



Generic Hedge Mage

The term Hedge Magic has gone through many changes over the years, but the most common interpretation is that it is the magic of the self-taught, the untalented, the *weak*. Where grand archmages wield phenomenal cosmic power, the hedge mage will use their meager power to clean their floors and till the soil. Where an artificer will create artifacts of power, a hedge mage will create good luck charms and love potions. Where a priest will call on their deity for great power, a hedge mage will listen to the woes of a spirit of a breeze to call on its fleeting and minor favor in a time of need.

However, a hedge mage learns to make due with what scraps they have, where an archmage will waste much of their power in the casting, a hedge mage will train their magic to use so little they can use it without impacting their magic. Where an artificer needs rare and expensive materials to make their artifacts, a hedge mage can use what they find in your average village. Where a priest must follow a strict code of conduct for their god, a hedge mage need only befriend the spirits they call upon.

While few see it this way, a hedge mage is a magic user that turns their weakness into a strength, letting it challenge them and force them to innovate and develop their power into a more subtle, but surprisingly potent, force. And in this world, the element of surprise from these hedge mages can often be just as potent as any grand spell.

For your time here, you will gain this same strength, and will carry it with you throughout your chain.

You Gain +1000cp to Spend For This Jump

Locations

Choose any of the following.

1. A Generic Fantasy World
2. A Generic Urban Fantasy World
3. A Generic Sci-Fantasy World
4. Hedge Mage Portal World: This is a world that's filled with portals to various other universes that have hedge mages in them. You can find your way back here after entering one of the portals.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

Perks

You get 5 Hedge Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Hedge Tokens being able to be used for 300cp perks.

A Touch Of Magic (Free): You gain a small reserve of magical power and enough of a feel for it that you can manipulate it for casting spells. This magical power regenerates slowly but steadily, baseline taking roughly an hour to go from empty to full. Both the reserve and the regeneration rate of that reserve can be trained up.

You also know a handful of simple, minor, and/or niche spells that use little of this magical energy and don't need complicated components (verbal, somatic, material, or focus) to cast. While these spells are simple, you are not limited to them and may learn more magics.

You have the ability to grant this perk to another person in a drawn out process during which you effectively teach them how to tap into their magic and a few basic spells to start them off.

Fantastic Race (100cp, First Free): You are one of the races of a fantasy world, such as an elf, dwarf, or orc, but also various forms of beastmen. If you choose to remain human you gain a +50% increase to your learning speed.

This perk may be taken multiple times to create a hybrid race with features from the component races. Optionally, additional purchases can be used to gain a monstrous bloodline, such as having a draconic or angelic bloodline.

Fantasy Career (100cp): Choose a traditional fantasy career, such as enchanter or dungeoneer, you gain ten years of experience in that career. Alternatively, you may choose a more common and mundane career such as carpenter or soldier to take this perk at a discount (50cp instead of 100cp).

Patience (100cp): You can be as patient as you need to be at any given time. This won't stop you from getting frustrated or bored, but will allow you to suppress it and keep a calm demeanor while allowing you to push through those feelings to complete a tedious task or get through an explanation to a particularly dense individual.

Teacher (100cp): You have gained the skills of a great teacher, able to set up lesson plans that are engaging and keep the attention of your students. You are also able to impart information to any students you take much more quickly, adding some of your own talent and ability to learn to your students to bolster the rate they learn from you.

Academic (100cp): You are a skilled researcher, able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads. You also learn better when someone chooses to teach you, giving you the benefit of some of their own skill and talent as you learn to ease the process.

Mental Archives (100cp): Your memory is absolutely perfect, with unlimited storage, the ability to instant recall any information, and immune to outside tampering.

Witchdoctor (100cp): You have an extensive familiarity with magical beasts, fungi, and plants of all sorts, as well as gemstones and metals. You also have a general idea of what they represent on a metaphysical level and how they can substitute for each other based on these metaphysical properties. You can always find a potential substitute that will work nearly as well, if not as well, as the normally required material.

The Simpler Things (100cp): You can find enjoyment in the simplest of things, appreciate what you have and not fall into boredom and ennui. You are able to simply savor a moment or experience, even if you've experienced it many times before.

