

Generic Contemporary Fantasy Jumpchain V 1.1

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Intro

Welcome to a world where modern mundanity meets the supernatural. Vampires plotting in the shadows of the city, werewolf biker gangs, and mages meddling where they're not wanted.

Here's 1000 CP to help you along.

The following are some questions you may want to consider when determining what this world is like.

What percentage of the world's population is supernatural?

Is the supernatural something that has recently come to this world or has it been around for a long time?

Is there a magical masquerade devoted to keeping mundane humans ignorant of the supernatural? How is the magical masquerade upheld?

If there is no masquerade, was there one and why and when did it break? How does magic and the like being out in the open change daily life?

Are there magical realms attached to the normal realm?

What is the most common supernatural being?

Are gods real?

Who and what can use magic?

Does faith have power?

These are some questions you may want to consider about the city your urban fantasy life starts in.

Where is the city?

What is the total city population?

What percentage of the city's population is supernatural?

What is the city known for?

What natural feature is near or within the city?

What do the crime levels look like in this city?

What supernatural feature is in or near the city?

What are the major supernatural factions/players of the city?

What mundane tensions are currently present in the city?

What supernatural issues are currently present in the city?

Gender and Age

Pick gender and age as desired and appropriate.

Origins

Pick out whatever background you think is appropriate for yourself or choose to be a drop-in.

Perks

You get 5 YumYum Tokens that can be redeemed for any perk or item unless otherwise noted.

Perks can be purchased multiple times where appropriate.

Magic Spark (No Tokens) : A spark of something great and wondrous has kindled within you, a spark of magic. From this point on you are no longer a mundane being but a bender of rules, a knower of knowledge beyond knowledge, a will made manifest. You are a mage. Magical energy gathers in your soul, ready for you to shape it through will, ritual, and implement or whatever method you find works for you. Some things to keep in mind is that mages don't start at the

same level of power. Some mages just have greater inborn talent or the circumstances through which they gain magic is more generous than others. The good news is that a mage can grow in power through practice, research, and pushing their limits in order to expand their magical reserves and the quality of their craft. Below are four tiers for you to choose from as your starting power level. Keep in mind that the tier only covers power level but not the knowledge required to use that power. Perks and items further in this document offer knowledge and resources to hone your magic.

Tier 0 (Free): Magic at this level is really about making life a little more convenient. Need to clean the house? Can do. Mend a broken vase? Done with a muttered word and flick of the wrist. Combat magic? Not so much. A combat spell at this level is essentially limited to things like punching from a distance or forming patches of ice underfoot. Dangerous, yes, but not more so than a regular person could be with the right tool.

Tier 1 (-100 CP): A mage of this power level can cast spells as dangerous as a handgun, can make themselves look like other people or a tree through illusions, and heal broken bones in a couple weeks instead of months. Generally, it tends to require several dozen mages cooperating together to do anything like create a flying castle within a year, and that's stretching their collective power.

Tier 2 (-200 CP): Tossing a car aside with a single wind spell, fully recovering from deadly wounds in just a few days, and transforming lead into gold describe the average magic users of this tier's capability.

Tier 3 (-400 CP): magic users of this tier could destroy a two story house with one spell, regrow a limb over several hours, and teleport across the country with a step. With time, preparation, and cooperation, there are few things that a group of spellcasters at this tier can't do.

Species of Choice (No Tokens): As there are so many possibilities for species in a setting like this we will just be providing a tier system. The higher the tier, the more powerful a species you will be a member of. Keep in mind that anything this perk gives you is the typical traits and abilities of your species which can involve innate weaknesses. This form can be an alt-form.

Tier 0 (Free): This is the most basic tier that closely maps to the average human. More or less cosmetic differences, maybe a single enhanced sense, and claws.

Tier 1 (-100 CP): This tier is for those species that boast greater than human lifespans, peak human capabilities in one or two areas, and a minor trick or two. IE an extremely graceful elf that can walk silently in natural environments and communicate with animals.

Tier 2 (-200 CP): This is for the extra special species that have innate supernatural abilities along with enhanced attributes across the physical board. An example of this is a kitsune with natural illusion and fire magic plus enhanced strength and speed. Your typical vampire and werewolf fit this tier.

Tier 3 (-400 CP): At this tier we have beings of true power like dragons and powerful elementals. They will have sturdy and powerful bodies along with strong supernatural abilities like elemental manipulation, flight, and so on. Destructive power should see destroying a two story house within a minute or two with little difficulty. Be the dragon you were always meant to be.

