Pale Jumpchain

There are three main ways of becoming a practitioner. Theirst is to be born into a family with the secret knowledge of magic. The second is to stumble upon it, in defiance of chance and the karmic laws of the world. The third way, the oldest way, is for something on the Other side to reach out and open the door for you. In the case of Lucy, Avery, and Verona, the "Kennet Trio," this last one is their path to secret knowledge and ancient power.

You begin in Kennet, a small town with a population of roughly 5,000 where the ordinary hierarchies of Other and practitioner have been missing so long that a very odd ecosystem has developed and been suddenly interrupted via murder, the day after the Trio is Awakened. Maybe you're just visiting, maybe you're a local. Either way, I suggest watching out.
+1000 CP

Origins

Any of the following may be taken as Drop Ins. You may pay 50 CP to pick your age or change your sex.

Wild Practitioner (free)

Charles Abrahms made a deal with Kennet's Others to ensure that there would be at least a few practitioners in town. Originally, that meant Lucy, Avery, and Verona would be Awoken to fill that role. In this case, that list includes you. You may either replace one of the Kennet Trio or join them to make it the Kennet Foursome. Either way, your age is 12+1d4.

Aware (+200)

Years ago, you ran into something supernatural. Maybe an Other attacked you, or a practitioner curses you, or you were subjected to some test, like being trapped in a time loop. The situation either let you piece together a few of the world's secrets or you forced a few answers out of someone. Unfortunately, while this might help you sleep a bit better at night, learning what you did opened a few doors in the metaphorical walls Solomon constructed to protect the unknowing. Your physical age is 20+1d8, though mentally you could be far, far older.

Other (free)
You might have been human, once. Or maybe not. You might not even know, at this point. But whatever you were, you are now what practitioners call an "Other." As in something "Other" than ordinary. It's a blanket term, cut them some slack. From the highest god or angel to the lowest goblin or vampire, they're all Others and you're one of them. You may freely pick your age, which may very well be counted in millennia or more.

Practitioner (100)
Unlike the Kennet Trio, you Awoke the common way. When you entered your teenage years your parents had you strip naked and perform a ritual involving myrrah and ancient Hebrew. When it was done, you could see things that you hadn't before - connections and spirits, the building blocks of magic. You'd Awoken, and that very night your education began. Your age is 16+1d8.

Witch Hunter (free)
You are a Witch Hunter. Out of some impulse to protect humanity or in service to a powerful Other, you've trained long and hard in the finding, policing, and killing of monsters, witches included. Unlike some you chose the ability to lie and forswear yourself over inhuman power. Your age is 16+1d12.

Perks
Discounts are 50% off.
"Wild" (100, free Wild Practitioner)
Where the Kennet Others hate and fear most practitioners they accept and nurture the Kennet Trio. You may easily cultivate a similar reputation amongst those who should hate and fear you as an exception to the rule.

Other Mindsets (200, discount Wild Practitioner)
One of the great dangers of interacting with powerful Others is that their mindsets are fundamentally alien to humanity. Even those that are less powerful often have very different values, needs, and histories than any normal human. Fortunately, you can almost instinctively respond accordingly, and such beings will naturally

find your own mindset almost as easy to grasp and react accordingly, when that would be advantageous. This also helps you when it comes to dealing with foreign cultures.

Allied Others (400, discount Wild Practitioner)

Like the trio, the Others of Kennet have agreed to provide you with access to some of their collective power, granting you a large and consistent power source. You retain access to this power in later worlds and will, when plausible, start with a wide number of relatively minor but diverse allies and contacts, or can quickly develop some that fit the bill. Wild Practitioners get this for free during the jump and if they choose to stay but must buy it to keep it if they go home or move on.

Dabbler (600, discount Wild Practitioner)

You shall never be pigeonholed into any one form of practice, and you are talented enough to study three or more schools of magic simultaneously without your results suffering. Given a few years, you could become a sorcerer, a practitioner who has mastered a wide array of magic, and as such you gain discounts on the basic versions of all perks in the Practice section. Also, in other magic systems, any form of maximum spell, power, or "school" limit does not apply to you, and you may gain and learn as many as you like, whatever mechanism controls it, and without any negative side effects.

Among Friends (100, free Aware)

Friends may be a strong word, but whatever experiences you've gone through, whatever traumas you've endured or conspiracies you've uncovered, you can always find others who have shared them and seen the same.

Solomon's Protection (200, Discounted Aware)

Unlike the Awake, the Aware retain some measure of protection from the Seal of Solomon. Any Other or practitioner who tries to harm them without justification will be met with karmic pushback. No matter how much you learn or even if you Awaken, you retain this trait and all the protections against being attacked, robbed and lied to by practitioners and Others that Solomon erected. You can even carry this protection to other worlds and watch it apply to equivalent beings, though the protections against being lied to are weakened by this departure, and will no longer lash out against those who are sarcastic or mistaken - only those who knowingly and intentionally explicitly lie to you.

Karmically Blessed (400, Discount Aware)
You've got a great deal of positive karma, from more than one lifetime's worth of good deeds, and whether you're a law magus or not you understand its workings inside and out, meaning you almost always know how to dodge the blame in the eyes of the spirits, and thus things tend to go your way by "happenstance." You regain this amount of positive karma every decade or jump, whichever is shorter.