Spiritual Balm (100cp): Your presence has the effect of calming those around you and bringing clarity to thoughts, especially when you are actively talking to a person. You can help them work through simple spiritual and mental ills with a few conversations, allowing them to heal and overcome these hurdles more easily.

Hermit (100cp): Social isolation doesn't negatively impact you, whether it's from being out in the wilds on your own for decades of your own accord or being isolated by the deliberate actions of others.

Respect is Earned (100cp): You find it is much easier to earn the respect of others and are actually recognized for your contributions to most tasks, with no regard to your race, age, or any other factor that may cause those contributions to be overlooked through bigotry or prejudice.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things than always needing to rely on magic. You are also able to recognize bad ideas or when you're getting caught up in something would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

Frontiersman (100cp): You know how to survive on your own in the wilds, having all the skills of a veteran survivalist, frontiersman, and explorer. You also have an affinity for primitive tools, making them more effective than one would expect, with simple wood and stone tools functioning as well as iron tools in your hands.

Take It On Faith (100cp): Your beliefs, regardless of what they may be, are unshakeable and will remain even should your memories be wiped. This means that, regardless of what happens, you will be you. You can still grow and develop, and your beliefs can change as your views do, but they simply cannot be forcefully changed.

Legerdemain (100cp): You're an expert at sleight of hand tricks and misdirection, and possess a level of natural showmanship that lets you command the attention of crowds. You know a variety of magical tricks that don't actually use any magic and will still shock and amaze, or distract if you'd prefer.

Opportunist (100cp): You have a nose for opportunities and can recognize them when they come around, as well as being decisive enough to seize the advantage they represent.

Superstition (100cp): You gain an awareness of any superstitions within your community and will quickly come to know any new ones in lands you encounter, even if you aren't strictly told such.

The World is My Stage (100cp): You are an exceptional actor, able to put on a persona and role like a favorite coat and not falter within that persona until you choose to take the metaphorical coat off. Getting into character is a simple mental twist and you can even use it to recreate another person's mindset if you know enough about them, giving you great insight into the human mind.

Specialization (100cp): Choose a focus for your magic, such as a particular method of casting, a school of magic, or even a single spell. When working with that focus, you develop your skills faster, by at least two times. This is improved further the narrower your focus is, to the point that focusing on a single, specific spell would give you up to ten times the normal rate of development with that spell.

Subtle Magic (100cp): There are a few ways that one can use to detect magic, and just as many ways to hide it. Whether actively suppressed, an innate quality of the magical power, or a system that doesn't let the magical power leak out, you can hide your magic so long as you aren't actively using it, and even if you do use it, the magic is much more elusive and difficult to detect or pin down.

Dedication (100cp): You have the ability to stick to any code of conduct, tenants, or agreements you so choose. You can apply this perk's effect to a chosen code of conduct, tenant, deal, oath, or anything similar to make yourself incapable of breaking them, even by accident. External forces are also ineffective from swaying you into breaking these codes or oaths. Only when you, completely of your own accord, choose to undo this perk's effects will you be able to break them in any fashion. This is also voided if you are left with, legitimately, no choice but to break them or let yourself be killed, and any consequences for this break are lessened considerably, if not outright negated, due to the fact it was a forced break.

Witchhunter (100cp): You have been trained in witch hunting techniques and can use a variety of mundane seeming means to counter and weaken magical effects. Such techniques are based on a metaphysical weight put into a superstition or bit of symbolism, allowing them to function based on this weight alone.

That Looks Interesting (100cp): When something catches your interest, you get a bit of information on it. Watching someone fight in a new way will give you an idea on what their style is based on, seeing a spell will give you an idea what it can do, and seeing a person may give you an idea on their preferences, talents, or abilities.

Astrology (100cp): You are well studied on the movements of celestial bodies and their meanings. Constellations, the phases of the moon, the alignment of planets, you know them all and what they can, and often do, mean. This also makes you a skilled navigator as you can use the stars as a guide for your travels.

Material Casting (100cp): Everything has some sort of symbolism behind it, a bit of metaphysical weight to it. It may not be much, but it is enough for some. You can sacrifice materials, turning them to dust, during the casting of a spell in order to enhance, ease the casting of, or modify a spell in some way.

Alternatively, with strong enough materials or enough skill, you can cast spells entirely through the sacrifice of materials. These spells are only as strong as the materials sacrificed in the casting.