Psychic (No Tokens): The voices aren't just inside your head! No, you have somehow developed psychic powers such as telepathy, psychometry, or something stranger. While definitely supernatural, these abilities are something distinct from magic, more affected by your emotional condition and force of will than your understanding of any mystical truth. Typically, these powers cause the user mental strain during use which can manifest in tiredness and mild headaches at the low end with greater strain causing harsher penalties commonly accompanied by nosebleeds. Going completely beyond a psychic's limits can cause loss of consciousness, short term mental breaks, and even memory loss. The following tiers will determine your starting power as a psychic and how many distinct psychic abilities you have access to. A lower tier can briefly use power at one tier higher but that will cause them severe and debilitating strain that will quickly put them out of action for a time. Keep in mind that you can always train to strengthen and expand your abilities to greater power and versatility, letting someone who started with telepathy discover other psychic powers like telekinesis and so on. Essentially you train to go up a tier with no limit beyond effort and time. Note: a person with a stronger will than yours could resist some types of psychic abilities like mind control.

Tier 0 (Free): A freshly awakened psychic with no training or inborn talent that would allow you to reach greater heights right away. You have one ability that you can only use for a few minutes at a time before a headache begins to build. A telepath could skim surface thoughts of people within a few yards of themselves, a telekinetic could toss a chair across a room, and a psychic with psychometry could see back an hour in an object's past.

Tier 1 (-100 CP): A psychic who has gained some training from another or just had the talent to quickly expand your power. You have two psychic abilities that you can use at Tier 0 levels for a couple hours without issue but would require a break after fifteen minutes of continuous use at your new normal to avoid more than a headache. A telepath could skim surface thoughts of dozens of people within a city block or read deeper into a single person's mind to uncover secrets and plant suggestions that affect their behavior though a strong will could resist the latter, a telekinetic could toss a full grown man across a room hard enough to crack bone, and a psychic with psychometry could see back a day in an object's past and can get a general sense for a place's past by meditating within it.

Tier 2 (-200 CP): You've either had years of experience or are a prodigy when it comes to psionics. You have four distinct psychic abilities that you can use at Tier 1 levels for a couple hours without issue or Tier 0 levels all day with only some mild tiredness or a minor headache as a result. Using your abilities at your current tier would require a break after thirty minutes. A telepath could skim the surface thoughts of the people within several city blocks or read deeper into a single person's mind to leave mental triggers and suggestions or alter memories though that last could be resisted by a strong will, a telekinetic could toss a several grown men across a room hard enough to break bone, and a psychic with psychometry could see back a week in an object's past and even further at the cost of detail.

Tier 3 (-400 CP): At this point you are a well seasoned psychic with decades of experience or maybe somehow absorbed an entity of pure psychic power, I don't know. The point is you are a psychic power house with up to six distinct psychic powers. If you have telekinesis you can throw around cars with only a little strain. Telepaths can reach minds across several miles. Psychometry can read back a few months before losing details. Tier 0 levels of psychic power is something you can do with no strain and so on.

Magic Foundation (Free): You have been schooled in the basics of magical theory. This means you have a foundation for developing spells, creating rituals, crafting magical items, performing alchemy, and so on. With experimentation and effort this knowledge will allow a mage to build up their own spellcraft even without a teacher, creating their own style of magic that is wholly their own.

Attractive (Free): you are an 8/10 at worst on any arbitrary attractiveness scale. Also, grime and dirt seem to fade from your person on its own over time. You can toggle that last part if desired.

Health Care (Free): You gain a one time mental and physical cleansing of all diseases, toxins, and maladies that are affecting you upon taking this perk. This will also remove any supernatural maladies you might have picked up as well. If for some reason you wish to keep something that this perk would remove you may. In addition, you are now immune to all STDs, your immune system eradicating them from your body in seconds, are generally more resistant to common diseases, and have complete control over your reproductive processes. You can choose to have zero chance of conceiving a child, a 100% chance, or somewhere in between as you please.

Career (first free, -100 CP): You now have ten years of experience in any mundane profession you would like. This could be blacksmithing, farming, accounting, cooking, programming, or anything else that fits the bill.

Learning Booster (-100 CP): learn faster by a factor of three. Stacks additively with other learning booster type perks.

Memory Booster (-100 CP): Improves memory to the point of becoming eidetic and having unlimited capacity for memories.

Animal Speak (-100 CP): Animals seem to be able to understand what you say to them and you understand them in turn. I'd stay away from slaughterhouses or anywhere that serves fresh lobster. The screaming...

