



Generic Enchanter

Enchanters. The term evokes images of mages infusing magical power into an artifact to gift it magical power that will be utilized for centuries as it passes from wielder to wielder, and this world is full of them. Here, you will be an enchanter, the creator of magical items and artifacts of power. You will possess access to a form of magic useful for enchanting, gifted by the setting itself and maintained in the future, as will many others in this world.

You will remain in this world for ten years. We hope you have fun here, Jumper.

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice.*
 2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
 3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have enchanters in them. You can find your way back here after entering one of the portals.
 4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
 5. *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.
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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.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Enchantment Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Enchantment Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

A Touch Of Magic (Free): Magic, as a whole, is a fairly nebulous term that can refer to any number of supernatural methodologies of effecting change or an action onto the world. This perk simply grants the minimum requirements to use the local form of magic, whatever form it takes. This applies to all local magic systems in setting.

As an added benefit, you can grant this perk to others by effectively teaching them the basics of the local magic system, which can take some time.

See the Notes for additional details.

Craftsman (50cp, First Free): Choose a craft, such as smithing, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, increasing the amount of experience by 5 years or getting experience in a new craft.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Work Through The Night (100cp): You have the ability to ignore your exhaustion while working on a craft, at the cost of backlash later down the line. This allows you to work tirelessly for days at a time, so long as you supply your bodily needs otherwise. Once you are finished working, however, you will have a short window of time to settle yourself before you will crash and need to sleep once more, and will do so until you are caught back up.

Intuition (100cp): You are a natural problem solver, able to look at a problem and spot where the issues actually are and understand them, as well as insights into how they can be solved with your current abilities and skills or if you may need to learn something new to fix the issue.

Apprenticeship (100cp): You have a knack for finding teachers that are willing to impart their knowledge to you and take you on as an apprentice, you learn twice as fast when you have a teacher, and you can tell when a potential teacher is actually worth your time and effort.

Mentorship (100cp): You are a skilled teacher, able to adapt your lessons to your students to best teach them. This is best used with small groups where you can give one-on-one aid to your students. You are also able to spot good students and recognize their talents.

Artiste (100cp): You have an eye for art and a deft hand at the same. You know how to make almost anything look good and can spot cheap imitations versus the real deal. Forgeries will not get past your eye.

Academic (100cp): Learning comes easy for you. You learn roughly five times faster than before. You are also a disciplined and motivated individual, allowing you to put your full effort into learning.

Sell What You Make (100cp): You know what your creations are worth and know, generally, how to make a proper sale with anything you make. This also gives you insights into the prices of similar objects to what you have created.

Test Your Metal (100cp): When you make something, you get an intimate knowledge of it and how it is to be used, making it easier for you to utilize them for their intended purposes. You will find you write more neatly with a pen you made than one bought off of a shelf, a sword you made would give you an edge in battle over a standard issue one, and similar such instances. This extends to items you've modified, though to a degree proportional to how thoroughly they were changed.

Polyglot (100cp): Languages come easily to you, letting you learn new languages at a conversational level in just under a week through simple exposure, and getting into full fluency after a month. Actively learning the language can shorten this time considerably. You are also able to swap out the use of one language for another in your works, where applicable.

Form Equals Function (100cp): Your creations have an unusual property that makes them function better when they look good. A sword made of subpar materials and simple craftsmanship but that looks good will work just as well as one made with good materials and decent skill. A more well-made sword made to look just as good would function even better than it otherwise would. This improves upon every quality of the item.

Built to Last (100cp): Your creations are less likely to break down, are more durable, and need less maintenance to keep functioning. They will last, at least, ten times longer than they otherwise would unless actively broken, and even then, it will take more effort to break them.

Thrifty (100cp): When making something and don't have one or more of the appropriate materials, you can figure out substitutes that will be easier to acquire and/or cheaper, at the cost of effectiveness. This will result in what you are making being less effective, but the loss will be less than what it likely should be. With practice, you may even be able to make such substitutions just as potent as what was originally called for.

Demolitionist (100cp): You can spot weak points in objects and know how to take advantage of such weak points to break the object in question.

Endurance (100cp): You have stamina beyond most and all of your energy reserves are deeper and recover more quickly than they otherwise would. This is further amplified if you are in a non-stressful environment such as in your own home or while resting.