A Nose For Magic (100cp): You have the ability to detect magic through one of your senses. Choose one of your five basic senses, you can use that sense to detect and identify magics. The range at which you can detect magic increases as you use this ability. For 50cp, you can add another sense you can use for this detection, up to a total of 300cp for all five senses.

Dealing With the Devil (200cp): You have the knowhow to make effective deals that lean in your favor and can spot loopholes that could be harmful to you in any deal you make, as well as how to close them. This can easily be turned around to hide loopholes that benefit you. You can also loosen the codes, oaths, and deals you make to allow you a bit more freedom in how they apply to yourself, even when they are backed by an outside power.

Mentalism (200cp): Somewhere between magic and the mundane, you have gained the ability to plant ideas into the mind, impart simple suggestions, and even hypnotize people all without the use of magic. You can similarly read the microexpressions of an individual to gain insights into their thought patterns and what they may be thinking. You can also use autohypnosis to affect your own mind.

Implementation (200cp): You have an unusual affinity for implements of magical power. Wands, incense, candles, and the like. Anything that can be used to supplement or channel magic as a focus is more effective for you and your magic and can act as amplifiers for your spells and magical abilities.

Overchannel (200cp): You have the ability to make a spell stronger by simply putting more power into its casting. The more power you put into the spell, the stronger and more potent it will be. You are also able to charge up a spell over time rather than needing to spend the power all at once.

Nymph's Kiss (200cp): You have been gifted a blessing from a spirit of beauty. This has given you a more beautiful appearance, augmented by a glamour that highlights your best features in the eyes of the beholder. You have also obtained a natural grace in anything and everything you do, giving you enhanced poise and balance, as well as a kinesthetic sense on par with most gymnasts. Beyond this, you are skilled in making things beautiful, regardless of what it is, even in the heat of a battle you can make your fighting into a beautiful dance of blood and steel.

Condensed Spell (200cp): You can make a spell stronger by shortening its duration. The decrease in duration proportionally increases the strength of the spell in question. You can instead invert this effect, making a spell last longer at the cost of weakening the spell's effects. This only works with spells that have a fixed duration.

Sustained Magic (200cp): You have found a way to preserve your magic by channeling the magical power within your body, returning it to your reserves even as it sustains the spell. By doing this, you are able to spend a tenth of the normal amount of magic to sustain the spell. This only works with spells that take continued magical power to keep them active, not those that use all the magic at once to achieve an effect.

Overmagic (200cp): The better at magic you are, the more that magic permeates you, providing you benefits based on the shape of that magic. What this means is that you will find yourself receiving a passive boon from your mastery of specific bits of magic or collections of similar magics. The greater your mastery and the more spells of a similar theme and level of mastery, the greater these boons will be..

Quickened Casting (200cp): You are able to cast spells exceptionally quickly, cutting down the time to cast by half at worst. This can allow you to cast spells that are already fairly quick in rapid succession. With practice, it is possible you could cast more than one spell at a time, combining and weaving their casting around each other in a way to let you cast them simultaneously.

Alchemist (200cp): Alchemy is the art of drawing out and combining the supernatural properties of existing materials and distilling the combined magic into a liquid medium commonly referred to as a potion. A potion can have a wide variety of effects based on what materials are used in its creation, how those materials were prepared, the order they were put together, and even by having twists of magic introduced from another source.

Enchanter (200cp): You have been granted the ability to create magical items of all sorts, ranging from trinkets that will conjure flames to start a campfire to legendary weapons of great potential, all based on the materials and spells used in their construction.

Sacrificial Magic (200cp): You can supplement the power of your magic with blood, your own or that of others. Using your own blood is a particularly physically draining means of supplementing magic as it draws on both blood and stamina in place of magical power. The power within blood does not last long once extracted, unless preserved, and will lose potency quickly. If this would kill in the process, the potency of the spell cast is greatly increased.

Meditative Recovery (200cp): Through a series of meditative techniques, you can increase the rate at which your magic replenishes, doubling the amount you recover at a baseline. With repeated or constant use, this can improve your base recovery rate and improve the increase the meditation gives. With practice, you can reduce the amount of focus is necessary to maintain the meditative benefits.

