future jump or treat it as a warehouse extension, decided on a jump-by-jump basis.

If you have also purchased the **Arcane Apartment**, you may add its effects to this more stately home instead of taking it as a separate property.

‘Gifted’

Is This Your Card (100 CP): As one born into magic, it may feel as though your life is at the whims of forces beyond you, but that need not be to your detriment. This singular tarot card of your choice represents you and your natural aspect. While you carry it, you gain an advantage related to the tarot card's natural domain. ‘#2 - The High Priestess’, for instance, represents intuition and looking to oneself for guidance. If you choose it as your card, carrying it will make it noticeably easier for you to trust your gut with split second decisions and to banish indecisiveness from yourself.

You can choose both major and minor cards for this. Major cards grant a more powerful but limited effect, while minor cards grant more minor but widespread benefits based on their components. For instance, the three of swords is composed of the ‘Three’ which represents dynamic motion and change, granting a minor benefit to rapid, chaotic situations, and ‘Swords’, which are associated with mind and thought, granting a minor benefit to intellectual pursuits and mental challenges, and as a whole the card represents rejection, grief and heartbreak, granting the user benefits anticipating, processing and dealing with such things. When multiple aspects of a card are relevant, these bonuses compound together.

You receive an additional card for every companion you take, which will grant them the appropriate benefits while they carry it. Duplicates are possible for companions with similar natures, and group companions will share a single card, whose benefits are spread among all nearby members of that group as long as any one of them is carrying the card.

The Fifth Element (200 CP): It's not love, if you were wondering. Aether, quintessence, prima materia, mana crystals, whatever shape and name it takes, it's the raw stuff of magic. Or maybe possibility? Either way, the effect is roughly the same, as this mystical looking compound can be used to fuel any kind of magic or other supernatural process that uses physical components, or boost the effects of any supernatural power by expending it. The most notable property of this substance is probably its ability to add a 'structure' to a static magical effect that causes it to become permanent unless something actively disrupts it, making it highly useful to make magic more persistent quite cheaply.

Spellmark (400 CP): Some arcane mark or brand decorates your skin. Perhaps it developed naturally as a byproduct of your magic, or was placed to help assist you in using it? Whatever its source may be, it is a mark about the size of your palm, with a design of your choice. The mark can function to both store and restrain your magic. When you perform whatever actions or pay whatever price you normally would to produce a supernatural effect, deliberately or accidentally, you can instead funnel raw magical power into the mark, causing it or segments of it to glow noticeably proportional to its stored power, in a colour you choose. From then on, you can expend this stored potential to produce an equal amount of power without needing to go through whatever action or cost would normally be needed to generate it, as those costs have already been paid. While there is a limit to how much total energy the mark can store, it can automatically dissipate any excess energy generated, preventing it from doing any harm. This way, it is possible to channel any amount of uncontrollable supernatural power pouring out from you into the mark to remove its effects. You can also dissipate the energy it has successfully stored if it is unneeded or you wish to hide the glow of the mark. The capacity of the mark starts relatively small, but as you use it, it will expand in coverage, and gain capacity as a result. You may however reduce it to any previous size it has held, or regrow it back to full size, as desired.

You may integrate any other supernatural marks or tattoos you currently possess or gain in the future, be it from item purchases, as a side effect of certain powers, or acquired within a jump, into this one, causing them to share all of their properties as one.

Broken Innocence

Cell Service (100 CP): Depending on one's viewpoint, technology could be considered magical in its own right. Even if you don't see it that way, this device is still something of an icon of modern utility. A smartphone seemingly like any other, this particular one comes with a few extra benefits. It never runs out of charge, and it comes with a special mobile

plan that never runs out, comes free of charge, and which is somehow compatible with all phone networks and versions of the internet, even in other worlds. It even works with systems only roughly analogous to a normal phone network or the world wide web, such as arcane networks of information broadcasting crystals, as long as you're aware of the system in question.

The Ride (200 CP): Another icon of technological utility, personal transportation! Specifically, the kind that runs on an engine, preventing you from needing to provide the acceleration yourself. You have a single motorized vehicle intended for civilian use. A car, motorcycle, even a boat or helicopter if you can put those to use. Either way, this one has some helpful features. It never runs out of fuel, doesn't need regular maintenance to stay perfectly functional, though it can still pick up damage if misused, and has a habit of conveniently being parked anywhere it could reasonably be found when you need it nearby. It also takes well to any further form of enhancement it receives, supernatural or otherwise, and has just a little more cargo space than expected from a vehicle of its type.

