

The Royal Sorceress Jumpchain

By baker_company1942

In an alternate 1830, unrest is brewing in London, as the rich get richer and the poor get poorer. The British Empire may be the foremost pioneers of magical science and the greatest of the Great Powers, but that means nothing in the face of homegrown chaos. To make matters worse, the Royal Sorcerer is nearing the end of his life, and is in need of a replacement. Fortunately he has located a nearly perfect candidate, with the only wrinkle being that they are a sixteen year old girl by the name of Gwendolyn Crichton.

You arrive at the stroke of January 1st, 1830, so you'll have some time before the plot begins. At the stroke of midnight on December 31st, 1840, you will be given the option to go back to your original world, stay here forever, or leave and do another jump. In the meantime, you will receive a stipend of 1000cp to finance your stay.

Backgrounds

Your age is 20+2d8. You may freely choose your sex; any of these options may be taken as a drop in.

Intelligence Worker (Free) You work in secret, to serve the interests of the British Empire. Mostly, that means having eyes and ears and a brain in the right circumstances.

Aristocrat (200) You were born to power, privilege, and Polite Society. As a member of the British aristocracy, you've never needed to bother working for a living, though you may invest yourself in political causes to accumulate greater power.

Sorcerer (100) You were born with the right background and enough magic to be recruited by the Royal Sorcerers Corps. After some training at Cavendish Hall, you donned a sorcerer's blacks and put yourself at your nation's disposal.

Revolutionary (+200) You grew up down among the riff and raff. The poor, the dispossessed. Now you dedicate yourself to bettering their lot, the only way that it can be done; revolution! The poor have nothing to lose except their chains!

Perks

Magical Talent (Free) You possess the ability to use this world's magic, but are limited to one branch thereof. Roll 1d12 to determine which or pay 100cp to pick. You may pay 200cp for a second talent, rerolling doubles, and 100cp on top of that to pick it as well. In any case, your powers are slightly above average, but nothing truly exceptional, unless you are a Talker, in which case you're exceptional by default.

1. **Blazer** - You possess the power to manipulate thermal and electrical energy to create illusions, control fire, and summon lightning bolts.
2. **Mover** - You can manipulate kinetic energy to move objects with your mind, fly, and shield yourself from impacts.
3. **Changer** - You can transmute various substances into various other materials, altering shape and form at a molecular level. Unfortunately, making it permanent is no mean feat.
4. **Infuser** - You can imbue inanimate objects with power to perform various effects. Unfortunately, it takes large amounts of training to accomplish anything but improvised grenades. Naturally, such explosives don't have consistent timers, but there's a market for such bombardiers.
5. **Talker** - You can send messages and receive telepathically, even across great distances. Powerful Talkers such as yourself can also hear the thoughts of mundanes, but it's hard to lie telepathically, so they have trouble fooling one another.
6. **Charmer** - You can infuse your voice with magic to make it supernaturally persuasive, which also insulates you from similar influences. Subtly is often more useful than brute force, but there's only one form of magic more terrible in this world.
7. **Seer** - You can see through objects and view distant locations psychically, but this has limits science has not yet defined. Unfortunately, it's not hard for an Infuser to block this sight.
8. **Sensitive** - Also called a Sensor, you can pick up information from the people and objects in your surroundings. The most common uses are sensing the intentions and magic of others, but you also have somewhat unreliable psychometry and precognition. Almost no one alive can surprise or lie to a Sensitive, but they rarely sleep well.
9. **Were** - You may freely move between your natural shape and the form of a specific, mundane animal, which you may pick.
10. **Healer** - While most magicians are tougher than mundane humans, you possess a talent the Royal College has not yet discovered, which allows you to repair injuries and maladies by magical means. Interestingly, Healers are usually poor women, which probably contributes to their obscurity.
11. **Revenant Necromancer** - You possess the darkest of the talents, which is banned on pain of death. You may reanimate dead bodies as flesh eating, hive minded "revenants". Controlling them can be difficult, but there's no greater force multiplier, and you don't need to create them to command them.
12. **Classical Necromancer** - You can summon up ghosts to answer questions on your behalf. Other benefits are unknown. This hasn't technically been classified as a separate talent from the former, but people have noticed that a necromancer can either summon the dead or reanimate them, but not both, so it probably is. It is also banned on pain of death on account of the aforementioned confusion.

