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Introduction

This is a world where physics is modeled on the idea of a pendulum. In the first days when man roamed the world, there was magic. But after centuries of solely developing magic and ignoring technology, this resulted in tech waves times when magic would die and technology would be all that was left. This happened for years till magic disappeared for millennia. Now that Humanity has pushed too far in the direction of technology. In modern times when magic now comes and interrupts tech. These are known as magic waves. The world is based in the time when gods have woken up, mages roam the world occasionally and people are just waiting to see a dragon in the flesh. The story is centered on Atlanta and the politics around the first of the ancient sorcerer Roland's children in this age.



Location(Roll 1d8 for free or 100cp to choose)

1. Atlanta
2. The Keep
3. Wolftrap
4. The Midnight Games
5. Mishmar
6. Megabara Castle
7. Witchwoods
8. Free Choice

Race

Pure Human(0cp): You are a person with on specific affinity or talent for magic in this world. Where demons and gods walk the earth if only part-time.

New Magic(100cp): You are one of the first naturally born mages for thousands of years. You have notable magic talent out of sheer luck instead of the breeding programs of old.

Old Magic(200cp): You are from a line of those who have had magic in their blood since the last shift of tech and magic thousands of years ago.

Mythical Blood(400cp): You are inherently magic born to something more than human. It is a part of you like your hair or nails you might be able to survive in tech but it is less than pleasant.

Origin(Gender and age are free to choose)

Each origin can be taken as a drop-in representing an x member of the respective faction. You can be an x member without taking it as a drop.

Independent: You don't work for a big company or are a member of a notable organization except maybe holding a membership with the mercenary guild.

Law Enforcement: You work for some office organization funded by the government and may even have a shiny badge or title to go with it.

The Pack: You might be a were or re, late to one. You might even be an outsider that achieved friend of the pack status. In any case, your name is known to the pack and you might even be given the benefit of the doubt eventually if you prove yourself

Sharum: You might be a member of the people, the iron dogs, or perhaps you are special and were picked up and subsequently work directly with Roland The King. The closer you are to the sun the faster your wings will melt.

General Perks

600 Walking flair: You do not just absorb ambient power or generate your own. You are a nuclear power plant of magical power. It is not that your capacity has increased, just the amount you generate overflowed instantly even when you are empty. This is an endless fount of power. This power is so much a part of you that you can be prevented from casting magic. The spells you cast can be dispelled or countered/interrupted. But nothing is capable of stopping your physical capability to use magic no matter tech or magic. This saturated your environment to the point that it is equal to the time when gods roamed the earth at least in your immediate vicinity. This will quickly disappear into the environment. And given how volatile raw mana is there may be consequences from staying in a place for too long. But most if not all such resulting mutations will be indifferent to you if not positively inclined. This is a capstone booster see notes.

Race Perks

Racial perks are discounted and 100cp perks are free for their respective race.

Pure Human

100cp magical cunning: you can identify the purpose of a magical ritual by being exposed to the components such as sacrifice magic circles runes. This gives you no understanding of how magic works, just an instinct for a ritual, and with enough exposure, you can anticipate the next step to a ritual.

200cp Fey Truths: Magical creatures all have their strengths and weaknesses but when it comes to you all are like the fey any greater being then you will not lie to you and will keep its promises. This does not force it to do so with magical compulsion but it makes it so they do not wish to do so. Whether because of pride or something else.

400cp Magical Favor: The world of magic is dangerous, this just makes it less so for you. Magical creatures will be more positively inclined to you. For most monsters, it will make them not pick you to eat for one reason or another. For the more alien and benign it will cause them to overlook you or give you some small favor like letting you live in their territory. Then for the most benign of creatures, it will cause them to treat you like a cat might occasionally letting you touch them or bringing you dead things to eat. This will be very much based on their primitive logic so a creature's idea of letting you live in their territory might be less than ideal and a vampire's idea of food is blood. This will not change their nature just make it easy to live in a world where humans are a food source. This can be leveraged into a taming perk if you work at it but only goes so far.

600cp More brains than sense: Magic and tech are mutually exclusive but not for you. You specialize in making things that are not hampered by magic whether with magic or tech. This will work on anything from cars to buildings. At the higher points of your craft, you could make an entirely modern high rise that works perfectly during magic just by making magic think it was a rock with sufficiently powerful illusion or making tech that can manipulate magic such as draining it from an area.

New Magic

100cp Magic Trick: As a part of humanity that can use magic you can cast and sense magic. As an extension to this, you have a small trick you can do with magic whether lighting things on fire or talking to birds, or even possessing cats. something small that can be with minimal effect but with some effort.

200cp Dabbling: you have a talent for learning the lower-level powers of any style of magic. You can learn the fundamentals of any magic just by observing and can learn the simplest of spells with minimal instruction. Things such as cantrips and intermediate spells are within your grasp given some effort. Anything beyond that is all-natural skill and talent.

400cp Combat capable: You have the magical power and few years of training in a magical style to be combat-capable this will leave you stunted in the breath of capability compared to a real mage can achieve blasts of fire and combat regeneration are within your grasp and have been refined in your hands. (can be bought multiple times)

600cp Modern Ritual: Each age has its components and styles of magic. You don't need a cauldron or eye of newt, you need a walk and rosemary. This lets you cast any ritual using modern analogs such as a light bulb inside of a candle. If you need something like dragon scales or a person's hair you still need that. This makes casting things as a cheaper modern substitute more viable assuming it is not integral to the ritual. Also grants you access to modern feng shui to scale. This grants a sense for the energy flows and an instinct for the movement to achieve a purpose such as making a spell easier/more powerful to cast or making good luck be drawn to an area.