Bonded Item (400 CP): It seems something chose you. This object can be either a mundane item of almost any kind, or another item you've already purchased, be it in this jump or another. Whatever object you chose, it is now deeply entangled with your very essence. You are able to summon the object to your person from anywhere, either by teleportation, telekinetic pull, or both. You can also dismiss it, causing it to disappear entirely until the next time it is summoned. It is notably more durable while you live, and repairs itself passively at a slow rate while it is dismissed. While it is not dismissed, you can detect its direction and distance from you with a thought. You can also choose for it to fail to function in the hands of another, either partially or completely, and can whitelist or blacklist this on a person by person basis. This can not only prevent another from using any supernatural properties the object has, but also more mundane use. Guns will fail to fire, swords will slip from the grasp when swung, and so on.

Something Wicked

Ghost Stories (100 CP): This is a collection of lore about a single, specific supernatural creature. You. The contents of this collection can be almost any kind of content with varying levels of accuracy and detail, ranging from authored books to handwritten notes to podcast episodes on usb drives and polaroid pictures of walls scrawled with vague warnings. By default, this collection is generated from nothing and is relatively limited in quantity. As you perform noteworthy acts that could contribute to a 'mythos' for you, more writings appear

related to those actions. However, there is another way this collection expands. At the end of every jump, should anyone have actually produced content about you during that jump, be it a blurry video, a text message conversation, a news article, or a government file, it will also be added to this collection.

Territory Markings (200 CP): Less of a discrete object and more of a collection of indicators, you may choose a set of signs that identify an area as ‘yours’. This may mean certain symbols, decorations, or things like claw marks and any other such environmental factors. When these factors are established throughout an area by you or in your name, you gain a certain influence over it: you know the area by instinct, as though you had mapped every inch of it and been wandering it for years, and you find magic intended to target the area or anything within it easier to use.

Hoard of Histories (400 CP): Throughout your life, you may find yourself gathering trophies and mementos to remember your journey by. Now, this trophy chamber, which has a general appearance of your choice, be it a fancy museum or a cave full of altars, can be used to store some of these mementos. When you bring an item you have some kind of connection to or strong memory of, you can mark it as a memento, binding it to your trophy room. While such an object remains within the trophy room, you can ‘reminisce’ with it, letting you relive whatever memories or experiences you have connected to the object in a number of ways. You could witness it happening around you from a third person perspective, relive it as though it were happening all over again, or simulate it, letting you live the moment again while making different choices, potentially letting you do things like relive past battles for training, though these simulations can only be as accurate as your memories of the situation, unable to take factors unknown to you into account. You can even use this ability to ‘reminisce’ on others, letting them see your past triumphs.

In addition, at the start of a jump, you can seed any number of mementos into the setting, causing them to become part of the setting’s past and putting them in an appropriate location. Should you also have the **Ghost Stories** item, you may seed any number of items from that collection too, allowing you to better spread your history and story into future worlds.

Companions and Followers

Recruit Anyone (Free): Anyone who agrees to join you in your future jumps may be brought along as a companion. This counts as a perk, and can be used in future jumps.

Create/Import Companion (50 CP): You can import one of your companions into this jump, which grants them an origin with its usual discounts and stipends, 600 CP to spend as they desire, and anything the jump grants for free. Alternatively, you can create a companion originating from this jump, who gains the same resources, and has a personality and appearance of your choice. They are guaranteed to get along well with you. You may purchase this option multiple times, and every purchase doubles the amount of companions you may import and/or create.

Familiar (100 CP / 300 CP): This creature can be considered either a companion or follower, as desired. It is an otherwise mundane example of some form of animal, nothing larger than a horse, which has a magical bond to you that grants several benefits. It is more intelligent, anywhere from a particularly clever animal to the equivalent of a human as you desire with a corresponding personality of your choice, and it suffers no degradation from the passage of time, never aging past the peak of its ability. It is also able to communicate with you either telepathically or by translating its 'speech' into something you can understand, and it can share senses with you, allowing you to perceive things through it or vice versa. Its bond with you ensures that it will always be loyal to you.