Theoretical Magician (200) You are highly observative, a good note taker, and can devise, test, and refine a hypothesis. You have a current level understanding of magic, and can usefully classify it in later worlds, even if it is genuinely beyond comprehension. If you release your research, magic-adverse societies will be far more open to using it.

Charmless (200) Charm is deadly, but not to you. Only the lightest and most temporary Charms can affect you, and anyway you've trained to detect and resist them. This also applies to similar powers and psychological reprogramming, so your mind will ever be your own. Even if a Tsar tries to mind control you with the collective intelligence of an undead Europe, it won't work.

Intuitive Magic (200) You have instinctive knowledge of your magic, which will allow you to do more with less knowledge and training. Masters often develop this, but it's quite rare otherwise. Given time, this aptitude will extend to other magics as well.

Point of Divergence (300) Whenever you enter a new jump, you may adjust the setting, most significantly by rejecting certain canonical entries into the continuity of your specific jump. Removals must usually be clearly divorced from the rest of the franchise (or the specific entry you're jumping to), such as a follow-up with a new name, direct to video sequels, extensions in different mediums, side stories, unexpected continuations, or the writings of a different author, but you may play around with anthologies to your heart's content. Be warned; the more you remove, the more unpredictable things will be, and you cannot usually buy what you've removed all appearance or implication of, though perks may be exceptions. On a less ominous note, if there are multiple versions or editions of a jump's source material, and it isn't explicit or doesn't especially matter which one the jump represents, you may now freely pick. In the particular case of games, you can not only add and subtract supplements to your heart's content, but even include homebrews and house rules a little, but only a little.

Master Magician (800) You are one of the elite few with every talent at their beck and call. If you have other magics, most of those are now fully usable too. You can have Magical Talent perks for them if you don't have a specific, individual equivalent - and they'll even include your starting knowledge and skill. This is general magic, of course, not the rare and special gifts some magicians have on top of that. On a similar note, you can acquire more talents in later jumps for 200cp each, on two conditions; the jump's mythos must include real or widely felt magic, and the jump document must not offer it inexclusively. In the latter case, you're looking at folk magic and occult traditions, but your talent will make it work.

Alter Ego (100, Free Intelligence Worker) You are unusually observant, and have experience disguising yourself and playing a number of roles. You're also good at tailing people, and losing the same.

No Talking (200, Discount Intelligence Worker) You have been trained to recognize psychic intrusions and keep a mental barrier in place passively. You have fought - or

mayhaps thought - many battles in the realm of the mind, and can keep all sorts of intruders out, even if they can generally ignore willpower and self discipline.

London's Most Famous (400, Discount Intelligence Worker) You are an investigator with only one peer; Mycroft's brother himself. With your keen eye, elementary logic, and an unusually precise understanding of human nature, you might be one of the most famous consulting detectives in history. You've also been formally trained, but that's secondary.

The Secrets of Magic (600, Discount Intelligence Worker) In Russia, a terrible mix of secrecy, brutality, and religious fanaticism lead to horrific experiments by the Skoptzi. You now know one of the terrible secrets they uncovered; by grafting a magician's grey matter into a mundane brain, you can grant that mundane some of the magician's power. It can go wrong in many ways, but you have all the skills to succeed consistently, as you are a very skilled surgeon by this era's reckoning, and can similarly transplant other powers, whether or not they are based in the brain.

Formal Training (100, Free Sorcerer) You've been through the British magical program at Cavendish Hall, and have learned not only the categories of magic, but also how to use your own effectively, both in and out of combat. Beyond this jump and regardless of their origins or newness, you effectively have five years of practical and scholastic education with each of your powers, from the greatest academy or mentor that's reasonably available in its native jump. On top of that, you also get a dedicated year's training with each specific area you have a perk-related knack for. Unfortunately, this comes with no lived experience, nor any idea how to combine your powers, and doesn't apply to branching out through study and practice, when it's possible.