Material Refinement (100cp): You are practiced in one of the simplest forms of enchanting. This allows you to draw out some of the innate properties of a material or substance and allow it to project that property in some small fashion, such as the stress relieving qualities of an amethyst necklace. The effects of this are minor on their own, but can be combined with other forms of enchanting to create something more potent.

Repair Man (100cp): You are able to figure out how to repair anything and have the skills to do so, but only so long as it is to repair the objects in question. If in a rush, you can spend a supernatural resource to repair the objects magically.

Modularity (100cp): You have a talent and skill for modular design, able to create simple and efficient means of turning nearly any of your creations into something modular. This makes it incredibly easy to swap out components of your creations for others to make it better suited to your actual needs.

Speed Build (100cp): You have the uncanny ability to make things in much less time than they would normally take as you seem able simply get more done in the same amount of time than other people. This cuts about a fifth of the time off of the crafting process.

Waste Not Want Not (100cp): You get the absolute most out of nearly anything you deal with and never seem to waste any of what you have available. What little waste you do produce, however, can be put to use elsewhere with surprising ease. This is not simply for crafting. You will extract the most nutrients from food you ingest, keep full and hydrated for longer, and get the most out of your time sleeping, making all three more efficient and less necessary in general. Your ability to manage time and space as a resource is similarly astounding.

Feast & Famine (100cp): When you eat, drink, or sleep, you can choose to store up any excess as nebulous pools of energy you can use to fulfill those needs later. These are separate for each of the three pools you can draw from, but will sustain your needs well. This will prevent you from suffering the negatives of overindulging in such things.

All three energies can be spent to replenish your other energy reserves, including your physical and mental stamina, preventing you from suffering from fatigue as long as you have the energy to spend. This only works if you use all three energies together, however.

Mastercrafting (100cp): When you make something and actually put a significant effort into it, it just comes out better, as if you had used better quality materials and had better equipment to work with. This improves nearly all aspects of the crafted object, including any supernatural qualities it may possess, as it has the quality of its craftsmanship and materials overcome through skill.

Crafting Savant (100cp): You are skilled in all manner of crafts and have at least a foundation in any craft you come across even if you have never encountered or heard of it before. You learn crafting oriented skills roughly ten times more quickly. You can also reverse engineer techniques on how to make something by simply watching someone do so or examining the finished product for long enough.

Work Crew (100cp/200cp): You know how to put together a group of workers that will work together well and efficiently, promoting teamwork and a rhythm in the crafting. With this, you could turn a group of neophyte workers into a well oiled machine of crafting.

For an additional 100cp, you can create a psychic network that allows those within the work crew to share their skills, talents, knowledge, and perks, if they have them and choose to do so, as well as being able to speak telepathically with each other. You can be a part of this network if you so choose or simply establish one for others. It takes a short induction ritual to add someone to a network. Leaving the network is as easy as willing it.

Harvesting (100cp/200cp): You are exceptional in the acquisition of magical materials. For 100cp, this gives you a knowledge of how to harvest creatures, plants, fungi, minerals, and the like without damaging them as well as the skill to do so. It also gives a general knowledge on how to cultivate the plants, fungi, and tamable creatures.

For an additional 100cp, you gain the knowledge and ability to capture immaterial things and magical moments, events, or phenomena, such as the first breath of a newborn, the light of a sunrise, or even a single moment of time. You may need specialized tools for some of these, but you will be able to capture and use them in your crafting.

Ironworker (200cp): When working with any material while forging, you can make it act as if it were iron. Melting it, working it in the forge, and otherwise affecting it as if it were simple iron. Even ultra-durable and flame resistant materials could be worked as if they were iron in this way.

Alchemy (200cp): You know several processes that can be used to break down materials and combine them to bring out, enhance, and mix their magical qualities. Potions, extracts, and oils are common examples of this, however, you have also learned how to create alchemical alloys with magical qualities using base metals.

Runesmith (200cp): You have the knowledge of a runic language that is capable of taking in and shaping magic fed into it, as well as how to carve such runes into most solid surfaces. While somewhat simplistic in how it can be applied, these runes require no magical source beyond what the wielder can provide to function.

Pagemaster (200cp): You have the ability to store nearly any supernatural powers or enchantments on paper and ink in the form of scrolls, grimoires, and spell tags. Such creations can carry the supernatural effect, bit of magic, or enchantment until it is used, at which point it is either used up or transfers the enchantment to a new object. Storing a spell, effect, or enchantment in this way uses all the same resources and requires the same level of focus, but can be triggered far more easily when the time comes to do so.