Language Savant (-100 CP): Something about languages just clicks with you, allowing you to learn how to read, write, and speak any language you come into contact with at a vastly accelerated rate. This process requires a couple weeks to become fluent if only using study materials like language guides and pronunciation videos but being around people using the language and actively engaging with the language can cut the time to a few days.

Physical Combatant (-100 CP/50 CP): You now have the equivalent of five years of training in one martial art of your choice, marksmanship with both modern firearms and archery, general weapons and armor maintenance, and first aid. This also comes with the physical conditioning expected of a martial artist. Additional purchases, which are discounted, give five more years of training with a chosen martial art or category of weapon (IE swords/guns/chakram).

Magically Enhanced (-100 CP): You have been altered via magical processes to have enhanced physical abilities. You are stronger, faster, are more durable, resistant to mundane

toxins and diseases, and have finer senses than the average human all by a factor of three. If you would already be beyond this level of physical ability then this perk adds this amount of physical ability to what you possess. IE if you are ten times as powerful as the average human physically you become thirteen times as powerful.

Sense Other (-100 CP): You can now tell when a supernatural being is within a hundred yards of you and in what direction. When you observe such a being, you see illusionary hints to their true nature like phantasmal wolf ears and claws on a werewolf in human form.

Magic Knowledge (-100 CP): This perk grants you enough knowledge and experience with a relatively narrow type of magic to go past an apprentice's understanding. For example, you could choose pyromancy to gain knowledge on how to create fire, manipulate its temperature and shape, and give yourself protection from heat. You could not learn to create living fire in the shape of a wolf that acts independent of you with just one purchase of this perk. That sort of craft might require an additional purchase of magic that has to do with life or golem creation to grant you knowledge about giving thought to thoughtless things. Or you can purchase pyromancy again to gain broader ability with fire magic.

Elemental Friend (-100 CP): Raw magic can interact with natural areas oddly, sometimes creating sentient beings of elemental power. They tend to be indifferent to humanity and other supernaturals but you are an exception. For some reason elementals of all types are more likely to notice you and wish to interact with you in a non-hostile manner. You can somehow communicate with these elemental beings via a specialized form of telepathy that only works with elementals. Maybe make some friends?

Psychopomp (-200 CP): Congratulations, you can now extend your senses into the spirit realm! Or at the least you can see and hear disembodied spirits and ghosts, even interact physically with them if you choose. You can also make yourself more noticeable to these spirits through an act of will, drawing their attention. Should you choose you can help a spirit move on to the afterlife by resolving whatever issues might be holding them to the mortal realm which will grant you a physical token that can be used to give you temporary beneficial effects like a burst of good luck, healing, or even improving an item you have by a small degree.

Fearsome Aura (-200 CP): You can produce a supernatural aura of intimidation and fear that increases in potency with your own power. Those weaker than you become cowed by your presence and those stronger will at the least be wary. Should you outmatch someone so

completely that ending them would be trivial it becomes possible to make them faint just from your aura alone. You can dial the aura down to nothing and up to your max with a thought. You can exempt individuals from the effect of your aura.

Sense Injustice (-200 CP): The scales of justice must be balanced! Or something... This perk allows you to sense what injustices a person has committed and has not yet atoned for as judged by your own moral code. The greater the injustice, the further away you can detect the perpetrator. This also allows you to sense what injustices have taken place in an area or were committed with an object. You can toggle this perk off and dial down your range as desired.

Sin Eater (-200 CP): You have the odd ability to drag out supernatural corruption and evil influences from people and objects in order to devour it. This only works on the willing, those you have defeated, or are significantly weaker than you. While having the obvious benefit of freeing victims it also destroys the devoured corruption/evil essence as you convert it into sustenance, top up your supernatural energy reserves, and heal your wounds/illnesses. As a side benefit this includes the ability to sense the energies/beings that serve as your meals. Examples of viable targets are curses, possession demons, and evil spirits.

Sanctity of Soul and Mind (-200 CP): Either through magic, divine grace, or some other source you have gained a type of metaphysical armor that protects your mind and soul from supernatural intrusion and damage. While this bulwark is stout and enduring it can be worn down by constant attacks and powerful forces should you not find a way to end the threat. For reference, a tier 2 telepath could break through after an hour of effort while a tier 3 could batter their way past in a few minutes. This protection recovers over time, going from destroyed to fully recovered in seven days on its own. You can aid the process by engaging in life affirming activities like spending time with loved ones, experiencing joy, and working on self fulfillment.