A Touch of Magic (600, Discount Aware)
You may choose to be a gilded lily, an Innocent who naturally attracts magical objects on a regular basis, a Skeptic, whose presence dampens supernatural power, or a Maji, who can strike anyone they see with a curse of serious bad luck. Whatever you choose, the trait is fully controllable and toggleable. If you pick Skeptic, you shall be a unique one that does not actually need to disbelieve the supernatural to dampen it.

Nature and Power (Other exclusive)
You have access to the "Other" section and gain a 100 CP stipend to spend on it.

Slipping the Bindings (200, discount Other)
When practitioners talk about how clever and wily Others can be, they're talking about you. Any attempt to confine or control you is an order of magnitude harder, and you are a master of finding loopholes in bindings and orders.

Targeted Evolution (400, discount Other)
Others can and do change over time, forming niches and occupying or replacing them as needed, as well as adapting to mystical phenomena they're exposed to or curses they labor under. You are very good at this, and can help others through it too, even those that shouldn't be capable of it. An elemental might change their composition, a god might change their doctrine, and with your help a dog of war might attach themselves to police work or bodyguarding to survive the end of the conflict that spawned them. Doing so can and will change natures and abilities, but unlike the angels that became djinn, you or they will always be just as strong, and you can fully expect entirely new abilities to surface after "adventures" and major events, even when you aren't going through a complete transformation.

Complex Nature (600, discount Other)
Classifying Others is usually an exercise in frustration, and a dangerous one at that. No one should ever treat an Other as anything other than an individual. A trait you show particularly well. The Other Species section is discounted for you, except for Below Average species and your most expensive choice, unless you buy only one. Beyond the confines of this world, hybridizing your nature or ancestry no longer weakens you in any way and you essentially possess the strengths of everything that makes you up and none of the weaknesses they don't share, which isn't quite the same as being as strong as everything that makes you up - a few drops of divine blood won't make you mighty as a god, or even give you divine powers, but if you ascended you would be a deity that could subsist on standard fare rather than worship.

Clever Wordplay (100, free Practitioner) You can spot most hidden loopholes and insinuations, hide a few of your own, and will never accidentally lie aloud. This has made you a decent negotiator and made lying by omission much easier.
On Paper and In Tomes (200, discount Practitioner) Modern practitioners exist because Others couldn't keep up with human writing. In keeping with this, you are a speedy reader, a talented writer, and will never be bored doing either, though both lean towards the recovery and recording of information rather than narratives and art.
Opposites Do Not Attract (400, discount Practitioner) All magic and Others have thematic associations, and are weakened and harmed by symbols and examples of things that oppose those associations, and can be overpowered by those with similar associations. You are
good at figuring out what qualifies as "opposing" or "similar" in this
context, and can apply the same principles to paranormal creatures in other contexts and worlds, even those that aren't even technically supernatural, much less Others, and make it work.
Oaths and Bindings (600, discount Practitioner) The very notion of practice is predicated on the sanctity of oaths and deals. When you're involved, this sanctity is enforced on everyone by default. Any deal made with you, any promise made to you, is bound by karmic and mystical weight, even if there are no practitioners or Others involved, as are guest rights and hospitality. Oaths so bound are mystically easier to fulfill and karmically rewarding to keep, particularly when they are sworn

on something important or
powerful. However, this carries its own element of risk, for breaking them leads to equivalent punishment. Beyond that, you may make trades of or for abstract qualities or abilities and call those who have violated oaths or hospitality forsworn, even if you weren't involved, and have karma punish them in a manner you see fit, or offer succor and forgiveness from this in exchange for boons and service, in the same manner practitioners and Others often do, though it carries an element of risk - such an accusation rebounds upon the accuser if made unjustly, and magical beings can argue their case if they know to. You are also a master of negotiation, technicality, and lying by omission. If you can lie, you'll make for a fantastic diplomat.

Lighthouse Training (100, free Witch Hunter)
You have a basic understanding of the various techniques that Witch Hunters commonly use to detect, combat, and police practitioners and Others. This mostly means basic detective training - with a quick update for practitioners and Others - as well as some pretty serious combat training.

Identity Protection (200, discount Witch Hunter)
It's bad enough when someone steals your credit card information, but if they can buy your name, you're in real trouble. These can be the most insidious attacks in your enemy's arsenal. Fortunately, you are immune to the worst of this - you can still lose your personal relationships and may even be forced to endure long-term possession, but you don't have to worry about your own magic regarding the possessor as "you," nor will you have to worry about having your personality erased or degraded, your memories stolen, being karmically blamed for things you didn't actually do, or being permanently spiritually reduced, as you are immune to these. Even major pollutants of your Self have only temporary influence, and minor ones have none whatsoever. You might come onto the very verge of being a Vestige, but eventually you shall recover your essence. Always.

Not So-Obvious Traps (400, discount Witch Hunter)
You have a certain knack for spotting traps, verbal, magical, and otherwise, even when you aren't on alert. You'll never accidentally give your ally away to a predatory Other just because they seemed nice, and you will only very rarely walk into an ambush.