Magic Weaver (200cp): You have a knack for incorporating magics and supernatural abilities into your crafting and can split your focus effectively and easily between them. This gives you multiple streams of thought you can use to focus on various aspects of a project or task, making it easier to perform complex forms of enchanting.

Curse Weaver (200cp): You have the ability to incorporate a downside or negative quality into your creations, creating cursed magic items. More than this, you can tie the curse into another enchantment to enhance the quality of the enchantment. By tying in downsides, you strengthen whatever positives do exist.

Quick Chant (200cp): You can perform a quick and dirty form of enchantment, allowing you to place a temporary version of any enchantment you can create onto an object with a fairly simple expenditure of power. These temporary enchantments will last for a short time, though this can be increased with training or by expending more resources, both in terms of power, time, and resources.

Overcharging (200cp): You are able to power an enchantment beyond its normal capacity, and do so safely. When doing so, the enchantment's effects are enhanced proportional to the excess energy invested into the effect.

Violent Disjunction (200cp): You can cause an enchanted object to destabilize and violently disincorporate. This destroys the enchantment and causes an explosion with the lingering energies from the enchantment, the blast's radius and power based on the amount of power in the enchantment. With time, you could potentially learn to shape how the magic expresses beyond just an explosion.

Old, Patient Magic (200cp): When you lay an enchantment, it will create a sort of imprint on what it is enchanted into. Over time, this imprint will deepen and make the enchantment stronger. Reinforcing the enchantment as this imprint deepens will strengthen it further and compound the effects. If an enchantment is placed on a living thing, such as an animal, person, or plant, then the enchantment will grow with the creature as well, growing stronger as the enchanted creature or plant does.

Stacking the Deck (200cp): You know how to get disparate enchantments to work in tandem, even when they really shouldn't. You could easily create a weapon wreathed in cold flame by combining a freezing and a flame wreathing enchantment on the same weapon even though they'd normally conflict heavily. You find that any magics, energies, enchantments, or anything really that would normally conflict simply don't when it comes to you and your creations.

Focuses & Channels (200cp): You are skilled in the creation of objects designed to naturally channel and focus supernatural powers through them, making any such power easy to use. The more in line with the supernatural power to be channeled the object is, such as a lantern for fire and light based magics, the better it will channel and focus said abilities. Such a thing can also be tuned to a specific power, making it better for that power, but less useful for others.

Seals & Restrictions (200cp): You are able to place restrictions or seals on an enchanted object. Restrictions placed simply mean that the enchantment does not function under certain circumstances, such as not being able to use it against a specific target or requiring something of the wielder to use. However, restrictions make the enchantment stronger in situations where it is not restricted. Seals, on the other hand, cut off part of the power of the enchantment until certain conditions are met, at which point they are released. They allow greater enchantments than could normally be on the object to be placed, sealed off until the wielder can unlock them and take on the burden of keeping the sealed enchantment functioning.

Named Creations (200cp): When you finish the creation of an object you can choose to give it a name and feed that name a bit of power, turning the name into a promise of sorts. If you do so, the created object will take on some metaphysical properties associated with the name chosen. These names use the innate magic of and what you feed into the creation to generate these properties. Such properties are largely passive in nature. Knowing the name will strengthen the wielder's ability to connect to the creation and its enchantments granting greater control.

Set Bonuses (200cp): You can create and connect several items into a set. Having multiple components of the same set worn or wielded at once improves on each and can cause magical qualities to awaken in them as long as they are worn or wielded in tandem. An example would be a mask, a pair of gloves, a pair of boots, and a cloak that, when worn together, improve the stealth of the wearer considerably, without them even needing to be enchanted.

Geomancy (200cp): You are able to use a form of empowered feng shui to set up a space for a purpose. You can set up a flow of natural energies within an area that make it easier to perform tasks related to the purpose the space was set up to have. This can also allow an area to be enchanted, albeit in a weakened form due to how widespread it is.

Magnum Opus (200cp): Over time, you will build up a charge of inspiration. This charge can, at any time, be spent in its entirety to optimize and enhance your skill in crafting, your creativity, and your innovative ability for a singular project proportional to the size of the charge. This will allow you to create things that, at your current skill level, you could not otherwise hope to create.