Overcharged Recovery (200cp): You have obtained the ability to, through meditation, condense excess magical onto your natural reserves. This condensed magical power can be broken down to rapidly refill your reserves when you need them, though it still takes a little bit of time and focus to do so. You start able to condense an amount of magical power equivalent to your natural reserves, but this can be increased with practice.

Something for the Occasion (200cp): You can always seem to pull something that you could reasonably have obtained and have on hand from your person, such as being able to pull a clove of garlic from your pack when fighting a vampire even if you didn't actually buy it, so long as you could have done so. This won't let you obtain anything rare or expensive through this perk's effects alone, however. Your own possessions are considered reasonably obtainable regardless.

Sequestering (200cp): You gain the ability to store up magic within outside mediums. Specially prepared fetishes, gemstones, established demesnes, or even familiars are able to store varying amounts of magical power that you can tap into later, so long as the object or familiar is nearby.

Spell Technician (200cp): You have learned how to layer and intertwine spells as you cast them, allowing them to build off of each other and grow stronger with each spell added and each synergy made between the individual spells used in the process.

Arcane Dispersal (200cp): You have gained the ability to tune your own magic to be repellant to other forms of magic to disperse other forms of magical energy well enough to dispel magical effects and counter spells. This includes the magical energies of spirits, demons, and curses, allowing you to weaken, exorcize, banish, or purify them if they are weak enough.

Words of Power (200cp): There is power in language. You are a natural polyglot, able to pick up languages a hundred times faster than the average person. However, the true power of this perk lies in your ability to figure out the underpinnings of languages as a whole, and figure out Words of Power. If you know multiple languages and come to fully understand the meaning of a word in those languages, you are able to discover a Word of Power that you can speak in order to induce a minor effect on its own or add to a spell in order to imbue it with the power carried by that word.

Ritualist (200cp): You have the ability to enhance supernatural abilities by adding some level of complexity and ritual to how they are performed, using patterned hand movements, rhythmic chanting, or specialized symbols to draw out, augment, and shape the effects of any supernatural energies, powers, or abilities. The more you add and the more time put into the rituals, the stronger the effect.

The Magic Of Living (200cp): You may slot up to five skills, abilities, or perks into this perk, and in doing so, allow them to progress as if you were actively training them, though at 1/10th the speed you normally would. You can slot a single option into multiple slots to improve the rate of growth and swap out the slotted options at will.

A Familiar Friend (200cp): You are able to bind a small beast, nature spirit, minor demon, or similar creature as a familiar. You are able to see through the eyes of a familiar, draw on the magic of that familiar, and can channel your spells through them as if they were an extension of yourself. Familiars with animal intelligence have their intelligence boosted to human levels and all familiars are slightly tougher than normal members of their kind. With effort, it may be possible for you to bind greater beasts as familiars, which may offer unique expressions of magic to you while so bound.

Entreat The Spirits (300cp): You have gained the ability to see and interact with spirits. By cultivating a friendly relationship with these spirits, you may be able to call on them in a time of need, either asking them to fulfill a task for you or by being imbued with some of that spirit's own power for a time. The stronger the spirit, the more you will need to provide before they will aid you. The weakest of them, being near mindless, will do as asked just for the asking, in many cases, though they keeping them appeased will make them work better. Stronger spirits, however, may have a significant price for their aid, on top of their favor being required.

Spellmaker (300cp): Your knowledge of magical theory is extensive, to the point you can effectively and easily create your own spells as well as how to identify the spells that others use. However, this knowledge of magical theory also allows you to modify your spells on the fly, such as turning a spell that bolsters strength to instead fortify your toughness, or one that uses electricity to become poisonous in nature. This is inefficient normally, requiring extra magical power to fuel the effects, but offers exceptional flexibility.

Gift of Grace (300cp): You have a quality that makes any power gifted to you by an outside source, excluding those from held artifacts or consumables like potions, will slowly become internalized and become a part of your own abilities, given enough time. The more powerful the ability, the longer it will take for it to become a part of you and if you complete a jump with the powers intact they will become internalized the moment you make your choice at the end of the jump, regardless of what it is.

Skin Changer (300cp): You've obtained the ability to craft a totemic fetish from the remains of a beast, trapping a bit of its spirit within the fetish. By tapping into the spirit within the fetish you can transform yourself into the beast the fetish was made from. This form is you as that beast, so if you possess an identifying scar or are missing a limb and have a prosthetic, so will this beast form. With time and training, you may be able to instead enter a hybrid form when you tap into the power of the spirit.