Designated Hunter (600, discount Witch Hunter)
You come from a long line of witch hunters and the spirits know it. When you go prowling, the universe itself will guide you to your target and your evidence as directly as possible, and you are supernaturally talented with bladed weapons. Furthermore, you have a knack for identifying magics and Others and the weaknesses thereof, and when magic is used against you it is substantially less effective, and weaker spells often fail outright.
Other Species (Other only.)
You may choose any form of sentient Other that exists in Pale's universe. Price is determined by the average power level, cosmological significance, and how many restrictions it places upon your behavior. However, since classifying Others is often a fool's errand, you may purchase multiple species.
Below Average (+100 / 50) Nosfueratu, Revenants, Vestiges, and fairies. You only gain 100 CP for the first Below Average species you purchase. Further purchases of species are 50 CP.
Average (100) Goblins, dogs of war, and faeries.
Moderate (200) Giants, Hags, psychopomps, and Boogeymen. Greater (300) Djinn, cherubs, sphinxes, and Alabasters.
Greatest (400) Very minor gods, angels, Incarnations, and Primevals.

Practices
Each school costs 100 CP for enough education and skill to perform the school's basic practices, 200 CP for proficiency born of several years practice, and 300 for mastery enough to perform it at the highest level. Wildbow adds new schools from time to time, and it would take too much time to list and describe them all, particularly since they are generally not completely discrete categories, so if you find one you like that isn't here assume the same rules. The only exception is Diabolism, which is flatly not available for purchase here. Besides the obvious benefits, those with the relevant perks for schools are capable of adapting their school to the symbolism, culture, metaphysics, entities, conditions, and resources of new worlds quickly and easily. Additionally, those that purchase any of those practices that deal with specific types of Other, phenomena, or realms, to the point where it would be largely or completely impossible without them (Examples of this are Necromancy, Historics, and Finding respectively but not Summoning,

Hosting, or Astrology) but cannot or do not create them by default (as City Mages do) are capable of finding the relevant Others, phenomenon, and realms in later jumps and worlds without equivalents simply by looking for them as they would in the Otherverse. Be wary of this, however. Others can and do still evolve in other jumps and worlds, to a lesser extent. What started as a ghost won't grow into an Incarnation outside this jump (not without a whole ecology of this world's spirits or intentional action) but it could still gain many of the traits and powers of one over time and become a very atypical ghost, it'll just still be a ghost, to the extent that Others are species and not individuals. Also note that having the same name is not necessarily the same as being an equivalent, though it certainly helps.

Practitioners and Wild Practitioners each gain basic Summoner, Binder, Warden and Second Sight for free, as well as 200 CP to spend on this section. If Others purchase from this section they will be extremely odd, but still capable of using that school of magic. If the Aware do so, they can also use that school, but should beware that their magic is weak and maintaining that status while practicing is both dangerous and difficult - most likely they'll Awaken "raw" and become a practitioner, screw up and become an Other, or screw up
and end up dead.

Astrologer - Astrology focuses upon building up power over a long period of time using precise rituals and often astrological events. This allows them to maintain vast areas of land and produce a wide
number of effects but makes their magic much slower than most practices.

Alchemist - Alchemy is used to produce potions and other consumable substances and objects using in-depth understanding of magical materials and their interactions. This makes it versatile and allows it to produce deeper effects than most magic, but is time consuming and expensive.

Augur - A form of magic revolving around acquiring knowledge of the future through a variety of means, but all come at the price of making the foreseen future more likely and risking backlash if they try to avoid it.

Binder - The magic of restricting and controlling other or Other beings, binding is one of the core arts of practice, and every practitioner has at least a basic understanding of it. It operates by
altering the connections between things to metaphorically "tie targets up," and on the high end can not only outright control the target, but also be used in a number of unusual ways, such as rewriting history to insert someone into a family, in both

the past and present.
Blood Mage - Despite the name, blood mages need not work with blood. What is important is that they make personal sacrifices, usually in the form of lives or bodily fluids, to create objects of power which can, in some cases, act as additional Implements.
Chosen - Chosen serve greater powers, often gods, and are given thematic but personalized magic items for overcoming adversity. Eventually, Chosen learn rituals that invite challenges from their patron, which can be completed to upgrade or expand their
repertoire. However, when a Chosen fails such a task, their patron suffers for it.
City Mage - City Mages and Nomad Shaman create and work with the personifications and spirits of places, for a wide variety of usually-subtle effects based around the environment and movement.
Cultist - While Cultists draw upon a variety of sources, they are defined by working and bargaining with taboo and dangerous entities and powers such as forgotten gods, paying great costs and exposing themselves to great risk in exchange for equally great rewards. Survival is a constant balancing act, as their "patrons" rarely hold any particular fondness for them. The knowledge available for purchase here is that of Marie Durocher and is focused upon Primevals and pre-human divinities.
Draoidhe - Also called druids or callers, draoidhe invokes ancient powers like nature spirits, and works by starting small and working the way up to greater forces via small steps and small favors.
Generally a caller will have one specific, major patron that they will only rarely interact with, instead working with the various entity's under that patron's umbrella. A comparison has been made to having a working relationship with the local kingpin; stay in their good books, do them an occasional favor, and the flunkies will be happy to help you. Fall out of favor, and you'd best regain it while you can, or get running.
Elementalist - Elementalists work with the most basic types of spirit, the elementals, who are usually composed of the classical elements, but not always. Generally, they are bound into physical objects which confer benefits upon the holder, and released or invoked upon a later date.
Enchanter - The magic of manipulating connection to manipulate the world. Most of the time enchanters use the connections between people to affect perceptions