Arcane Study (200cp): You have figured out how to use any magic system or supernatural power in the process of enchanting, regardless of how seemingly incapable of it they are. You can also imbue spells into objects to add new properties to them related to the spell imbued, though such imbued spells are capable of being dispelled unlike with proper enchantments. With time, you may be able to tie in the magic more closely to allow it to become a full enchantment that is more robust and harder to dispel.

Magitechnician (200cp): You have the ability to meld technology and enchanting with exceptional ease and can power machines with supernatural powers in place of electricity. You can also create technology that can be used to manipulate and interface with most, if not all, supernatural forces.

Spellcaster (200cp): As an enchanter, you already have some command over magic in some form. This, however, is the more active form of it. With this perk, you become a skilled spellcaster as well as being a skilled enchanter. This perk grants you magical abilities and training equivalent to your starting skill and training with enchanting, which you can then train further over time.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp):* If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.
- *Illusion:* The premiere in mind magics and often called enchantment in its own right despite the vast differences with enchanting. Illusion is the imposition of fabricated sensory input onto a living being's senses, often making them believe something that isn't there actually is. This can be laid down onto a specific person, anchored to a location, or set as a generalized area of effect. An advanced use of this magic allows you to impose ideas or desires into the minds of an individual and make them believe they are their own ideas, which can eventually lead to total mental domination with enough practice and mastery. Another direction is the manipulation of light and sound directly, however, this is much harder to accomplish and is more readily turned towards offensive purposes.
- *Technomancy:* The most modern form of magic, technomancy often emerges into communities that embrace both technological advancement and magic or in worlds where those without magic have progressed far enough that technology is a fair equal to magic. Technomancers use their magic to interact with and augment technology, improving the performance, hacking into them, or otherwise making the technology work for them. This is especially effective on electronics, though it will work on mechanical devices such as cars just as readily.
- *Spellslinging:* Something most mages dabble in as a form of self defense, but rarely specialize in, this magic is about quick and simple spells easily applied in combat. The formation of shields and barriers, the firing of forceful blasts of magic, the short lived combat buffs, and the like, encompassing a wide array of fields but focused on speed and combat applications more than anything else. While not useless outside of battle, it can take a bit of work to make the spells usable for more mundane tasks.
- *Transmutation (100cp):* The reshaping of existing materials into a new shape using magic as a medium. This is a fairly simple magic, but its applications are numerous and it can be quite powerful for those that know what they are doing with it. From reshaping wood into a bow to turning a slab of stone into a fully realized building to rendering an object down to dust, it is all under transmutation's purview. The more complex the material and the more magical the material, the harder it is to manipulate, requiring more magic or greater control to do so. This does not, however, function on most biological matter, that is the field of transmutation, which allows its users to alter their biology.
- *Golemancy (100cp):* A complicated form of magic, this field of study is focused on the imparting of a pseudo-mind into an object or collective of objects to have them perform tasks, often with supporting abilities to allow them to do so. With this magic, you could cast a spell to make a lock open itself, cause a car to drive on its own along a pre-programmed path, cause weapons to wield themselves telekinetically, cause rubble to rise as a form of quick golem, and similar such methodologies. This can even be used in much the same way as necromancy, though doing so is far more complicated as you must take into account the biological structures and how they function to make them move properly. Skilled users can create fully sentient golemic minds that they can carry with them, converse with, and implant into bodies, if they are so inclined, though this can require decades of skill and mastery.
- *Elementalism (200cp):* The manipulation and infusion of elemental energies. This magic offers simple elemental kinesis as its baseline, but can quickly assume the power of more esoteric aspects of magic by

mixing and combining the elemental qualities used. Even combined energies can be further combined with other elemental energies to create ever more complex effects, making this magic quite expansive and potent, as nearly any effect can be accomplished. However, it is limited by the natural elemental energies of the user, keeping them from being able to perform truly potent effects without additional aids from special focuses or batteries of magical energy.

Without the above limitations, this would cost an additional 200cp (bringing its total to 600cp) as the power of this unrestricted would make it nearly infinite in potential.

Pure Craftsmanship (300cp): Your skills in crafting has no upper limit and can be pushed far farther than any normal person would consider possible, allowing you to develop them to the point that they have a metaphysical, supernatural, or even conceptual quality to them through nothing more than pure skill. This is not actually limited to just crafting, any skill you work towards perfecting can be subject to this effect, however, your crafting skills develop these more esoteric applications more quickly.