Arcanovore (300cp): You are capable of consuming magic to sustain yourself. You can turn magical power into caloric energy to fuel yourself as well as keep you hydrated and with the proper nutrients beyond simple caloric intake. This can even keep you from needing to sleep and oxygenate your blood when you need it. You can also do this in reverse, consuming food and water, sleeping, and even breathing heavily, can replenish your magical power.

Tapping the Lines (300cp): You have the ability to tap into and draw out magic from ley lines, plants, and the land itself to supplement your own magic. This is particularly useful if the magic is going back into the land, such as using the magic already available to enrich soil or to promote the growth of plants. If you draw too much power at once without feeding it back into the land you may cause plants to wither and cause the land to be unable to support life for a fairly long period of time. You can do the same with animals, including humans, if they don't resist.

Cooperative Casting (300cp): You can have another person take over for part of a spell, such as the costs, focus, calculations, or even just the necessary verbal or somatic components. With a few working in tandem, you could make a difficult spell much easier through the cooperation between you and others. A person need not be a mage to take over a part of a spell. They merely cannot properly contribute magic to the spell.

No Strings On Me (300cp): Attempts to predict or plan around you just don't seem to work right, with even magical means of prediction coming up short and throwing up false readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. Your allies also benefit, loosely, from this protection from prediction so long as they are working with or for you, their actions being considered an extension of your own in such a case. You are also untethered by fate's influence and even death itself holds little sway over you, extending your lifespan indefinitely, though you can still be killed.

Refinement (300cp): When using a spell, you are able to learn little tricks and twists that make the spell more efficient, more powerful, and overall better than it once was. By poking and prodding at a spell, you can figure out how to reduce its costs while keeping the same level of potency. You can also, with a great deal more effort, figure out how to improve some parameter of the spell with minimal increases in the cost of the spell. At a certain point, the spell may even gain a new aspect to itself as it evolves with your use of it. You can apply a similar ability to any supernatural power you may possess.

Master Dabbler (300cp): While you are no wizard, you have learned that there are many traditions of magic, all stemming from the same source. You are able to learn these traditions, apply them, and combine them to allow aspects of them to build off each other to effectively create new casting systems and magical traditions more suited to your needs. This also accelerates your ability to learn magic by five times.

Sympathy (300cp): You have gained the ability to use a form of sympathetic magic, allowing you to use a piece of something to affect the whole or to connect an effect to the condition of what it is laid on. An example of this would be using a hair from a person to apply a spell directly to them even if they are leagues away from you or tying a warding spell into a sapling to allow it to grow stronger as the sapling grows. Finally, you can use this skill to create contingencies, spells and magical effects that will trigger under certain conditions.

Home Sweet Home (300cp): You have come into the knowledge of how to create a demesne, a magical locus of power connected to yourself and an established location you consider your own. Within this land, your magic recovers more quickly, is more potent, and overflows into the land itself to align it with you. This gives you greater influence over the land itself and naturally weakens the magic of your enemies in the area. This can be developed to make the demesne more closely tied with you, allowing you greater awareness, the ability to utilize the magic of objects and locations within the demesne, and the ability to open a portal to your demesne. Further deepening the bond may provide additional abilities based on how you've developed the demesne and possibly allow complete control of the land within. It is only possible to have a single demesne at any given point in time.

Channeling (300cp): You have learned how to channel spiritual entities through yourself. Through a form of willing possession, you are able to channel any form of spiritual entity through yourself while maintaining a significant degree of control over yourself, though potentially influenced by the channeled spirit. Spirits so channeled provide an additional wellspring of power and an array of magical abilities even for the least magical of them, such as a human smith's ghost providing skill in blacksmithing, the ability to generate forgefire, and a magic hammer that can be conjured at will.

This does, however, come with a downside. You are in a constant battle of wills with the spirit to keep it docile and appeased enough to provide power without allowing it to assume control. The stronger the spirit, the more of a toll this battle of wills can take. A steady stream of your own magic can substitute for this clash of wills if you are inclined to do so.

It is possible, though not recommended, to channel multiple spirits at once. The clashing of these spirits can be a hazard for those unprepared and can lead to severe side effects at times, as well as increasing the strain of maintaining the possession.