and relationships, though there are
many other uses besides that, from navigating a maze up to and including teleportation.
Evangelist- The opposite of Diabolism, Evangelism centers around working with the forces and powers of Creation, making it one of the strongest and most absolute forms of practice, even when it does not directly interact with angels (which is most of the time), but also one of the most personally costly, as angels regularly demand Evangelists swear new oaths in return for favors and action.
Fae Walker - Humans can use Faerie magic like glamour, but the greatest dangers are always its teachers. While it is as weak to bluntness and directness as the Others it conjures, in a competent practitioner's hands it is possible to acquire enough glamour to rewrite reality, if believed.
Finder - Formerly known as Dreaming, Finders or Chaos Mages focus upon things that have become untethered from reality, the space between realms, abstract Others, and the Paths, which allows them access to a wide array of situational but potent boons.
Goblin King - A school of magic revolving around the binding of goblins either as servants or as tools. Its primary focuses are on getting in the enemy's way and accumulating surprisingly versatile objects.
Liche - Heartless magic focuses on transforming the practitioner into an immortal through a variety of means, and then mitigating the drawbacks that come with it. There are a variety of means, from becoming an Other outright to placing one's heart within a box and hiding it away.
Heroic Mage - Heroic Mages call upon a special variety of ghost known as Heroic Spirits, which are spawned when people become famous for specific feats. Generally, such beings reside within the annals of history until summoned. The most powerful of such entities are generally already claimed in this world, but even a local figure can be a valuable resource, and the same will not hold true elsewhere.
Host - One of the oldest forms of practice in the world, Hosts invite Others, even physical ones, into their bodies and grant them shelter in exchange for some of their power. While there are many techniques and rituals to mitigate the associated dangers, including exorcisms, there is really no getting around the fact that possession is their stock and trade.
Illusionist - Illusion magic manipulates the perceptions and senses of others. Even

magical sense can be fooled, with enough skill. It is
not hard to hide the side effects of one's passing, as footprints are easy to hide, but illusions tend to fail the third time they're used, if they fail at all, and the illusionist must have someone's attention to redirect it.
Incarnate Mage - Incarnate practitioners work with Incarnations and the many Others that act as their servants and extensions like Dooms and Omens. Most chose to serve a single incarnation, but that is not
the only path, and while safer has its own downside in the form of an aura of their patron's concept that can follow them around.
Item Crafter - Sometimes confusingly referred to as Enchantment, Crafters focus on the creation of supernatural items through a variety of means, whether creating it directly via immense expenditure of power, etching it with a diagram, or sealing an Other of some kind inside of it.
Law Magus - Law mages work with the fundamental architecture of practice and the basic assumptions of the universe, which mostly means working with spirits as a whole rather than individually and as such they possess the capacity to alter the spiritual laws of the universe over time and create widespread and permanent effects, but are usually limited to imposing restrictions that alter an individual's karmic balance and must keep their own karma high if they intent to continue practicing.
Necromancer - Necromancy is a school based upon utilizing souls, psychopomps, the dead, and the undead, such as ghosts, revenants, banes, vampires, and vestiges. At a higher level, they may take on ghostly traits, and become sensitive to nearby changes and damage
to reality. Necromancers who specialize in ghosts and wraiths are referred to as Valkyries and Valkalla.
Oni Mage - The Oni are a faction - not a species - of Others that hoped to break away from human and practitioner rule and drive off humanity. This failed, but the Oni still exist as a collective of Others with disparate and blended natures and abilities. The practitioners that serve and learn from them are masters of traps, surprises, and misdirection. Tellingly, Oni magic is one of the only practices that gets stronger when it defies pattern instead of following it.
Priest - Some of the devout choose a single god to dedicate themselves to, others come to worship a pantheon and invoke different names as needed. Either way, priests make sacrifices and further a god's agenda to build up favor with them

before requesting aid. Be warned: your god may be benevolent, but their miracles are at their discretion, not yours. See Notes for some details on the former path.
Scourge - When something loses enough of it's connections, it can fall through the cracks in the world, into the Abyss, reality's underbelly. Forgotten gods, old Others, and formerly-human boogeymen inhabit this vicious realm, and can provide a variety of services that reflect it.
Second Sight - A basic ability of all practitioners, Second Sight - or just The Sight - allows for the perception of all things magical. At the lowest level this means seeing spirits and the various spiritual connections created by the social, emotional, or metaphysical bonds between people and objects. As proficiency grows, finer details become discernible and more information becomes visible. The Sight can generally be toggled at will, but overuse can lead to it becoming stuck on, permanently, and the practitioner risks losing their grip on normal reality altogether.
Sealer - The very practice that Solomon used to construct the Seal that bears his name, Sealers are closely related to Wardens and Binders, and work by predicting their adversaries' likely moves ahead of time and preparing accordingly, creating restrictions and automated punishments for violating them. At higher levels, a restriction can be made self-enforcing and will resist being broken, but this is temporary and eventually it will fade into a more normal seal.
Summoner - One of the most versatile schools of practice, summoning involves conjuring or creating Others and bargaining with them. All practitioners have some understanding of summoning, but a specialist works with a wide array of different Others with distinct and strict ritual requirements, giving them an eclectic but flexible array of options. At the highest levels, it is even possible to create Incarnations and some of the other Greater Powers.
Shaman - Shaman form contracts with spirits and provide service and sacrifices to forward their associated concepts in certain areas and gain favor from them in turn, often resulting in subtle effects
upon their surroundings. They also have influence upon and can enter the metaphorical Spirit World.
Sympath - Sympathetic magic exploits connections and similarities to cause one object to mirror another. On the basic level this is as simple as drawing a set of runes upon one, listing three similarities between the two, then providing a small amount of power. However, using the same similarities repeatedly becomes