Synthesis (300cp): You know the process of synthesis, by which two objects can be combined to create a new one. You can feed one object (the donor) to another (the base) to grant the base object new abilities and features based on the donor object. These are not exact and are often lesser than what the donor object possessed, but this can be done repeatedly without damaging the base object. The process of synthesis is more difficult the more different the donor object is from the base object.

Upgrade (300cp): You have the ability to focus on a target in order to perceive each and every quality of that target listed within your mind without the flow of information overwhelming you. Each and every one of these qualities can have power funneled into them in order to improve on them, proportional to the amount of power invested into the improvement. However, the greater the quality already is and the more the target has been upgraded already, the more energy intensive it is to improve on the quality. This does not impart any skills or improve on a skill, but can be used on any other quality of the target. You are a viable target for this effect.

Infusion (300cp): You have the ability to infuse raw power into an object, either as it is being made or one that already exists, and cause it to develop and express magical qualities. The more power is put into this process the greater the magical qualities that will emerge as a result. However, the effect generated is semi-random, suited to the target object but otherwise unpredictable, and can only be slightly directed if the power is flowed into the object during its creation. An object can benefit from this a limited number of times and handle a limited amount of power before it cannot hold more and crumbles. The better the quality of the object, the more it can handle.

It is possible you could learn to direct this power with time and practice, but such a thing will likely take years, or possibly decades, of practice even for those that learn at accelerated rates.

Remembrance (300cp): You can impart a memory of a skill or ability you yourself, or another willing participant, possesses, into an object you are crafting. Doing so causes the object to impart some of that skill or ability to the holder of the object. Crafting a sword imparted with your memory of your time training and fighting with the sword would allow the next wielder to use it with a degree of skill, even if they had never held a sword before.

You can also use this to create 'skill books' that carry any learnable skill you can teach and can teach it as if you had given someone a dedicated year of study under your tutelage with that skill. You can set the number of charges on a skill book as well as if they recharge over time if you want to set a limit on how readily available such a thing is.

Living Magic (300cp): Your enchantments can be imbued with a semblance of life, gaining the ability to adapt, grow, learn, and evolve over time and with use. It becomes possible for the limits of the enchantments to be pushed

and prodded, loosening the limits over time and possibly opening up new abilities as the enchantment is pushed more and more.

As an example, a simple magic lighter that doesn't need fuel might just be pushed to the point it can create massive conflagrations with this alone, given decades of use and pushing the limits.

Lifeshaper (300cp): You have grown familiar with the art of lifeshaping, able to grow grafts, cause mutations in creatures, and otherwise magically modify creatures. You have also acquired a wealth of knowledge necessary to create entirely new creatures through a variety of means. Creating hybrid creatures through ritual fusion, gestating the combined essence of the creatures within another, or other such means. Given some practice and effort, you could potentially create entirely new species from nothing more than simple magic.

Additionally, you have gained the ability to well and truly entwine your enchantments into living beings, making the enchantments as much a part of the individual as they can be, even able to be passed onto their offspring.

Soulbinding (300cp): You have the ability to incorporate a piece of a person's soul into an object you create in order to bind the object to that individual. Such an object cannot harm the individual whose soul is incorporated, will return to them when called, is perfectly suited for the individual, and gains strength as the soulbound individual grows and performs great deeds.

When the original wielder dies, the object may accept a new wielder, taking and incorporating a sliver of the new wielder's soul in the process, starting the process anew.

Animism (300cp): You are granted the ability to draw out the essence of a creature, be they willing or too helpless to resist, and bind it into an object, imparting qualities of the donor creature to the object. This does not need to be a living creature, the remains of a creature will have some still living essence within it that you may extract and use with this perk and are considered too helpless to resist. An example would be an everburning torch infused with the essence of an ice wolf so the flames may burn with a cold flame that can lash out like a living thing.

This also allows you to bind willing or captured spirits into an object, granting qualities associated with the spirit and allowing the object and spirit to reflect on each other.

Taking essence from a creature isn't damaging to them, but it takes time for their essence to recover enough to be used as a donor again.