Form Protection (-200 CP): Getting transformed into a toad is an experience most would choose not to repeat if possible. You now have a resistance to such effects that would forcibly transform your body against your will. Keep in mind that this protection is not absolute and can be overwhelmed with enough power, but that would cause the source of the transformation to expend three times the effort/power than normal. That said, even if this protection is overcome, it will still reduce the duration by two thirds and limit permanent transformations to a year at maximum.

Truth Speaker (-200 CP): Whenever you speak the truth as you know it, those that hear you will automatically believe that you are doing so. This doesn't make people think you are right just that you believe you are telling the truth as you know it.

Emotivore (-300 CP): Select an emotion. You can now sense and draw sustenance from sources of that emotion. This typically means people but locations and objects can have this emotional energy ingrained into them if particularly emotionally charged events happen around them. If fully fed, you can instead use the excess as fuel for your other abilities.

Hexproof (-300 CP) Curses and hexes have a harder time sticking to you. Your body holds some power that reduces their effects, making curses shorter, weaker, or even causing them to fizzle out entirely. People or objects marked with dark magic give off a faint aura that only you can see, helping you avoid or counteract curses before they strike. If you are willing to bleed a little you can use your blood to ward other people, objects, and places from curses or weaken those that are already in place, possibly breaking weaker ones.

Grim Resilience (-300 CP): When struck by a mortal wound, a supernatural survival instinct awakens within you, tethering your soul to your body in a temporary undead state. For up to one hour, you become something not quite alive yet not truly dead, able to move, think, and act without being affected by pain, blood loss, or shock. This state allows you to escape immediate danger, seek medical assistance, or deliver a final strike if the situation calls for it.

During this time, your strength and endurance are enhanced, and minor wounds close just enough to prevent immediate collapse. However, this undead resilience is temporary; at the end of the hour, the state fades, leaving you to confront your injuries in full. If not stabilized in time, your condition will return to its critical state. This second chance is a narrow window to reach safety but provides an invaluable opportunity to escape death's grip.

Thy Soul Burns (-300 CP): You have access to a rare, potent form of magical fire known as soulfire. This flame burns both the physical and spiritual, allowing you to harm spirits, undead, and creatures resistant to normal magic. When used in combat, soulfire can bypass typical magical defenses. It's also excellent for purging curses, hexes, and dark influences from people and objects—though it requires precision to avoid harming the innocent. Should you not have mystic or some other supernatural energy you may fuel this fire with your own soul, though it is recommended to be judicious with this power to allow your soul to recover after use.

Deal Crafter (-300 CP): By some quirk of power you can make self enforcing deals and contracts so long as certain qualifications are met. The first is that the terms of the deal must be clearly stated to all involved parties be it verbally or in writing. Second is some token to represent the deal which can be the written contract or some bauble. Third is that no party in the deal may be mind controlled into agreeing to the deal but other forms of coercion are viable. Both parties are compelled to uphold their agreement, and breaking the contract will result in severe consequences (which you can define within reason).

Voidborn (-400 CP, 50% discount with token): Ancient echoes of the void run through your family line, connecting you to realms beyond mortal comprehension. This heritage grants you a natural resistance to both magic and psychic powers. Spells cast against you are dulled, their effects weakened or slowed, while psychic intrusions find it difficult to pierce your mind. This resistance strengthens in moments of intense emotion or danger, briefly enhancing your resistance to supernatural forces to greater heights. In addition, your connection to the void grants you a subtle aura of mystery that others can sense, making supernatural beings wary of your presence, and those beings of an eldritch nature... more gentle with you. You also gain the ability to manifest wings of broken space and time that allow flight at speeds reaching and surpassing those of a modern car.

Celestial Bloodline (-400 CP, 50% discount with token): With an angel in your ancestry, you carry a trace of divine essence that radiates from you like a comforting glow. Your very presence brings peace to those around you, calming fears, easing sorrows, and encouraging hope without any conscious effort. When you focus, this aura strengthens, allowing you to inspire courage and serenity in even the most dire circumstances.

Gifted with an innate talent for the healing arts, you can mend wounds, purify poisons, and soothe pain with a touch. Severe injuries or complex ailments require more focus, but your healing is particularly potent, often working where mundane methods fall short. Those touched by your power feel a sense of divine warmth, as if blessed by a higher force.