Embodiment (300cp): You are able to gain a truly deep mastery of a spell or set of related spells, taking it farther than simple mastery. Doing so allows you to effectively embody the spell, taking on a new form that vastly increases the power of those spells, and any other related spells, until you leave the form. While embodying a spell, however, you cannot cast other types of magic and must rely on the spells related to the embodied spell.

If you possess the Overmagic perk, the passive benefits are enhanced while you are in a form related to the spell you gained the Overmagic from. If this applies to a set of spells, then every passive benefit from each of those spells is enhanced, not just a single one.

If you possess the Spell Technician perk, you can learn how to apply multiple embodiments at once, though this requires considerable amounts of effort to figure out the path to doing so. The greater the difference between embodied spells, the more difficult they are to embody together.

Arcane Vampirism (300cp): You have learned a dark art to drain the magical abilities from others in order to add them to your own. By default, you are able to create a void that will draw in magical power from a living being and funnel it into yourself, allowing you to refill your reserves. This requires direct, physical contact with the target to accomplish. However, as your skill grows, you may be able to expand your reserves while decreasing the overall reserves of your victim, acquire magical traits or affinities they may have, or even learn some of their spells as you drain their magical power for your own use. However, at first, these will only give a fraction of what you drain.

If you also possess the Arcane Dispersal perk, you can drain the magic from spells, curses, and other ongoing magical effects, as well as magical beasts and spiritual entities such as demons, angels, or fey creatures.

If you also possess the Arcanovore perk, anything that replenishes your reserves can be used as a source for your growth through this perk, though still at a fraction of what you'd normally gain.

You cannot use a Hedge Token to gain this perk.

Covenant (300cp): You are able to form a covenant with other mages. A covenant is a magical nexus that connects multiple mages together, drawing a small portion of the individual mage's power and affinities into itself and shaping it into a set of spells that each of the mages in the covenant may access at will. Those within the covenant can speak telepathically, share magical power between each other, and even cast spells on each other as if they were directly touching each other, so long as it is a beneficial spell.

A covenant can have up to twenty members, however, the more members are present, the more generic and unfocused the resulting spells will be, unless the people in the covenant are carefully chosen for certain affinities. A minimum of three members, yourself included, are required to form a covenant.

Unlike most, however, you are able to connect non-mages into your covenants, which can result in some unusual magics forming from the resulting mix of affinities.

You cannot use a Hedge Token to gain this perk.

Items

You may spend your Hedge Tokens in this section if you are so inclined.

Spellbook (100cp): A simple book that contains all of your magical knowledge. If you've ever known it, it is in this book, even if you have since forgotten it. All knowledge within this book is free of memetic hazards and mental traps they would normally have. Great for refreshing your memory or teaching a student as the descriptions within the book are concise and easy to understand, putting words to things you can't otherwise describe.

Mage Restraints (100cp): An array of seals, chains, and restraints that, when used to bind a mage, makes it so they cannot manipulate any of their own magical power. Particularly powerful mages may be able to overcome these restraints enough to be able to cast, albeit at a much reduced capacity. There are enough supplies to bind a dozen mages with instructions on how to make more such restraints.

Wild Robes (100cp): A set of sturdy, lightly reinforced clothing. By default is made from cured hides, leather, and enchanted cloth but you may choose its appearance otherwise. It is self cleaning, self repairing, protects from the elements, is durable enough to act as armor, and dampens harmful magics. Maintains any upgrades made to it.

Travel Bag (100cp): A pack with an expanded space inside that allows it to hold roughly ten times what it should be able to without seeming to have any of the added weight from the items within.

A Plot of Land (100cp, Free Home Sweet Home): A few acres of land with a minor ley line confluence beneath it, perfectly suited for the creation of a demesne. The land can be taken with you as a warehouse attachment and imported into future jumps, coming into existence in a spot of your choosing when you decide to import it.

Hedge Staff (200cp): This simple wooden walking stick has the ability to hold the imprints of a few spells that you cast into it, holding them at the moment before they are cast until released with a command phrase or with a twist of will, though this removes the imprint unless it is fueled with additional magical power. It can store up to ten spells at any one time. You can instead import another item to gain these benefits.