Awakening (300cp): You possess the ability to impart awareness, intelligence, and personality into an enchanted object, the degree of which is determined by the quality of the object, how much effort you put into the awakening, and the level of enchantment the object possesses at the time of awakening.

The specifics of the personality and degree of both awareness and intelligence the awakened object has is up to you when you awaken it. The awakened object can communicate with its holder, if it so chooses, as well as being able to control its enchantments. If a conflict occurs between the awakened object and its holder, it can attempt to take control of their holder, though you are immune to such attempts from the objects you yourself awaken.

You can also use this on magical constructs such as golems to impart them with a level of intelligence they normally do not possess themselves.

Soulforge (300cp): You have learned much about how the soul works and can create enchanted objects designed to reside within the soul and provide their benefit without being immediately obvious. Such things as a gem coated in

ice that grants the ability to spread frost and rime across the user's body to form an armor of ice or an athame that allows the user to absorb the blood they spill and turn it into healing for themselves or others they touch. A soul can contain only a few such objects, but they cannot be stolen and do not need to be held, wielded, or worn, making them much easier to carry and conceal.

You also gain the ability to craft the soul of a creature into a physical object, replacing the materials normally required with the soul of the creature. The stronger the creature was in life, the stronger the soul, the more material it can substitute for, and it may even possess unique properties based on the creature the soul came from.

Items

You gain two additional Enchantment Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Enchanter's Pen (100cp): A fairly ornate fountain pen that constantly regenerates whatever ink is stored within and infuses it into the material of whatever it is used on, making it a permanent marking until erased by the magic in the pen itself. You can swap out what ink is in the pen with a set of ten, tiny canisters that hold and dispense the ink. The pen head is sharp and some magical inks can be poisonous, making this a decent, if awkward, holdout weapon.

Arcane Filters (100cp): A collection of small crystals that can have power streamed through them to filter them towards a specific element, theme, or effect when used in a particular order, easing the mental strain of enchanting and helping to shape the effects. The crystals are psychically and magically reactive and can float around the user to their will. Comes with a book on the theory behind using the crystals.

Blacksmith's Apron (100cp): A simple leather apron that is surprisingly comfortable and doesn't impede your movement. While worn, you are protected from heat, cold, splashes of solvents, and similar incidental accidents from the crafting process, as well as being given a supply of fresh air to breathe while it is worn.

You can choose to change the form this apron takes if you don't want it to be an apron.

Enchanted Lenses (100cp): A pair of glasses, some goggles, a monocle, or some other form of eyewear that is enchanted to allow you to see the flows of magic around you, as well as giving you the ability to see and hear spirits, though not the ability to interact with them beyond this.

Tools of the Trade (100cp): Simple seeming tools for a variety of crafts, they are enchanted to steady the hand, be more accurate, and are designed to be easier to use in shaping materials. These also include various harvesting tools.

Sequestering Stone (200cp): A large gem that you can use to store up excess power for later use. Can absorb nearly any type of energy put into it and convert it into a baseline, neutral magical energy. The flow rate, both for input and output, is fairly slow, making it not particularly useful for faster forms of magic, but it can be hooked into an object to power its enchantments indefinitely. You can use the energy within this gem to grow smaller crystals that can store energy themselves, but only up to as much as was used to create them. They are otherwise identical.

Forgefire Collection (200cp): A collection of magical embers that can ignite into full flame when fed magic. The flames produced are magic in nature and can be used to burn away elements within a material or object while leaving the rest of it intact, such as burning away the poison of wolfsbane but leaving the aspect that cures the curse of the werewolf. The embers themselves are only warm to the touch and will not harm the holder when ignited, allowing them to conjure the flames for other purposes as well, such as light, heat, or even self defense. Skilled users have learned to create patterns with the power they feed the flame to control how it manifests. Each ember produces flames with different properties.

Stable Catalyst (200cp): You have come into possession of a small, colored glass sphere filled with a viscous liquid but no obvious openings. The liquid inside this sphere acts as a potent stabilizer for magic, preventing fluctuations in the flow of power. This means less power is wasted when the catalyst is used. However, it is far more useful when incorporated into a potion, oil, or elixir, where it greatly enhances the duration and potency of the potion. The liquid inside can be extracted by simply squeezing the sphere, which is incredibly resilient.