dangerous, and while it is possible to slay your enemies by setting a doll bearing their image aflame, that is an advanced technique,
Technomancer - Technomancy is essentially a variant of Astrology based around combining magic and technology, which can have a
vast array of effects, but necessitates a constant struggle to stay relevant and at the bleeding edge of technological innovation.
Warden - One of the most respected forms of magic, Wardens focus upon constructing barriers both mystical and metaphorical using totems and regular rituals. All practitioners have at least a basic understanding of warding, but specialists can create wards so complex that they resemble computer programs.
Companions
Import (50) Import one preexisting companion. They get an origin and 600 CP to spend.
Familiar (300, Discount Practitioner) You possess a lifelong mystical bond with an Other, created through an important ritual. This means that you can draw power from one another and will always be a part of each other's lives. They possess two forms, one
of which is an animal. This link can have a wide array of effects, but in your cases it will not allow control over the other, only relatively minor influence, on par with a few glasses of alcohol. By default, this is an Average Other, but you may pay the appropriate amount of CP to upgrade them or by Other discounted perks and items for them. The nature of this bond means that they can be imported into all future jumps for free, gain 600 CP to build themselves, and don’t count towards your maximum imported companions. This Other can be someone you meet in this world, or a prior ally you’ve brought along.
New Companions (100) You may choose to take any one person with you from this world. If you are a Wild Practitioner, then each member of the Kennet Trio is discounted for you.
Items
Destroyed items respawn after a week and items that are lost or sold are returned to the warehouse after a decade or the next jump.
Basic Texts (100, free Wild Practitioner) A small collection of books that act as a FAQ for the supernatural world, Others, and practice in general, which also contain an Awakening rite and a few basic spells. These books will update in future jumps to contain the equivalent information.

Mask and Outfit (200, discount Wild Practitioner) One of the Kennet Trio's "tricks" is that they Awoke in disguise, and together. This means they are strongest together, in those disguises. This is your's. It consists of a hat, mask, and cloak or equivalent, all of which have been decorated with a number of symbols. Wearing them makes your magic substantially more powerful, even that from other jumps.
Kennet (400, discount Wild Practitioner) Yes, the very same. You may carry the town of Kennet and all its citizens and Others with you into future jumps, seamlessly inserting it into the history and setting of each world. Besides letting you carry your allies with you,
this ensures that there is at least a small space in each world where the Otherverse's metaphysics and preestablished patterns have primacy, which will make your practice safer and more reliable.
Legal Identity (100, free Aware) You are an actual member of society, legally speaking. You have a birth certificate, dental records, and drivers license, all of which are in the various electronic systems used to check such things. It's all pretty bare bones, but legally, you exist, and can prove it.
Day Job (200, discount Aware) Not an actual job (you're a jumper) but you have a steady source of legal weekly income equivalent to a 9-5 wage slave job.
Apartment (400, discount Aware) A small apartment, fully furnished, that you'll never have to pay rent, taxes, or basic amenities on, nor will anyone try to take ownership of it from you. Again, nothing too special, but it's a roof over your head with heating, AC, running water, and electricity that you can bring with you from jump to jump.

"Dog Tag" (100, free Other)
Lots of Others produce resources or objects that practitioners like to use, but that does mean that practitioners are the only ones who use them. For instance, dogs of war have dog tags that can summon them, and faeries can lend out their glamour. You may pick one form of Other-based consumable item, including the above, to have a small but steady supply of.
Even if you don't use them, you gain a new one every month. Can be purchased multiple times, but only the first is free for Others.
On Jumpers (200, discount Other) Being an Other doesn't come with an instruction manual, except, evidently, in your case. This self-updating book details all of your abilities and weaknesses, physiology, mystical extensions thereof, and

even provides methods of self-improvement, identification, and measuring the charges and cooldowns of your abilities and perks. I suggest keeping this out of enemy hands, but in yours it is a potent boon.

Seat (400, discount Other) You possess a mystical position that gives you authority over a wide area. Whether this position calls you to slay the wicked or consume the innocent is your decision, but either way you possess a small extra-dimensional realm you can freely enter and exit, and the ability to influence and manipulate the laws of karma within your domain. When you perform your duties,
you are appropriately compensated with power and karma. This is not a literal item, but it can be treated as such, even set aside if you desire it. You gain a new location to preside over in each jump or world.

Personal Library (100, free Practitioner) A collection of texts detailing the common schools of magic this world has to offer, with a particular focus on your specific practice and related Others. This collection is large enough that a beginner could totally master their school of practice without additional sources.

Implement (200, discounted Practitioner) A high quality object of your choosing that you have infused with a great deal of power directly after a great achievement. The form of this object grants it a number of powers and mystical associations while in your hands. It cannot be trivially lost or destroyed, nor can it be given away.

Blue Heron Institute (400, discounted Practitioner) An Ontario school for practitioners that teaches a wide variety of magic to its students with 50-60 students. Taking this item inserts it into future worlds, inhabited by NPC teachers and students who possess a wide array of the Practice perks at a variety of levels (including the ability to "find" appropriate Others) and have already adapted their practices to said world and either bound or contracted a variety of local Others or local equivalents. If desired, you may choose to exclude any schools of practice you desire from their repertoire and curriculum as you insert, in case you don't want to subject innocent worlds to the horrors of the Abyss or the Primeval Beasts. These NPCs are not necessarily loyal exclusively to you, but will always allow you to take advantage of their library, classes, sleeping quarters, ritual space, and dining hall.