Furthermore, your will alone is a beacon that weakens demonic beings. Demons and other dark entities find themselves repelled by your presence, their powers diminished when near you. When you concentrate your will, you can ward off such creatures or even temporarily suppress their abilities if they are weaker than you, making it difficult for them to cause harm in your vicinity. You also gain the ability to manifest wings of hope and peace that allow flight at speeds reaching and surpassing those of a modern car.

Devil Spawn (-400 CP, 50% discount with token): Somewhere in your ancestry is a devil of not insignificant power, who can say how far back, that has passed on supernatural abilities on to you. Part of your nature is now that of a deal maker and predator of sins. To that end you can gain sustenance and an exhaustible reserve of power from fulfilling deals. The more high stakes and complicated the deal, the more you gain. To help you find those who might be open to your bargains you have the ability to sense what vices people are most vulnerable too.

The more combative part of your nature is the ability to summon hellfire. This infernal fire burns the soul and flesh of those it touches, leaving wounds that take more than time and medicine to heal. The more sin ridden the target, the more painful the fire burns them. Normal fire and heat, unlike hostile hellfire, washes off you like water off a demon duck's back.

Final gifts from your blood are the regard of infernal and demonic beings and the horns, devil tail, and bat wings you can manifest. The latter allow you to fly at speeds reaching and surpassing those of a modern car.

Items

YumYum Tokens can be redeemed for any item unless otherwise noted. Items can be purchased multiple times where appropriate.

Custom Artifact (No Token): Magic is a great force to have on your side and it's not uncommon for magic users to make magical objects. Go ahead and select a tier for the magical artifact that suits you.

Tier 0 (-50): A step above parlor tricks. Typically do one thing that is convenient more than anything. Paired trinkets that act as phones over a few miles. A stone that glows when spirits are near. An outfit that cleans and mends itself. A form shifting outfit that cleans and mends itself.

Tier 1 (-100 CP): Low power but useful with opportunity for some versatility. A wand that shoots fist shaped projectiles that strike like heavyweight boxer heydrivers. A magic 8-ball that gives true but vague answers. A circlet that increases a psychic's mental recovery rate by a third. A flying broomstick. An ever sharp sword.

Tier 2 (-200 CP): Powerful enough that everyone wants something on this level. A jacket that can stop bullets and weather spells. A mirror that allows scrying undetectably across a great distance. A bag that fills with random valuables every seventh day. A staff that can store spells for later use. A pillow that puts those who sleep on it into a magical stasis.

Tier 3 (-300 CP): An object that would be worthy of legend that in the right hands could be used to do great and possibly terrible things. An orb that allows a psychic to perform at a high tier of power. An amulet that lets a person become a dragon. A ring that lets the wearer become invisible and whisper into people's dreams. A cauldron that can bring the dead back to life at a price. A tree that produces golden apples that cure ailments and restore youth.

Monster Cuffs (-100 CP): These enchanted steel manacles are made to restrain supernatural beings with incredible strength. They also interfere with a cuffed magic user's ability to access their power. They can grow and shrink to fit those you want to restrain.

Lair (-100 CP): A hidden haven that is incredibly difficult for your enemies to find unless you lead them to it. Comes with basic utilities, two hidden entrances/exits, and a silent warning system that will alert you of intruders, even if you are not at the lair. Maintains changes. Can be imported into future Jumps or made a Warehouse attachment.

Magic 8 Ball (-100 CP): This Magic 8 Ball is actually capable of giving useful, though short and vague, advice and answers for anything you ask about. Just make sure you ask the right questions.

Magic Tattoos (-100 CP): You get three magic tattoos that you can determine for yourself, artwise. Each tattoo has a single magical effect that can be potent enough to stop a few bullets every day, keep normal people from really registering your presence for several dozen minutes as long as you don't do anything ridiculous, or heal a few stab wounds. These tattoos will fix themselves if they get damaged or move if the flesh they are on is lost.

Magic Tattoo Gun (-100 CP): This simple looking tattoo gun is capable of imparting magic tattoos onto people. Without ink made via magical ingredients the results of the gun tend to be on the weak end like making bullets less likely to hit and ward off infections. More potent inks produce stronger effects. Keep in mind that the intent and content of the tattoo are what determine the effect. The gun can also remove tattoos by touching the needle to the art and willing it away.

Magic Workshop (-100 CP): This is a workshop/lab with all the equipment a magic user might need for alchemy, enchantment, and spell research. Comes with a small chest that contains basic ingredients for magic crafting that refreshes once a month. Maintains changes. Can be imported into future Jumps or made a Warehouse attachment.