The Grimoire (200cp): A heavily enchanted book that contains its own, natural reserve of magical power and can be used to perform a small number of spells. The magical energies in the grimoire can be used as if it were part of your own reserves and you can add new spells with the proper knowledge of enchanting. The more spells added, the larger the reserves the book will possess.

The Foundry (300cp): A large factory with NPC style workers that produce a variety of mundane equipment, furniture, and anything you set them to. Anything made within is entirely mundane in nature, but receptive to enchantments you may lay on them. They are also as good as what you can produce with a casual effort using only your mundane skills. A small, random supply will be in a nearby warehouse. Refills weekly.

The Mine (300cp): This is an enchanted mine that will naturally regenerate the resources held within over time. It starts with veins of iron, coal, and silver, as well as salt, but you may seed other minerals into the mine, allowing it to grow and regenerate veins of those minerals as well. Any form of stone, metal, or crystal may be seeded into the mine and extracted. A small, random supply will be in a chest at the entrance. Refills weekly.

The Garden (300cp): A plot of land or a greenhouse that is ideal for growing magical plants of all sorts. Any plant grown on this land will have greater magical qualities to them and can be crossbred with other plants in the garden to create plants with new magical qualities. Underneath this plot of land is a cavern where fungi can be grown as well, with the same benefits to them. A small, random supply will be in a chest at the entrance. Refills weekly.

Hunting Grounds (300cp): A dungeon-like structure that you can delve into in order to kill and harvest creatures of all sorts, ranging from mundane animals such as wolves all the way to great dragons. Any creature you've ever encountered can be found within, if you delve deep enough. A creature must actually be killed for harvesting. You can return to any level you have reached. A small, random supply will be in a chest at the entrance. Refills weekly.

Homunculus (300cp): A being of your own making bound to you through a blood bond, this small construct is the size of a human child or a medium sized dog and has a design of your choice. The homunculus can speak to you telepathically, can share its senses with you, and is tougher than its small size would suggest. However, its greatest boon is that it can consume small magic items in order to gain their properties and evolve as it absorbs more magic. It is completely loyal to you and will follow you as a pet or follower until it is imported as a companion.

If you choose, any 100cp or 200cp item purchased in this jump can be incorporated into your homunculus.

The Enchanter's Hammer (300cp): A simple stone statue of a hammer. Someone taking hold of the handle of this statue will allow a person to become an enchanter and develop abilities similar to those described in this document. If you take the hammer in your hand and strike the base, the hammer will shatter and spread the effects of taking hold of the hammer to people throughout the setting. If you do, you'll get a new one at the start of your next jump.

You cannot spend Enchantment Tokens to discount this item.

The Celestial Forge (500cp): You have access to a pocket reality that contains a perfect workshop, ideal for any kind of crafting you may have any interest in, that you can open portals to at will. Your inspiration and muse for crafting is enhanced while within this pocket reality, as is your skill with crafting and enchanting. The pocket reality comes with an array of tools that are perfectly suited to your use.

Anything you make within this pocket reality has an imprint left within that you can use to conjure copies of the created object, though they are ever so slightly weaker than the originals unless the item in question is left in the pocket reality. These copies can be manipulated telekinetically to your will and can be updated with a bit of work and time investment.

You cannot spend Enchantment Tokens to discount this item.

Companions

You may spend your Enchantment Tokens to gain +100cp per token that can be spent on this section only.

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 four Enchantment Tokens. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Enchanter (50cp): This option allows you to create a new companion with 800cp and five Enchantment 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 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.

Shaky (+50cp): Your ability with precise movements is abysmal, to the point it makes crafting anything with finer details much more difficult. For an additional purchase, this even applies to your energy reserves when enchanting, making your attempts to use such powers inefficient and costly.

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.

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.

Arcane Waste (+100cp): Enchanting produces a mildly toxic sludge that, if not properly disposed of, can spread through the land and cause sickness to spread, as well as potentially spawning savage and mutant monsters. For another purchase, there is an organization that actively regulates the safe capture and disposal of this sludge and will inspect your work to make sure it is being done properly. This will result in fines. For a final purchase, the downsides of the sludge are much greater and the organization is much more stringent, with the ability to imprison you if you are found too far out of compliance with the regulations.

Unstable Enchantments (+100cp): Your enchantments are a bit more fragile than normal and can be disjoined or suppressed far more easily than the enchantments of others. For an additional purchase, a simple spell to dispel normal spells, which would normally only suppress an enchanted item, will fully disjoin the magic of the enchanted item. For a third purchase, your enchantments need constant maintenance or they will fall apart. For a final purchase, your enchantments are unstable and will eventually fall apart completely even with regular maintenance.