Silver Bullets (100, free Witch Hunter) You have a replenishing cache of blessed silver weapons, both blades and bullets, and a few

guns of various sorts to fire them, enough to arm a small squad of witch hunters. Almost any Other that isn't specifically associated with silver will find this harmful, as will non-Other paranormals.
Hunting Manuals (200, discount Witch Hunter) You possess a small library of texts on common magic and Others. Unlike a practitioner's library, instead of instructions on performing magic and using Others, these serve mostly as extermination guides, warning you of their capabilities and informing you of their weaknesses. Updates each jump.
Magic Permits (400, discount Witch Hunter) A Witch Hunter needs weapons, and unfortunately there's a lot of paperwork to be done before you can carry a loaded shotgun around in public, if ever. Fortunately, you have these slips of paper, which are a gift from a Greater Power and more than slightly magical. Their effect is simple; you may carry any man-portable, none-artillery weapon
loaded (though not cocked) anywhere you please, without anyone caring or any legal repercussions, except onto government premises, in the presence of high value targets, and anywhere where people are specifically disarmed such as a prison or airports. Even a god has their limits.
The Lighthouse (600, discount Witch Hunter) An answer to Blue Heron School, the Lighthouse is an academy for witch hunters, with roughly twenty five trainees at a time. While it is smaller, it makes up for it a variety of resources to help it police practitioners and Others of all sorts, including connections and alliances with the local police, other witch hunter groups, and even some practitioners. If you hang around here potential assignments, complete with equivalent rewards, will often appear. The Lighthouse receives equivalent connections in every jump it is imported into, and it's library will update to match. Anyone trained here will be able to make use of blessed silver weapons, as detailed above.
Drawbacks
You may take up to five drawbacks for extra points.
Previous Pacts (+0) If you have done the Pact jumpchain, then you may have this jump take place in the same continuity. This does not count towards your drawbacks limit.
Teenage Angst (+100) Forget whatever age you rolled, because now you start somewhere in the 13-15 range, and you're going to have to go through all the joys and emotional tribulations of puberty.
Poof Pale(+100) To err is human, which you might not be, but you're going to be

erring anyway. Inevitably and periodically you're going to say something insensitive or offensive completely innocently during the course of normal conversation, at no real fault of your own. Like when it happened to wildbow, most people are happy to just forgive and forget, if you correct yourself, but it's going to be awkward and unpleasant and every once in a while someone will bring it up, which will be just as awkward.

Procrastinating Perfectionist (+100) Like this document's creator, you are something of a perfectionist and often procrastinate when the deadline isn't nearing. This won't slow you down much in matters of life and death, but otherwise there will be some hiccups in general life and education.

Forsworn (+300).You made an oath, and you broke it, and the spirits noticed and punished you for it. You are not so accursed as Charles Abrams, who lost the practice altogether, but your local powers are significantly weakened and the spirits scorn you, leaving you with a helping of bad karma, meaning persistent and periodic bad luck. Perhaps if you work at it, you can be free of this before the decade is out, but it will be long and hard. If you are lucky, a Judge may be willing to see your case and give you some leeway, but I wouldn't count on it...

Sealed by Solomon (+300) You have been subjected to the Seal of Solomon, a nearly-universal set of precedents and laws Others and practitioners are forced to obey or lose power and karma. You cannot lie or steal, and the Innocent are protected from you. Any attempt to spread knowledge to them or interact with normal society on higher levels also faces significant karmic pushback. Mandatory for Wild Practitioners, non-Boogeymen Others, and Practitioners for zero points. This does not count against your drawbacks limit.

Poor Home Life (+300) There's no easy way to say this, but your home life is a trainwreck. If you are a child, then at least one of your parents is abusive, and the other is distant, neglectful, or just plain not there. If you are an adult, you are in an abusive romantic relationship. Either way, it will be a titan's task to escape or repair this situation, and no amount of mind control or other powers will help.

Growing Up (+300) You're not exactly naive, but you inexperienced. Like the Kennet Trio, you are unused to dealing with high stakes, cutthroat situations in life, and you're going to run into at least a few before you're

done here.
Murder Mystery (+300) Someone's died, and for some reason you're the investigation team. Without your input, the murder will go unsolved, and the mystery will stretch your abilities, no matter how great they are. If you cannot solve it by the jump's end, you chain fail.
Bad with Labels (+300) Do yourself a favor and don't try to figure out what kind of Other you're dealing with, because whenever you
guess, no matter how much you know you'll always be at least a little off. You might mistake an Incarnation for a god and an angel for a Primeval.
Enemy Practitioners (+400) There is a family of practitioners out there, somewhere, that dearly wants to see you bound or destroyed. They have vague knowledge of your current location and out of jump abilities, and in depth knowledge of your in jump abilities. You know very little about them, including what schools they practice besides binding, or how many of them there are.
Bindable (+400) Any perk, power, or item that would make you immune to mind control or bindings is sealed for the jump's duration, though those that confer mere resistance remain. If you have no such perks, then you are simply much easier to bind or control magically than you should be, and are notably susceptible to possession.
Patterns and Precedent (+400) Supernatural things get stuck in patterns more easily than ordinary things, often changing to fit those patterns or grow weaker when they break them. While normally your out of jump abilities would not be bound to this rule thanks to their foreign nature, they now are, and while this will sometimes play out in your favor, it means that they will never be totally reliable and it will tend heavily towards the bad, never making them significantly stronger or more powerful unless that would harm you. Furthermore, items, abilities, and your inner nature can be permanently weakened or altered based on circumstances you aren't even necessarily aware of, without your knowledge. For instance, a power you use often may become both stronger and more uncontrollable.
Post-jump, you may reset all of the above to their pre-jump state. For an additional 200 CP, which doesn't count as an additional drawback, all your abilities have been further integrated
with the Pale cosmology and can have major repercussions and side effects not based on their own mechanics.
Powerless (+600) All of your out of jump power pools are now gone or