Demonic Powers Act (200, Discount Sorcerer) Whenever you practise banned arts or possess forbidden powers, you'll find that most institutions are eager to overlook the usual prohibitions and keep you intact for their own use, especially if they can do so secretly. Additionally, while you don't necessarily have the talents to use it, you have an affinity for most forms of necromancy, and can do them without the usual side effects, including fallout and insanity, when such things are applicable. Only the latter is an issue here, of course. On the off chance you're pious enough to care, some theologically relevant figure has apparently waived the spiritual consequences as well, by signing off on your right to not only use standard magic, but to conjure and command the dead while still living.

The Good Magic Can Do (400, Discount Sorcerer) A Mover can find work anywhere, and a Healer is always wanted. Practical and helpful magic is easy to you, and if you have to find such an application for your powers, you almost certainly will.

Great Power (600, Discount Sorcerer) You have significantly greater strength with and sensitivity to magic than most magicians. You may not be the single greatest in the British Empire, but lesser sorcerers would exhaust themselves replicating even half your feats. This applies to all the magics you possess, and unless there's a strict and

explicitly talent system in place, you will never be limited to a short number of example spells or prepackaged powers, and will always have the potential to expand to more general magic - particularly the obsolete or “lesser” sorts that exist in some worlds. It even applies to mythic skills and such. Unfortunately, there *is* a strict talent system here.

Part of the Party Set (100, Free Aristocrat) You have mastered the art of being genuinely useless to society. You are the life of any party, never go too far gambling, never make truly terrible mistakes while drunk, and do not suffer hangovers.

Born and Trained to Rule (200, Discount Aristocrat) You were trained to act as a leader from a young age, and at least some of it stuck. You can take a long view and manage an estate, which will hopefully be all that is asked of you. Oh, and there’s the matter of the classical education you’ve received.

Polite Society (400, Discount Aristocrat) You have the skills to effortlessly dominate the social scene and use your position or knowledge as a weapon. Your speeches call GrecoRoman orators to mind, and your ballroom antics are of a superlative quality.

Legitimacy (600, Discount Aristocrat) You are a born politician, with organisation skills on par with Master Thomas, and the personal charisma to use your former wardens as bodyguards. Additionally, you have a place in the power structure, and have been there long enough that no one questions if you should be. You receive a similar position in later jumps, unless you don’t want it.

Street Rat (100, Free Revolutionary) Growing up in the Rookery with the rest of London’s poor, you learned how to survive, by any means necessary. You have an iron stomach, and can throw a punch, beg for scraps, pass unnoticed, steal what you need, manage pain, resist despair, and whatnot. Still, you ought to try and find a more stable life. Even the wise, the brave, and the lucky die eventually down here.

Rebellious Sympathies (200, Discount Revolutionary) You always have sympathies for society’s downtrodden, no matter how affluent you grow, and you have the ability to determine who else might harbour similar feelings.

Purpose (400, Discount Revolutionary) You have been taught purpose – and how to fix your mind on a goal and to work out how to achieve your aims. You have been trained, disciplined, and taught to be a man. You can handle any level of responsibility, think ahead, and keep going despite even the greatest of adversity.

Captain Swing (600, Discount Revolutionary) You are a brilliant general, and know how to separate the cells of an underground movement. Your actions also seem to capture a romantic image, which will spread your reputation like wildfire.

Items

These are replaced every day if need be.

Airship (200) An equal to the Britannia Clipper at 250 metres long. Very luxurious, and built for long distance transport.

Precognitive Warning (300) Reliable precognition is rare, but someone with it is looking out for you, and will provide you with a prophecy every year.

International Gold (100, Free Intelligence Worker) An untraceable fortune, ready to be used for bribery, laundering, or anonymous funding.

Infused Carriage (200, Discount Intelligence Worker) One of the finest carriages in all the world, enchanted with protection the king himself couldn't top.

Blackmail Material (400, Discount Intelligence Worker) A wealth of illicit information on a variety of wealthy or influential figures. You get new files every jump.