For an additional 200 CP, your familiar is a true magical creature of some kind, granting it access to a single system created normally in the System Customisation section. If this system includes the 'A New Shape' option, your familiar will have a base form appropriate to the system instead of being an otherwise mundane animal.

Sentient Swords and Genius Loci (200 CP): You may choose a single item purchase, property, object or other such option, either purchased here or taken from outside of this jump, and turn it into a sentient being in its own right, capable of thinking independently on the same level as a human without requiring a physical brain. Such beings are capable of contacting nearby creatures telepathically to communicate, and if they have any magical properties that could normally be controlled or activated by their user, they can now use these properties independently. They continue counting as an item for the purpose of anything that requires it, such as item imports, but also now count as either a companion or

follower, your choice, with all that entails. They have a personality of your choice. If the designated item already had some form of consciousness within it, active, slumbering or otherwise, you can instead designate it to receive all of the abilities and changes listed here.

A Collective (400 CP): Perhaps it's your branch of a magical family, a mysterious cabal you lead, or your loyal monster pack. Perhaps it's something else. In any case, this group is formed from anywhere between two and twenty companions or followers. They all have access to the same system from the System Customisation section. It is designed as normal, but instead of choosing a normal starting weight, their weight is determined by their number. If the collective has two members in it, they would both be only slightly below archmage level, but if there are twenty of them, they would only reach Hedge Mage level each. Purchases of upwards mobility cannot be taken.

If they are taken as followers, they will act as those normally would. If they are taken as companions, any perks they gain can be either split evenly across their number or granted to a specific one as desired. Split perks will be reduced in power if it would make sense, but in cases where it wouldn't (such as with a perfect memory perk) they would simply all gain it.

Toggles

Listed here are options that can be taken without additional costs which fundamentally alter the way the jump interacts with your chain.

Supplement Mode: Instead of treating this as an independent jump, you may use it as a supplement for another jump. When you do so, you may fill out both jumps, with a separate pool of cp and other resources for each, and you gain the benefits of both. Additionally, you may integrate any aspects of this jump's chosen setting into the other jump, as desired.

System Addition Mode: Instead of taking this jump directly, you may connect it to another jump. In doing so, you and your companions gain the option of using that jump's budget to purchase the **A Supernatural Talent**, **Magical Item**, and **Power** options. You may also choose for any system created in this way to become a part of the other jump used by its inhabitants. You may apply this option to any number of desired jumps.

Drawbacks

Drawbacks are detrimental effects which can be taken to gain additional points, but which cause detrimental effects for the duration of the jump. You may take any number of drawbacks.

Out of the Loop (+100 CP): You may be aware of the existence of the supernatural because you're capable of some kind of magic in your own right, but you don't know anyone involved in it, nor do you have any idea what specific actors, factions and magic systems involved might be. Even any level of metaknowledge you might possess about the setting is sealed away for the jump's duration. You can still learn these things normally, but you start without any kind of contacts in the supernatural world, and you'll have to figure out where you can even start looking.

Forgotten Arts (+100 CP): Whatever magic may have existed in the setting previously, it is now accompanied by a great wealth of new systems of power. The setting is now rich with different magic systems from the System Customisation section, all with their own means and ends, combined in their own ways, and given their own natures and quirks. This will make the threats of this world much more versatile, and even once you adapt to the new systems scattered across the world, there's always a good chance that some new system is uncovered, or that there is some strange magic used in secrecy that is about to be revealed.

Racial Weakness (+100 CP / +200 CP): Many magical beings, including mages themselves, have both advantages and disadvantages compared to mundane people. Now, you have one such disadvantage.

For 100 CP, this weakness is annoying and limits your options, but does not directly harm you. Perhaps any technology you attempt to use will quickly degrade into uselessness, or you cannot cross running water.

For 200 CP, the weakness is something truly harmful to you, and can bypass much of your usual protections from harm and death. Perhaps the touch of sunlight burns your skin and risks your death, or the touch of unalloyed iron wounds you grievously. Or maybe you have a single spot on your heel or back which when struck with the intent to harm would kill you outright.

Whatever this weakness is, if it is something that can affect things outside yourself, such as the aforementioned technology degradation, it will cease to work only when you attempt to use it to your advantage.

You may purchase this option multiple times up to a maximum of five, gaining a new weakness each time.