Regular House (-100 CP): A two story house that is well furnished, self-maintaining, and completely yours. Comes with a decent sized plot of land suitable for a garden or play area for kids. Taxes and bills relevant to the property will be taken care of for you. Maintains changes. Can be imported into future Jumps or made a Warehouse attachment.

Mundane ID (-100 CP): Every Jump this folder provides a complete set of legal documents required to prove you are a legal citizen. This includes diplomas and certificates that you've earned that are relevant to the setting. This information is backdated in all relevant government archives/systems as needed.

Disguise (-100 CP): A small trinket that places a strong glamor on your form that makes you like a normal human. The glamor cannot be dispelled by anyone but the user and is undetectable via supernatural senses. Useful for any supernatural creature trying to blend in with the mundane population. The details of the form is set the first time you use it in each Jump.

A Simple Firearm (-100 CP): This handgun can be any model you desire upon purchase. Glock, revolver, whatever. The important part is that it never jams, self maintains itself, and automatically reloads itself two seconds after firing its last round. If you load it yourself with special ammo it will gain the ability to spawn that type of ammo on command from that point forward.

A Wizard's Gift of Convenience (-100 CP): This is a satchel made of fine leather with beautiful beadwork decorating it. It was created by a wizard for a friend. This bag can hold up to 500 lbs within its magically expanded interior and will never weigh more than five pounds to the user. Desired items will always appear at the top of the bag when you reach inside. Thieves that attempt to steal from this bag find it empty. If turned inside out all the contents inside the bag will be ejected at once.

A Wizard's Gift of Knowledge (-100 CP): This pocket sized leather bound book was made by a wizard for a friend that kept encountering the supernatural. A user can describe a creature to the book and the magic within will be populated with entries about possible matches for the creature. These entries include species name, dietary habits, how dangerous the creature is to a mundane human, natural habitat, weaknesses, typical abilities, if and in what way the creature is useful to a magic user, and what a good way to survive an encounter with one is. Unfortunately does not have the ability to create entries on completely unique or unknown creatures on its own though you can do that yourself by providing the information.

Transportation (-100 CP): Travel is an important fact of life and for a large part of history a complete pain. Now you have this nifty flying vehicle that can change shape to match the common mode of transportation in the area or to have a form you desire. Defaults to a SUV. Seats four comfortably, nine uncomfortably if you put people in the storage area. Max speed of 250 MPH.

Money (-100 CP): Every year you will receive the equivalent to \$50,000 USD (2020) in the local currency of your current Jump. This is deposited into an account or wherever is convenient for you once a year.

Business (-100 CP): Time to earn your keep... or have the complimentary NPCs that come with this small business of your choosing take care of the, well, business of making money. Comes with a brick and mortar location, the equipment required to perform the work of the business, and starts with enough supplies to conduct a month worth of activities. Guaranteed to

be moderately profitable so long as a customer base exists. Maintains changes. Can be imported into future Jumps or made a Warehouse attachment.

Magic Garden (-100 CP): An acre of land that encourages plants, both mundane and magical, to grow healthily and produce bountiful harvests. The center of this land has a crystal column that can accept various types of supernatural energies to increase the growth rate of plants in the garden. Maintains changes. Can be imported into future Jumps or made a Warehouse attachment.

Potion Satchel (-100 CP): A satchel of health recovery, magic recovery, and stamina recovery potions, six each. Each bottle contains 1 fluid ounce (29.57 mL) of potion. The effects are good for healing a deep tissue wound for the health potion and the other two are equivalent to eight hours of recuperation. The satchel replenishes used potions each week with a chance of an extra potion with a useful effect. All potions are labeled.

Ghost Ward (-100 CP): This small statue of a dancing skeleton is capable of keeping any unwelcome ghost, spirit, or similar being from entering a building it is placed in and forcing out those already there. Specific ghosts can be made exempt from this effect as desired.

Book of Wards (-100 CP): A book containing dozens of ward arrays that can protect a place from different entities, cause people to ignore the warded area, and so on. The best part is that so long as you follow the instructions precisely, no magic is actually required to activate the wards. Setup does take a couple hours, though.

Unusual Food/Drink (-100 CP): This is a chest cooler that will produce a week's supply of whatever unusual dietary requirements you might need. Vampire? The chest can produce bags of whole blood. Ghoul? Here's some ethically sourced human protein... The chest refills once a week.

Undeveloped Land (-100 CP): 100 acres of undeveloped land that has not yet been spoiled by the touch of humanity. This land is now legally yours to do with as you want. Maintains changes. Can be imported into future Jumps or made a Warehouse attachment.