inaccessible. Whatever abilities you have are still there, but if you want to use them you'll need to scrounge up power the same as anyone else here, assuming it's even compatible. Even those that don't usually require any energy from you will now, with the notable exception of sensory abilities.

Endings

After a decade in this world, you face another choice: Go Home: Return to either your original home world or a previous jump of your choosing, with a refresher of your memories as a bonus.

Stay Here: Remain in this world, forever, and enjoy whatever you've managed to build.

Move On: Go on to another Jump to whatever wonders, dangers, and rewards may or may not await you there.

Notes

Pale is the fifth novel by wildbow, and is set in the same universe as Pact, six years later.

Practice and Others are defined by precedent and patterns. Outside of the Otherverse, neither will be binding except when it comes to the abilities you acquired here and when specifically invoked (spirits optional, effects and risks guaranteed), so you don't have to worry about being forced out of political positions by virtue of your magic, though if you are a Doom or Omen you'll still cause and be attracted to disaster. This trait - and karma in general - can be suppressed by suppressing your abilities via the various perks that do so.

There is also no Seal of Solomon, no Innocence, no separation of ordinary and , outside this jump. Practitioners and Others are still beholden to oath, debt, and deal, however, as that seems to be an inherent part of their natures, and (eye for an eye) justice,

hospitality, fair play, reciprocity, and laws against permanently damaging the universe also continue to hold sway over karma outside this jump, presuming of course that you are an Other or practitioner or have purchased Karmically Blessed, but lying, stealing, acquiring large amounts of magic without working for it, and getting involved with the ordinary world are all acceptable, and by default you won't have to worry about it conforming to local social norms outside of those, unless you're a Law Magus, decide that it should, and then put in the work to make it. You also won't have to worry about spontaneously creating Others unintentionally or falling through the cracks into the Abyss because you don't

have enough friends or only being able to own so much because you're not human or whatever. Such phenomena are inherent to the mechanics of the Otherverse and aren't brought along when you leave it. Call the connections you see elsewhere the Sight's way of interpreting reality rather than an objective representation if you need to - though you can still manipulate them like they were true spiritual connections, usurpation included. Magic still works, including the Awakening if you want to "share the love" (even if you alter it so that the user can keep lying and stealing and interfering, though keeping to oaths is non-negotiable without jump fiat) and the other powers that are technically reliant on the preexisting ecosystem like psychopomps creating revenants, but outside of it the metaphysics and mechanics are left behind if/when you leave, and if you want to let others in on the Other "finding" power you'll have to use a perk-sharing power - and have the perk yourself. Summoning, binding, warding - can be taught just as easily as it can here, and Others can still reproduce just fine, including turning humans or practitioners (accidentally or otherwise) turning themselves into Others, their powers work fine, and they can even form new realms under whatever circumstances they normally would.

Technically-not-shamanism practices, techniques, and powers, such as the basic four, Astrology, Law Magic, War Magic, Awakening rituals, etc are not dependent on spirits outside this jump, if purchased, but otherwise still work, and can even be taught to other practitioners. For example, you'll still have to deal with karma elsewhere if you're a practitioner, Other, or have taken Karmically Blessed, but it's buildup, good or bad, doesn't transfer between jumps, nor do oaths already sworn, and without the Seal of Solomon it shouldn't be too bad. The same goes for recovering your Self and being an Other in general, only you won't have to buy those.

Practitioners - and some Others - can always learn to manipulate and use phenomena in ways outside of purchased schools - if you buy binding then you can learn enchantment and sympathetic magic, for instance, because all three are reliant on connections. Those phenomena just need to exist. Equally, practitioners can invent schools to take advantage of the supernatural phenomena and metaphysics of other jumps, you just won't have the fiat-backed guarantee they'll carry over to equivalents or future jumps or the ability you'll be able to adapt them quickly and easily. Anyone with the four basic practices (Summoning, Binding, Warding, and Second Sight) as well as Law Magic and either Astrology or

Technomancy can probably perform just about any form of practice that would normally be reliant on the general ecology of spirits outside of this jump, such as the Awakening Ritual, War Magic, Doll Making, Heartless, Illusion, Item Crafting, and Blood Magic, but it'll be at least slightly weaker until the universe accepts that you are supposed to be able to do that.

Any Other reliant on specific, naturally occuring, supernatural whatever whether as a diet or as part of some defining behavior can find them in the same manner to the same extent practitioners can, to the same effects. For instance, a psychopomp can find souls to
send on to the afterlife even in worlds without either, though see below about what will result.

Tl;dr Leave the baggage, keep the power.