Uncontrollable Magic (+200 CP): Good news, you're capable of magic! Bad news, you're incapable of not doing magic. The specific details will vary based on the powers you have access to. If you could normally use moonlight to transform into a wolf hybrid, now the mere presence of moonlight would force you to do so. If you channeled magical energies into spells, those magical energies might now leak to produce spell effects without your say so, and if you used complicated ritual arrays to transform matter, now you might randomly register your environment as a natural ritual array, causing spontaneous and unpredictable transformations. In short, while you can still use magic on purpose, you will also find yourself regularly using it by accident, typically in ways that do not benefit you or even actively hinder you.

Must Have Masquerade (+200 CP): You are deeply bound to maintain the secrecy of magic, unable to reveal it to those not already aware or capable of it in any way. Not only can you not voluntarily take action to reveal magic to such others at all, with words, by showing them examples, or otherwise, you are even penalized for doing so accidentally. Should your actions cause another person to discover the existence of magic despite your compulsion to hide it (be it because you were being watched by a mundane person while unaware of it, because you led some monster to an area with people in it, or for any other reason, you have an hour to ensure those newly introduced to the supernatural become unaware of it once more (perhaps by manipulating their memories, or simply lying to them about what they saw) and if you fail to do so, you will be left weakened, sick and bed-ridden for a week.

Long-running Series (+300 CP): You're going to be getting involved in some very interesting events, it seems. Once per year, some important, dangerous series of events will find itself entangled with you. Powerful dark wizards hunting down powerful dark artefacts, monster courts fractioning and infighting, and various other problems will crop up in your life in a way that will leave you at risk of death should you fail to intervene. These problems are sometimes connected to one another, and sometimes entirely new. You're going to have some interesting work to do.

Raw Deal (+300 CP): Someone owns you. They're either a powerful practitioner of magic or a strong supernatural being like an archfey or old god, but whatever they are, they've come into possession of your very being, by way of unbreakable pact, for a term of equal length to your time in this jump. They cannot make you do anything directly harmful to yourself, but they can and will make you do any sort of dangerous dirty work they have even if it may risk your life, though that is still a resource they aren't likely to spend cheaply. You, in turn, cannot deny or work against any of their orders. You can still interpret any orders they give somewhat creatively in your favour, but never in a way that would let you harm your 'patron' or free yourself.

If you manage to make it through your contract intact, and with a decent relationship with your employer, you can take them with you as a companion, though their power will be limited to be no greater than a companion from the **Create/Import Companion** option, with powerful beings like old gods being limited to a mere avatar alone, for instance.

Mundanity (+400 CP): You are one of the common people. You may be skilled, strong or brilliant, but you are not magical. For the duration of the jump, you lose access to any supernatural perks, powers and other abilities you possess, as well as items with such properties, limiting you to abilities a regular person could feasibly possess.

The Coming Darkness (+600 CP): This is not a bright world, and it darkens by the day. A powerful force of darkness is beginning to leak into this world, at first bringing forth only shock troops, groups of monsters of middling power, but being able to escalate with time until the world is covered in an oppressive darkness and entirely overrun with powerful magical legions. This darkness exerts itself on the world through crossover points, such as dark artifacts and rituals. By warding off these rituals, you will be able to delay the coming darkness so it only reaches its apex towards the last year of this jump, but fail to manage the encroaching enemies, and they might break through, plunging the whole world into darkness all at once and leaving you stranded in a lifeless, monstrous world in which the forces of darkness are constantly aware of you until the jump's end.

The End

After your ten years have passed, the effects of your drawbacks end and it is time to determine what happens to you next.

Go Home. You return to the world from which you originally set out on your journey, keeping everything you obtained on your journey.

Stay Here. Whatever world you have found here, you have grown attached to it. Your journey ends with you remaining in this world.

Move On. Your journey does not end yet. You take what you obtained here and move on to another jump.

Notes

Perks and Items

See The Cracks: The exploits you spot are related to supernatural phenomena you've interacted with, but need not relate to supernatural powers you can actually use. Interacting with a supernatural dimension may let you spot a single use exploit to teleport using that realm as an in-between, interacting with a magic system you can't use may teach you to 'hotwire' it, letting you temporarily or even permanently gain access to a very limited portion of it, such as the use of a single spell, and interacting with a dangerous magical being such as a fallen angel may let you detect an exploit you can use to deal grievous damage to it or temporarily weaken its powers. For reference, tapping into an exploit can involve anything from studying them to literally drawing power from them or using a particular magic on them, or interacting with them in just about any other way.