Calming Incense (-100 CP): A thirty pack of incense that can be any scent you like. Breathing in the smoke eases aggressive urges and makes predators less likely to attack.

Neutral Territory Placard (-200 CP): By placing this placard in a prominent spot on or inside a property will cause visitors to avoid using violence while within the general area. This includes you and your companions. If a fight has to happen then it will be taken outside the premises.

A Wizard's Gift of Offense (-200 CP): Some wizard had a mundane friend who lived in a dangerous area so they made them some magic items. This rowan wood wand is one of them. Enchanted with care, this wand is able to fire thirty homing force projectiles that hit with the same destructive force of a medium caliber rifle round. Spent projectiles recharge at the start of each day or can be manually recharged if you possess some kind of supernatural energy.

A Wizard's Gift of Defense (-200 CP): A certain friend of a wizard was given this heavily inscribed gold ring after being mugged. Whoever wears this ring finds themselves protected by an invisible barrier that molds to them like well tailored clothes that provide the same protection as Kevlar backed steel plate armor. The barrier is enchanted in such a way as to avoid interfering with the user's actions, clothing, and needs, IE allowing food to pass through the barrier while the user is eating. If the barrier is breached it will repair itself over time with a complete reconstruction of the barrier taking 24 hours. Can be some other type of accessory or clothing item if desired but must be determined on purchase.

Catalog of Ingredients (-200 CP): A heavy catalog that has prices and descriptions for different ingredients useful to a magic user or crafter. You can buy any of the listed ingredients by placing money on the catalog and tapping the desired item's entry. The money will be swapped for the item automatically. You can give ingredients to the catalog as well, which will cause said item to become available in the catalog for purchase.

Telepathy Rings (-200 CP): A set of ten rings that allow the wearers to communicate telepathically. The range is anywhere on the same plane of existence. These communications are impervious to eavesdropping of any kind.

Archmages Library (-400 CP, Token provides 50% discount): This is a library that once belonged to an archmage that was the head of a magical school for young mages. Contained on these shelves are this archmage's textbooks, spell guides, and lesson plans that were used to teach a wide range of spellcraft. Should a person learn everything within they would easily be considered a master archmage themselves though that could take several decades. Also useful for teaching students of your own. The library has spectral librarians that maintain the materials and are happy to help you track down any book you might need. They appreciate when a new

book is added to the meager fiction section. Spices things up for them. Updates with a few new books about local magic when you go to a Jump with new magic.

Magic Vault (-400 CP, Token provides 50% discount): Entirely constructed of incredibly durable mithril, this bank vault would be the pride and joy of any dragon. While being a treasure in its own right, this vault is nearly uncrackable. First is the mithril itself, stronger than tungsten steel and even harder to melt. Next is the seven layers of wards that prevent magic from taking effect within and upon the vault. Last is the twelve locks, three requiring physical keys, three requiring pass phrases, three requiring combinations, and three requiring blood, hair, and tear samples from the vault owner to open. This bank vault can be installed in any property you own or made a Warehouse attachment.

Academy of The Mystical Arts (-600 CP, Token provides 50% discount): This is a school of your own design that teaches students the Mystical Arts, magic, along with mundane topics like math and science. The facilities have space and resources to teach and house up to 500 students plus staff though you can expand upon these facilities later on if you have the resources. It comes with a staff of followers that can teach both mundane and magical topics up to and including a university level. Students who attend this academy gain access to the Magic Spark perk on a temporary basis until they graduate, which makes the perk permanent. You are recognized as the owner and final authority of this academy, meaning you can decide who is accepted, tuition fees, the graduation requirements, and so on. There are also a dozen specific NPCs that you can give criteria for being a student at the academy to and they will go search out people who fit the criteria using magic and detective work.

The academy comes with magical wards that cause attention to slide off it and prevent mundane intruders. These wards can be adjusted to allow those who meet certain criteria notice the academy. You'll need to add more protections yourself later if you want them.

Companions

Imported/Created (50/200 CP): For 50 CP you may import one of your Companions into this setting or create a new one. They get an origin, the freebies, and 1000 CP to make purchases with. You can pay 200 CP as a group rate to import or create up to 8 Companions with similar benefits.

Familiars/Pets

All familiars/pets will remain in their prime for life and will respawn after three days if killed. They can talk and read, know one language but can learn more, and have human equivalent intelligence.