Dabbler does not remove caps on how powerful any of your mystical abilities or magic systems grow, how advanced or potent those you gain can be, or how much energy you can accumulate or utilize - those limits remain, but any that would prevent you from getting
abilities and spells can be ignored. Examples include the complex chart Mage the Awakening uses to determine how many dots of each Arcana you can have based on your Gnosis - with Dabbler you could become a tenth degree Master at Gnosis 5, maybe 6 to get your Inferior Arcana to that point, but not at Gnosis 1. Equally, you could go to the Stormlight Archive, gain ten Nahel bonds, join all ten orders and use all ten resonances without issue,
but you wouldn't be able to swear a Sixth Ideal for any one of them and you'd need to convince ten different spren to bond to you and become the kind of person who can actually swear all those Ideals, which will be its own set of ordeals.

Alternatively, sorcerers in Skulduggery Pleasant lose most of their powers after undergoing "The Surge," which amplifies one that remains. With Dabbler, you can keep your flexibility and still have one of them supercharged. You could even pick many powers from a given jump document that mandates only one is allowed. It does not, however, deal with any incompatibility issues.

Solomon's Protection uses the same set of rules for what qualifies as "legitimate" as this universe does, by default, but in jumps with their own metaphysical, spiritual, or magical laws of morality it will adhere to the local rules.

If purchase Chosen, Harbinger, Draoidhe, or go with the single-patron version of the Incarnate mage or Priest practice, you're guaranteed some version of your

patron exists in every other jump, complete with, in the case of a god, a following (possibly in a personal realm) rather than those Others in general. Whether that means (one of) the local pantheon(s) has a new (minor?) member or there's an Otherverse god running around an otherwise godless universe is context dependent. If there's already a local version of your patron, your magic automatically hooks up to them as a benefit of specialization, and they will feel obligated to at least humor you, unless they're actively hostile by default, but depending on their natures and feelings on humanity - or whatever you are - it might be much easier or much harder to build up favor with them and elicit effects. What happens if you've got a companion (or even a follower) version of your patron- imported or otherwise - or are one, or if there are multiple native versions, or if the local equivalents that aren't "really" gods or whatever by local standards a la Stargate
or His Dark Materials, or if they are merely a facsimile or pretender and no a version of that entity, or if their existence is deliberately ambiguous is up to you, even on a case-by-case basis. All of the above also applies to Chosen, Harbingers, Incarnate Mages, and any other practice that goes or can go down the single patron route.

More broadly, certain limitations upon behavior Other-equivalents from other worlds may possess can be circumvented by an appropriate fiat-backed practice. If there's some kind of balance or treaty between two sides preventing either from interfering, or the god or whatever cannot interact with the mortal world due to agreements, distance, blockage, the mortal realm's hostility to them, or a lack of sufficient precision to do it safely, all of these issues will be dealt with by the Benefactor, but there are still limits in place - you'll have at least as much strength as you did in the Otherverse, possibly as much as a very powerful local magician, depending on
the details, but just because, say, Dresdenverse angels - many of whom are galaxy busters, and well beyond anything else in their setting - aren't totally bound to the balance between Heaven and Hell when lending their aid in accordance with your rituals, and won't create imbalance in doing so, doesn't mean that you'll have full access to their overwhelming power just because you practice Evangelism, and there will certainly be a whole lot of jumping through hoops and paying of prices to actually use it, so you won't be able to totally stomp the setting, but you'll be a major power, as Dresdenverse wizards go. I'm gonna ballpark it and

say I’m imagining Senior Council levels at average proficiency and Faerie Lady at mastery - when you can manage to use it and are willing to pay the price. Beyond those general guidelines I’ll leave the details to you.

The availability and strength of mystical or magical power in later settings will have effects upon the strength and flexibility of the

Others you locate (read: subconsciously, retroactively create) in other Jumps using the Practice perks, as well as your own magic and the requirements thereof. Assume that the Otherverse is the baseline.

Be warned, if you seek out or use enough perk-”found” (semi-)spontaneously-generating Others, realms, or phenomena like ghosts, spirits, and elementals or the phenomenon Others find as a consequence of their natures widely, frequently, and dramatically enough and they might start popping up on their own, at least in that area. Let that spread far enough and it might even start spreading on its own until they become a fixture of the setting, though if you have Law Magic you can theoretically manipulate that to either regulate it or speed it up. An exception has been made for shamanism and enchantment, as a mercy. Shamans will only cause this chain reaction if they actively want to, and only “pure” or general shamanism causes generalized spirits to appear and add this world’s metaphysics to that world wholecloth, and the limits of connection will not apply under any other circumstances. Derivatives of shamanism such as elementalism, druidism, and city magic will not. Yes, that means that you can bootleg souls and an afterlife (complete with the souls of the already long-dead) into existence where neither were just by practicing a whole lotta necromancy, intentionally or otherwise, or just by being a psychopomp and acting according to that role, but it will be a lot of work and by default you won’t have a whole lot of actual control over what the ultimate result looks like - influence yes, control no. Its development will start the moment a fiat-backed necromancer goes looking for souls, revenants, or psychopomps, or if the psychopomp guides their first soul across, but that kind of work is best suited for Greater Powers, particularly chthonic gods and I suppose some angels.

Karma, positive or negative, impacts one’s luck, charisma, and resistance to hostile magic and spiritual dangers of all sorts, as well as their ability to use their own powers, particularly the supernatural

ones, even more particularly the spiritual ones. Spiritual beings respond to it particularly dramatically. Anyone with

horrendous karma should expect to be endangered regularly even if the universe has to create spiritual and supernatural dangers wholecloth to make it happen.
Jumpchain by Ze_Bri-0n
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