Ritebound: You can attach multiple effects to different parts of the same ritual, if desired. Perhaps simply attempting to start the ritual lets you scry on it, making you aware that it's happening, while them completing their end of the ritual lets you choose to open a telepathic conversation with the participants, at which point you can grant the ritual permission to complete fully, teleporting you to the location.

If you have other powers that allow personal teleportation, telepathy, scrying, transferring your powers to others, granting others new powers, and/or projecting your powers at a distance, and these powers normally have a range less than planet-wide, they're also treated as having planetary distance for the purposes of your rituals. This is primarily useful if you have other power granting abilities, but also means that if you have, for instance, a particular kind of teleportation you want to use as a signature, such as travelling in a poof of flame, it'll work just as well for the perk as the included teleportation.

System Customisation

Means Power Levels: When a means states how much it costs at a certain level of power use (I. E. 'Using this power at a moderate level for a few levels costs X amount of effort') it is referring to the relative power level of that specific system. In a hedge mage level system,

one visual range teleportation might be seen as high level power use, while an archmage level system would consider such things as low level power use instead.

End Limitations: When you purchase an end, you can restrict certain uses from it to empower those left over. For instance, if you purchase the Divination option, you could choose to only allow its use to see from different points in the past, present or future, as opposed to reading thoughts, translating scripts, or other such uses. By doing this, the remaining uses of the end become more powerful. The amount of power this grants is limited, as the system's Weight is still a limiter, but even when the limit is reached, it will make higher level uses possible even for ends that wouldn't normally produce as much power, such as thaumaturgy, and make lower level uses cheaper and easier.

End Combination: If you have purchased more than one end, you can combine any given end with any other or others, either partially or completely. This grants access to new uses of the ends, but weakens or even removes the parts of them that don't fit the combination, depending on how deeply you combine them. Broadly speaking, you should feel free to assume different ends can be combined in just about any reasonable way, though you cannot combine the CP granting version of Wild Magic or Developed Effect with anything. If you want fine details to see if a certain combination is viable, the wall of text below outlines the process in more detail.

As an example of how combinations can be done, say you have both the Enhancement and Fleshchanger ends. You could combine them to let your system grant 'buffs' enhancing the properties of creatures. By completely combining the two, you would have the full power and versatility with this new buffing combination, but by only partially combining them, you would gain access to a more limited version of the buffing ability, perhaps by only being able to enhance physical traits and not things like intelligence, but also retain some of the ability to enhance inanimate objects or change the shape of creatures. You can be as general or specific as you want on which parts of a system you sacrifice for such combinations. If you want to trade away specifically Fleshchanger's ability to mend wounds, while retaining its other parts, that's an option. Trading parts of an end into a combination also doesn't need to be 'symmetrical'. If desired, you could fully combine Enhancement into Fleshchanger without sacrificing any of Fleshchanger's power, losing the ability to enhance inanimate objects completely in exchange for the ability to enhance creatures, but also retaining the ability to change the forms of creatures with Fleshchanger.

Translocation: Translocation-capable systems cannot grant access to places made inaccessible by jumpchain fiat. Ergo, pre-Spark, you also cannot reach other jumps with them.

Wild Magic: Much of the power of Wild Magic is drawn from its own unpredictability, so using methods like probability manipulation to bend it in your favour will typically weaken it in much the same way clamping down on it would.

Nature: Nature mostly determines whether your system counts as a particular type of power for effects that interact with it, such as if it can be counterspelled with antimagic or if it is boosted by psychic power enhancing pills. It does not impart notable properties on the system itself. For instance, a system defined as being based on holy power wouldn't more grievously harm demonic creatures normally weak to such forces. If that's desired, it's recommended to purchase an appropriate end (in this case, something like Narrow Focus (Smite Demonic Being)) and then combine it into all of your other ends to grant every effect created by the system that property. If you're not sure what to pick for your system's nature, it's probably easiest to just pick 'magic'.

Differing Presentation: It's worth noting that you don't technically need the **Initiation** option to have differing presentations, it just usually won't come up otherwise. If you have or might later obtain some other power sharing method, though, or you pick something like the **The Collective** companion option who all share the same system, you're allowed to use differing presentations for it.