The Mad Arab's Book (600, Discount Intelligence Worker) Everything the British Empire knows about magic says that old spell books are, at most, nonsense occasionally used in fraud. Despite this reality, you've gotten your hands on a genuinely effective copy of a well known occult volume. This special edition is far more complete than the standard version, being a comprehensive explanation rather than a jumbled motley. Truly using the information therein, particularly the expanded chapters, may require human sacrifices or infernal negotiations, but with the rituals described, you can summon entities from the ninth plane of Hell, invest yourself with the power of sorcerers, and commit numerous other horrors. You may instead choose to acquire such a copy of another well known - real or fictional - occult book. De Heptarchia Mystica, the Book of the Dead, and Iamblichus' De Mysteriis are all classic choices. You may even take a small library of such volumes, though they're worth no more collectively. In any case, such a tome is difficult to copy or memorise, but allows the possessor to quickly accumulate influence to rival the Royal Sorcerer, even in more technologically advanced worlds. Just don't ask why you can summon or commune with things that may or may not exist locally.

Bread, Cheese, and Snooty Booze (100, Free Aristocrat) Tasty bread, cheese that perfectly compliments it, and some expensive scotch to show off one's wealth.

Real Money (100, Free Aristocrat) You have an allowance of a few dozen crowns or equivalent every week.

Pedigree (200, Discount Aristocrat) Several people angst for not knowing their lineage. Now you needn't bother; this family tree is perfectly accurate and magical updates itself.

Painted Crucifix (200, Discount Aristocrat) A religious icon in the form of a necklace, painted gold, which proclaims allegiance to the Little Sisters of Christ, an apparently Catholic charity that even the most disillusioned street rat agrees genuinely cares for the poor. On the streets of London, wearing this ensures your safety; any who raised a hand against you will face the terrible wrath of all the city's dispossessed. This particular

amulet carries that reputation with it, broadcasting to all the poor, and only the poor, that you are a true and vital ally of society's lowest. Just don't betray that reputation.

Family Home (400, Discount Aristocrat) You have a luxurious manor in the city, with a small legion of follower servants to care for it. You do not need to pay tax or upkeep on it.

Friends at Court (400, Discount Aristocrat) You have several staunch allies amongst the Empire's most powerful, and a number of favours owed by those below them. They will support you in whatever you desire. You start with similar influence in later jumps.

Privy Council Seat (600, Discount Aristocrat) You have a seat on the most powerful institution in the empire, or something that's close enough, with all the influence that brings. In future jumps, you may choose to have a similar position.

The Tower (600, Discount Aristocrat) A fortress in the middle of London, now reinforced with magic and equipped with the tools to break anyone eventually. It also has a full guard of follower soldiers, including magicians.

Sorcerer's Blacks (100, Free Sorcerer) An all back outfit that makes you instantly recognizable as a government sanctioned magician, wherever you go.

Rings and Potions (200, Discount Sorcerer) A ring infused with large amounts of magic, which you can draw upon while wearing it. There's also a drink, created by a magician who was both Infuser and Changer. Drinking it restores both physical and magical stamina.

Royal Appointment (400, Discount Sorcerer) You have a position equal in power and respect to Master Thomas's. You have immense influence and legal power over matters of magic, and in later jumps you may assume a similar position with any government of your choice.

Cavendish Hall (600, Discount Sorcerer) The finest magical training facility and research centre in the world. It adapts to whatever magic you want it to, and can provide licences to use any magic system, even in worlds where it's usually illegal. Also, it can somehow find magicians to train in any world.

Daily Bread (100, Free Revolutionary) A roll of bread and a bucket of clean water; it's not much, but it'll keep you and others besides alive on the streets.

Underground Allies (200, Discount Revolutionary) You have friends amongst those fearful of the status quo continuing apace. Powerful friends; mafiosos and would-be liberators by the dozen know your name and trust you, assuming you are worthy of that trust.

Guns (400, Discount Revolutionary) Hundreds of french rifles and pistols, accompanied by a smaller number of machine guns, a handful of cannons, and a few crates of

explosives, which are more than enough to blow up a few large buildings. These are the highest quality of weapons in Europe, naturally accompanied by an appropriate amount of ammunition. They update to local quality and quantity in later jumps.

Revolutionary Army (600, Discount Revolutionary) A vast network of others who wish to topple the government. They have wealth, intelligence, and people in places where they might be useful. They're reasonably trained, but a little light on weaponry. You may choose whether or not to import them into later jumps at your leisure, at which point they update to local trends and technology.