Anti-Magic Weapon (200cp): A weapon of your choice, default is a hammer or mace, that disperses the effects of magic it strikes and can temporarily cut a mage off from their own magical power for a few minutes. It is also more durable than its make would suggest. You can import an item to gain these properties.

Storyteller's Pipe (200cp): This is an ornate scrimshaw pipe that is possessed by a trickster spirit. The pipe can, at will, produce smoke that can carry images within them to the will of the holder. However, the smoke can gain additional properties if herbal blends or incense are put into it and lit. None of these effects are directly harmful. By breathing in the smoke through the stem of the pipe, the holder can temporarily perform astral projection or vision quests, depending on the herbal mixes.

Sheele (200cp): A simple elemental spirit that takes the form of a small animal, no bigger than a common housecat, has bonded with you. This bond provides you a boost to any magic that shares an element with the sheele and all the benefits of being a familiar, as described under A Familiar Friend. The sheele can perform its own magic and you can feed it magical power to fuel their magic. A sheele is a follower unless imported as a companion.

This item may be purchased multiple times. You can choose to add another element to an existing sheele or create an entirely new one.

Alchemist's Pot (200cp, Discount Alchemist): A surprisingly light cauldron that naturally brings out and enhances the magical properties of materials placed inside of it. Potions made in this cauldron have twice the yield for the same amount of materials. Has a convenient spigot and comes with flasks and vials to store the potions. Comes with tools that will preserve anything harvested with them.

Fairy Ring Pouch (300cp): A pouch of sandy material that, when sprinkled on the ground, will grow a ring of mushrooms that open the way to the fairy roads. While difficult to navigate, the roads allow those that walk them to travel incredible distances in a short period of time. The pouch never seems to be emptied from its use and the mushrooms will last a day before shriveling up and drying out, with repeated uses sustaining the mushrooms for longer, able to create permanent gates to the fairy road that are even faster to travel to. The dried mushrooms that result from this can allow one to see and speak with spiritual entities if eaten. The fairy roads can be used as doors to your warehouse for you and your companions, if you so choose.

Spirit Glade (300cp, Discount Entreat the Spirits): A small clearing surrounded by a ring of tall trees, this is a place where nature spirits will naturally gather and interact with people in a semi-tangible form. The spirits here are friendly and calm, as are any spirits introduced to the glade. However, the most interesting feature is the stone at the center of the glade, where a nature spirit can be fed and cultivated to allow it to grow in strength and purview through a variety of rituals and careful applications of magic, of which you have a book detailing them in somewhat poetic language. The spirit will maintain a friendly relationship with you even as it grows.

Ceremonial Athame (300cp): A knife with a black handle paired with a simple brass bell. The knife itself is a potent magical implement, offering increased control and power over rituals and more elaborate spells, as if it were taking some of the load of the spell for itself. However, this is not what it is meant for. By running the edge of the athame around the base of the bell it came with, it can create a resonance that allows the athame to echo a spell cast while holding it, casting it again and allowing it to spread to multiple people. It can also cast spells aimed at the holder, which can be used to counter the spell echoed.

Druid Vines (300cp): A bracelet made of wooden twigs, string, and vines in an artistically rustic style. It carries a potent form of nature magic that allows the wearer to speak with plants and animals, keeps them from leaving any trace of themselves, prevents plants and underbrush from impeding their movement, and boosts the vitality of the wearer to let them go days without food, water, or sleep.

More than this, however, is that the bracelet will slowly grow small, wooden charms that resemble tiny berries. These charms can be plucked from the bracelet, turning them into a real berry of a more normal size, and eaten. When eaten, they provide nourishment equivalent to a day's worth of food and water, gives a boost of energy equivalent to an hour long nap, and releases a tiny rush of healing magic. The bracelet can only have ten berry charms on it at any given time, but will build up a charge that can quickly grow new berries as the old ones are plucked. The berries may have other uses, such as being added into a poultice to improve its healing properties or incorporated into a meal to allow it to be more filling and energy dense.

The berries will also absorb lingering magic within the wearer, possibly growing berries that carry additional effects, such as bolstering strength or having stronger healing effects. These will become more regular as it absorbs more magical power from its wearer. You will instinctively know what effects the berries carry.