A Rare Commodity (+100cp): Enchanters are not common for one reason or another, and you will be flooded with orders from people that are likely to harass you for your services, even if you are not selling what you create. With an additional purchase, some may choose not to take no for an answer and do what they can to force you to work for them. For a final purchase, you are actually in forced servitude to someone already, required to make magical items for them, and them alone, until you can escape or usurp your captor.

Tech-Bane (+100cp): Anything more advanced than clockwork technology (anything that uses electricity) reacts poorly to the presence of enchantments and they can actively cause each other to fail. With another purchase, simply being in your presence will cause technology to fail as if you had enchanted it..

Arcanovores (+100cp): With a world that is open to magic, some creatures take advantage of this by hoarding and feeding on magical energies, and this can be a problem for enchanters as magic items have a higher concentration of magic. You will find that these creatures have taken a liking to the flavor of your magic and will plague you for your time here. For an additional purchase, these creatures can actually be fairly dangerous, though the dangerous ones are a bit rarer, you are guaranteed to encounter at least one particularly dangerous one during your time here. A third purchase will make the more dangerous arcanovores more common. For a final purchase, you will be followed by a particularly voracious arcanovore that is difficult to kill and seems to keep coming back.

A Toll Taken (+200cp): Enchanting takes more than just power from you. You will find that you are actively putting something of yourself into your creations, diminishing your health and physical abilities with each enchantment you lay. This will only take time for you to recover. With a second purchase, however, you will need to regain what is lost through living healthily and working to keep yourself fit, rather than just waiting for your body to recover. With a final purchase, your body won't actually recover what is taken from it, making your ability to enchant a very finite resource.

Outlawed (+200cp): Enchanting is a prohibited practice for one reason or another, those not actively sanctioned by whatever holds power in the region are hunted down and imprisoned. You are not actually a known variable and must hide your enchanting if you want to practice it. For an additional purchase, you are actually known to the powers that be and are actively being hunted for prosecution. For a final purchase, it isn't simply prosecution, but for your eventual execution, an example to others that would attempt to practice unlawfully.

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 Enchantment Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for A Touch of Magic, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and whatever freebies you gain from your Enchantment Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional instance, you gain the benefits of A Touch of Magic, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and that's it. You can still work towards learning the effects of the perks you have purchased.

Rival Enchanter (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Enchantment 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.

A Growing Bed of Thorns (+400cp/+600cp): There is something off with your enchanting methods. For +400cp, eldritch spirits and entities can break into the process and possess your creations, causing them to be cursed with an aspect of corruption. However, they can be held at bay during the process if you are careful and properly focused on the task. For +600cp, they are drawn to you like moths to a flame and are able to worm their way past any seals or wards you may attempt to set up, making all of your enchanted creations to have a corrupting element to them.

Enchanter's War (+400cp/+600cp/+800cp): There has been tension since long before your arrival and it is about to boil over into a war. It just needs a catalyst to push it over the edge. If this happens, you will likely be drafted into the war efforts as an enchanter, making arms and armor for the men and women that are fighting. For an additional +200cp, however, you will instead find yourself as a combat enchanter, which serve a similar role to a combat engineer and medic rolled into one. You will be in the thick of things and in much more danger as a result.

If you have selected Enchanter Portal World as the setting, then the war is between the various worlds across these portals and are far more dangerous, giving you an additional +200cp to compensate for the added dangers that will result from multiple worlds and factions fighting across them all.

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

As with all of [My Generic Jumps](#), you can import items from past jumps into similar items you purchase here.

As with all of [My Generic Jumps](#), if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

On A Touch of Magic: Originally, this would have granted a mana pool, which is a staple of many magic systems, but others use other resources such as external magic drawn from the environment (the winds of magic from Warhammer Fantasy, for example), raw willpower (many settings that don't deal with the source of magic beyond that wizards can use it), the application of materials (Masters of Red or Mistborn), or can simply be used infinitely with no issues whatsoever, but are limited in other ways (Harry Potter). This just gives the minimum requirements to use this magic system (another perk later in the jump will modify this).

You (or your benefactor) can decide on the local magic system's specifics.