Companions

Companion Import (50) You may import as many companions as you like for 50cp apiece; each one receives 600cp.

Canon (Free) You may take as many canon characters with you as you can convince to come, but they do need to survive the decade to join you.

Drawbacks

You may take these for up to 1000cp extra, though more may be taken for flavour. They are all removed at the end of the jump.

Historical Fantasy (+0) If this particular epic doesn't tickle your fancy, you may instead go to any other story set in the Regency, Georgian, or Victorian Era. You might even merge them with the Royal Sorceress in whatever way feels most fitting. If you do, your second talent may be from that setting instead of this one.

Dogs and Horses (+100) Some dogs can sense magic. So can some horses. Neither will be able to stand you.

Long Winded Bore (+100) Just like Doctor Norwell, your attempts to explain yourself or elucidate others are severely hampered by the fact that you cannot seem to condense your statements to under a paragraph at minimum, forcing you to speak at least fifty words when five should suffice. Additionally, your tone of voice is very boring.

Emergence (+100) Your magic hasn't emerged yet, so you don't know what it is. Rest assured that it is there, and other magicians can certainly sense it, but hope that nothing goes wrong when it finally does emerge.

Les Français (+100) You are now a French Catholic. There are benefits to this, but French magicians are poorly treated, and the narrative is subtly against you. Incompatible with Russian.

Born on the Wrong Side of the Sheets (+100) You are a bastard, born out of wedlock, and the stigma of it will always follow you.

Period Accurate Sexism (+100) Your sex is set to female, and any perks that would allow you to bypass the local prejudices are sealed for the jump.

Russian (+200) You live in Russia now. You have fewer rights than your Western cousins, the rulers are more brutal, and the land is harder to live on. Incompatible with Les Français.

Who Would Want to Live in the Past? (+200) You are rather ignorant of the realities of history, from the limits of technology to the attitudes of the time. You still know in a general sense, but the stark contrast is going to hit you rather hard in the near future, possibly multiple times.

A Taste of the Underworld (+200) You're addicted to an illegal and expensive drug. Try not to let anyone find out.

Patriot (+200) You would never betray your nation; you love it far too much. You will try to ignore or quickly fix its faults when you can. If you like, your "nation," may be the United States of America, which doesn't actually exist in this setting.

Young (+200) You are a mere 16 years old. You lack the full rights of an adult, and even if you had them, people still don't trust your competence. For an additional 100cp, you're 10 rather than 16, so it's even worse. Incompatible with Old.

Old (+300) You are at least 60 years old, and your strength has faded. Your memory isn't as clear as it once was, and sometimes you worry that death is approaching. Incompatible with Young.

Social Climber (+300) Like many aristocrats, you are a conniving rat who is stuck up and cruel to social inferiors. This will come back to bite you at least once, though you can grow out of it.

They Care About Their Interests (+300) The world is against you; no one will ever help you unless it can benefit them in some way, and no one will ever find anything wrong with this. Companions and family are exempt, of course.

Magical Safe (+300) Your warehouse cannot be opened or accessed during this jump.

Mundane (+300) Your out of jump powers are sealed for the duration of this jump.

Yet... What? (+300) You have no memory of your time as a jumper or your past in this world. Additionally, you've fallen in with a bad crowd; Revolutionaries are just in street gangs, but intelligence workers have joined the other side, while sorcerers and aristocrats have joined Jack's rebellion, which may or may not know who you are.

Pardoned Jumper (+300) Being a jumper is illegal, on pain of immediate execution. Worse, the people know what powers and abilities to expect from one - or at least from one like you. The government is aware of this, but has suspended your sentence on the grounds that you might be useful. Unfortunately, if this gets out, you'll be disavowed, and the whole world will become your enemy.

Wells and Other Frauds (+400) The emergence of magic set off many a fruitless search for supernatural creatures, magical artefacts, and traditional sorcerers. None seems to exist, but that's not going to stop you from tripping over them or other peculiarities at least twice a year. Many will step out of legend or appear whole cloth, but some will be from other stories - usually media set in this century or earlier times. In any case, they'll rarely remain longer than a week, but they'll always cause trouble before they go.