Secrets of the Hedge (300cp): A well worn book bound in what looks like wood but feels like leather. Someone reading this book will allow that person to develop magical abilities similar to those described in this document. If you choose to, you can cause the book to crumble to dust and cause it to affect the entire world, spreading magic and magical abilities to the various denizens of the world. If you do, you'll get a new one at the start of your next jump.

You cannot use a Hedge Token to gain this item.

Companions

You may spend your Hedge Tokens in this section if you are so inclined.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Hedge Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Mage (50cp): This option allows you to create a new companion with 800cp and four Hedge Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along relatively well with you.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Slowed Growth (+50cp): The rate at which your reserves of magical power increases in size is halved. With an additional purchase, this is decreased further to a fifth its normal rate. A third purchase reduces it to a tenth its normal rate. And a final purchase renders your reserves of magical power completely incapable of growing in size.

Slowed Generation (+100cp): Your reserves of magical power refill slowly compared to others, becoming halved for each time this drawback is taken, as well as halving the rate at which you can increase your regeneration rate. If this is taken four times, the rate at which your magical power naturally regenerates is set to zero and you cannot recover your magic naturally at all. You must find another way to refill your reserves if you wish to do so. This drawback cannot be taken more than four times.

No Reserves (+100cp): You begin with no reserves of magical power at all and must rely on outside sources of power to cast your spells at all. It is possible to develop a reserve of power when you have no reserves yourself, it is, however, a difficult process. If you have taken Slowed Growth four times, this gives an additional +100cp.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have taken the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Hedge Token.

Inquisition (+200cp): There are laws that restrict and prohibit the study and use of magic. Mages of all sorts are registered with the government and monitored by trained witch hunters, with specialized detectives known as inquisitors looking for any that hide their magical abilities. With your first purchase, you are registered and lightly monitored like most any other mage. With a second purchase, however, you are an unregistered mage and must keep your magic hidden, keeping the inquisitors from finding and discovering your presence. With a final purchase, all magic is outlawed and highly trained witch hunters will come after you the entire time you are here, no matter how your magic is used as it is seen as a danger to the land.

Imprisoned (+200cp): You start your time in this jump in a prison of some description. You may be held by bandits who want to use your magic to aid them in their raids, or maybe you are held in an actual prison after being caught in a scam, or maybe you are wrongfully imprisoned after being framed for a crime you didn't commit. Regardless, you must either serve your sentence or escape incarceration. While incarcerated, your magic will be limited through various wards, seals, and other such things to keep you from easily using them. The countdown for leaving this jump doesn't progress while you are incarcerated. A second purchase of this drawback makes it so you are slated for execution and must escape your incarceration or face the end of your chain.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for A Touch of Magic and whatever freebies you gain from your Hedge Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of A Touch of Magic, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Hedge Mage (+300cp): You have an enemy that has a custom build from this doc using the same amount of CP that you spent, as well as their own set of Hedge Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Corruptive Magic (+400cp): Magic holds a bit of a sway to it, a corruption that pervades those that use it. As you use a particular bit of magic, you become more and more affected by it, and always in a harmful manner. Destructive magics will make you more destructive, healing magics will come to replace your immune system and need to be cast constantly, and mind magics may result in you losing your ability to connect with humanity. For an additional purchase, instead of the spells being naturally corruptive, they are connected to corruptive beings, and drawing their attention with too much magic can lead to them consuming your soul and inhabiting your body, effectively ending your chain if you are not careful with your magic.

War of the Hedge (+400cp/+600cp): Hedge mages, far more common than the more powerful forms of mages, have risen up to fight against the institutions of magic that look down on them. Protests turning to riots, and riots to all out war. For +400cp, the tensions will steadily rise throughout your time here and you will be pressured to join the cause, until all out war breaks out between the two sides, or until it is settled through another manner, though only your intervention will be able to avert such a thing, even if indirectly. For +600cp instead, the war has already started and you will be embroiled in the thick of it, and if you refuse to join a side, you will be hunted by both. By the wizards as a hedge mage, and by your fellow hedge mages as a traitor.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

End Choices

After your ten years (or more) in this jump has come to an end, you may choose whether to return to your **home** world, **stay** in this new world, or **move on** to your next jump

Notes

A Note on Home Sweet Home: Buildings in the Demesne are a part of it as much as the land is, if they were either there when you turned it into a demesne, they've been there long enough to be infused with your magic, or you built them yourself.