Tier 1 (-50 CP): Pick any mundane domesticated animal to have as a pet/familiar.

Tier 2 (-100 CP): Pick any magical animal, on the scale of a phoenix or pseudo-dragon, to have as a pet/familiar.

Drawbacks

Supplement Toggle (Free): This toggle makes this Jump a supplement. Choose a second Jump to pair/combine Generic Contemporary Fantasy with. The CP pools of the two documents are separate.

Purity of Speech (50 CP): You literally can't swear, cuss, or use crude slang. At least you are unlikely to teach young children bad words.

Additional Time (50 CP): Your stay is extended by five years every time you take this drawback. May be taken up to ten times for points though you can stay longer if you like.

Specific Appeal (100 CP): You seem particularly appealing to a specific type of supernatural species like vampires or some such. As in you would be a tempting meal or servant. This doesn't mean that these beings will automatically decide to target you but it certainly makes it a lot more likely.

Gross (100 CP): You stink. The best you can manage with a lot of effort is unpleasant smelling.

Money Troubles (100 CP): Money is going to have a tendency of getting away from you. Fines, unexpected expenses, and incidents of just plain losing money are going to keep you strapped for cash. Best get that hustle on.

Hampered Senses (100 CP): One of your senses is severely hindered. Sight might degenerate to only being able to make out shapes. Hearing could be just capable of noticing that there is a noise when someone is talking right next to you. Etc. Can be taken up to five times, once for each of the five senses.

Relationship Issues (200 CP): You are going to experience relationship issues on a regular basis. Friends, lovers, and even business relationships are going to have regular snarls that will need tending. Enjoy the drama.

Betrayal (200 CP): Someone you meet and come to trust will betray you at some point and it's gonna suck, maybe even cause serious harm to you in some way besides emotional damage. You'll forget you took this drawback for the duration of the Jump.

Luckless :(200 CP) Congrats! You are now unlucky. You'll lose 9/10 games of chance, have things break at inopportune times, and find random circumstances screwing you over instead of helping you out.

Missing Limb (200 CP): You are missing a limb. It can't be regrown but can be compensated for with prosthetics.

Suspect Number One (200 CP): You will soon be suspect number one in a serial murder investigation. You're innocent but the people investigating the crime have discovered evidence that points to you. Nothing conclusive but expect to be under observation and regularly questioned by the relevant authorities until the true killer is found. To make matters worse, the killer will soon realize that they can actively try to frame you. You might want to consider catching the killer yourself.

Vamp Camp Problems (200 CP): A local group of vampires have decided you need to go. Why? Maybe you can figure that out and smooth things over. In any case, they'll first try to run you out of the city through legal and bureaucratic means before moving to less civilized methods. Membership could be as low as five and as high as thirty. Watch your neck.

Moon Frenzied (200 CP): For some reason a pack of local therianthropes (werewolves, probably) have pegged you as a threat. Could be that someone told them some bad info about you, a case of mistaken identity, simple prejudice, or maybe you were a dick. Whatever the reason you now have about a dozen supernatural predators that want you gone one way or another. Best of luck and avoid moonlit walks.

Illusion Prone (200 CP): You are much more vulnerable to illusion and glamor magics than normal. Good luck trying to find anything hidden by magic on your own in this world.

Tasty (300 CP, incompatible with Specific Appeal): All predatory supernaturals find that you are extra tempting as a target. Just smelling or looking at you teases their desires be it for flesh or stealing your mind. This doesn't mean that they will definitely try to prey on you but it certainly doesn't help.

Rumors of My Death (300 CP): So... you died, stayed dead for about a week, and then you came back and people in the supernatural community know about it. This kinda thing, just happening out of the blue, is going to freak people out. The main issue for you is that someone brought you back for a reason that you are not going to like. Try not to die as that mess gets out of control.

No Warehouse (300 CP): You are barred from accessing your Warehouse or equivalent.

Bad Health (300 CP): Your health has deteriorated to the point that running a city block could leave you bedridden for a day. You get ill easily and recover slowly. Medicine and magic can help but is much less efficient than it should be. Doesn't affect recovery from wounds.

No Outside Power (600 CP): You are stripped of your out of Jump perks, reducing you to your bodymod.

Outro

Your journey in this world has come to an end, one way or another. Choose whether you wish to stay, go home, or move on to the next step of this grand adventure.

Notes

Nothing to report.

Change Log

12/07/2024: This is V1. I may make changes in the future but who knows...

12/08/2024: V 1.1 simply had some better formatting done by a gracious anon.