Life on the Streets is Nasty, Brutish, and Short (+500) You are completely bereft of money or monetary support; you live in the rookery, in the most crushing of poverty, and will never be able to escape it.

Farmed (+600) You have been sent to the farms, where captive female magicians are raped by aristocratic sorcerers in hopes of increasing Britian's supply of magicians. Your sex is set to female, and the farm somehow weakens your powers enough to prevent easy escape.

No Master (Variable) Having a dozen talents is impressive, but it's nothing compared to the dozen separate power sets, which you doubtlessly have. Well, not anymore. You have not been inserted into one person, but many, all around this world. These incarnations are not a hive mind, and do not share a background. They might not even share age or sex, and at least some will come into conflict with one another. Some may arrive earlier or later than others; perhaps significantly so, in the case of immortals. Whatever form they take and wherever they appear, your powers and items (though not necessarily skills and other perks) are split among them, while anything that would directly trivialise the setting is either weakened, missing, or otherwise removed from the spotlight, though any given self might still be powerful enough to play raid boss to a British battalion with a full complement of combat sorcerers. Being so diluted, you are more affected by your various backgrounds, and one of your incarnations must serve as the nexus for your identity. So long as that one remains alive, any number of others may perish without causing you to chainfail, but if that one falls, the rest immediately die as well. Unfortunately, there is no way to pin down the primary identity, other than the fact that they will be one of those directly involved in this world in its current era and that though by transitive property they should have a significant portion of any plot armour you possess. Not all drawbacks will affect all selves, so you can take contradictory or incompatible drawbacks with this one, and any power loss drawbacks are overridden, or will only affect one incarnation. This drawback is worth 100cp for every five jumps you have completed, maximum 1000cp, which does not count against the drawback limit.

Notes

Point of Divergence can also be used to do all the things lots of us do already, like ignoring the Cursed Child, rejecting authorial statements, running with reasonable headcanons (including compatible omakes), picking lore over crunch, choosing which calcs to go with, ignoring the hidden deep lore, pretending a story wasn't absorbed into a broader universe, drawing from scrapped outlines, considering Early Instalment Weirdness a distinct continuity, sticking with mistranslations, kicking ghostwriters to the curb, treating game mechanics as purely diegetic, and pretending Doctor Who ended with Twice Upon a Time or The Time of the Doctor. You can also declare that it was more than a dream and decide pre-made OC companions exist, even if you didn't buy them. In any case, using this can and will change your powers, items, and etc, but not your drawbacks.

On its own, Formal Training does not apply to magic systems anyone can learn. And if the magic system is sufficiently diverse, it might not cover all areas. That said, a sorcerer's education is not always limited to magic. Oh, and if there are multiple ways a magician can be trained...pick one.

Even though some magic systems work with knowledge or training alone, the simple fact that it doesn't work in real life means there must be an additional element. If that element isn't explicitly included in a specific perk or item, the second section of Master Magician will grant one for it. If you get the same magic from multiple jumps, feel free to have a version for each that's applicable.

The last clause of Master Magician applies to "sorcery," rather than prepackaged powers, and only kicks in if there's no option or it's totally exclusive. It does *not* apply if there are over a dozen varieties and only some are offered (though it might in the same scenario if there are fewer), nor if there are rare subtypes which aren't available, nor if one origin / race gets advantages such as discounts. When it does apply, it will let you buy multiple talents and copies thereof, if you have reason to want them. Since Master Magician gives you full access, you probably won't - unless there are multiple systems or variants.

While I would consider summoning rites and effective religion to be magic as far as Master Magician, you should pick a single sort as your talent and starting point. In any case, the folk magic and occultism mentioned above are only available on ordinary worlds where belief in magic is common. If there's real magic there, that's what you can get.

A powerset repudiated by No Master without being entirely sealed can end up being broadly irrelevant in any number of ways. Some incarnations might just have policies of non/minimal interference or prefer to work indirectly, but depending on what they are/have, some might prefer to slumber or find the depths of space / the dimension next door (which may include Nuttall's other series) more appealing than this Earth. In short, even if they exist, none will be exceptionally relevant to Earth's geopolitics, nor the life of the primary self.