Old Magic

100cp Old Power: You have a useful but not overpowering ability that requires no effort or a very taxing ability that puts you on par with an action movie hero for a time. You are so beautiful people fall in love at first sight, You can see magic better than any scanner. Or you can become a monster stronger than 10 men for a few minutes, perhaps you can shapeshift a few times a day.

200cp Aged Power: As you age you grow in power this is quite slow after a century you will have doubled in power. Every year you grow in capacity 1% of your base power and every time your power doubles your current power will become your base power.

400cp Blessed Line: Your line has been blessed you can choose a minor blessing from a god of your choice. Something like fire resistance, inspiration, or lucky love life. You get a new blessing every jump.

600cp Family of Monsters: You were born a monster to a family of monsters. Your family has greater magical ability and capacity than most people. Your line is so pure that you can control your blood to make it into blades and armor. Your line is so long it remembers the first language and as an extension, you may learn it easier than most. Your lineage is one of the kings. You can claim land for as long as there are no powers that have made a covenant with the earth. If there is, you just need to destroy them.

To claim land you have a ritual that lets you claim all the land that the light touches. The magical spear of bloody light that is. This is best done on a high vantage point like a mountain or a tower. This gives you the ability to use the magic of every living being that lives on your land but this is forbidden for your role is to protect not take. You may channel power to the earth you have claimed

to invigorate it. And as a side benefit, it will make you magically charismatic for as long as you are channeling your power.

There is one downside to this: the shar it is a magical compulsion that will drive you to claim more land and provoke you to conflict with any being that has claimed land nearby.

Mythical Blood

100cp Creature Blood: You were born with unnatural powers because something in your family tree was not human.

Congratulations you now have a mystical and mundane talent for whatever your parentage is famous for. If you are of the Sealy fey you are good at fire magic and have green thyme.

200cp Human Trickery: Some are stuck in the altered form that their parents gave them like ghouls or they will be human during tech and monsters during magic like banshees. But now you can like a lycanthropy shift between your 2 forms and eventually mix and match to achieve a warrior form equivalent.

400cp Will of the King: Some creatures come with impulses or instincts that are pleasant then pleasant you can now turn them off and use them when they are convenient. You also have the willpower to endure them for the rest of your life and not give any sort of hint that you are anything but human. Even implanting yourself with basically what is fire to your kind is just notable because you had to do surgery on yourself.

600cp Apex Predator: You are no longer just a half or quarter whatever your lineage you are a pure breed and have been blessed in addition. This means you are greater than the rest of your species in every way and they know it. You are faster, stronger, or magical in every way. They don't just acknowledge your power, they will seek you out leadership and crown you king whether you want to be or not. You are just short of a god to them but if you wished you could become one with just a little effort. Remember, being crowned and holding power are different things.

Origin Perks

Independent

100cp Criminal Insight: You can gather evidence, find clues, and make deductions. This is a criminology degree but based in your gut not on paper.

200cp True History: You can puzzle out both facial and unless accounting from any retelling of an event the more points of view and information the better this works but you can not tell when people are lying just get a real idea of the true story behind a recounting.

400cp WolfHound: You have been trained in the skill of murder you can look in a room walk away and shoot the people in the room in the head through the walls. You can enter any environment and come out on the other side 3 weeks later without a trace and fatter than when you went in. You were trained in self-sufficiency, murder, weapons, murder, self-defense, and murder.

600cp Tongue of Babel: You have a skill with words and language in specific so good you have learned to use just your words and with it, you have built up an affinity for the language of power. The language is so old it is the written/spoken form of magic. To know work in this language is to own it completely. To learn more is to speak the word after it tries to kill you. To use a single word takes more magic than a normal person has and results in effects of the same scale. Total control of someone's body, driving everyone in range mad with fear, making an army kneel, etc. You know 3 words.

Law Enforcement

100cp Basic PT: You have the equivalent of SWAT training from one branch of law enforcement. And the gains to go with it.

200cp Med Mage: you have been trained in both regular medicine as well as that of magical treatment. You have spells for regeneration, mending bones, and the like with enough medical knowledge to use it and support it with modern techniques.

400cp Shake and Bake: You have been trained in the art of magical containment, analysis, preservation, destruction, and research. This lets you identify the origins of a magical effect, seal, study, and purge the effect if necessary.

600cp Knight _____: You are a highly trained member of the order that has been trained for a decade or 2 in one field to be the best in your chosen field. Want training in being an infiltrator you can, want to be a murder hobo they got you covered or want to be able to pick up a weapon and kill something 40 miles away you are good to go. The order has refined you into the best you can be in a single job and expected great things from you.

The Pack

100cp Bat Out of Hell: You can drive blind like a trained stunt drag racer. Able to navigate the most crowded of roads never going below the max speed of your vehicle.

200cp The bite: You can choose one animal to be a wolf, lion, etc. You can not choose a mythical creature unless you take Apex Predator. You will be able to shift between the forms within a minute and after trial and error achieve warrior from being able to speak within days of doing so. You will be a member of the local pack.

400cp Dog Whisperer: You have a knack for understanding all forms of animal communication, especially ungodly mishmashes. Then use the understanding to communicate whatever message you wish using the unique combination of methods to communicate. To the point, you could have a conversation with a mute tiger just by standing in the same place.

600cp The Game of Power: You understand the politics of both ego and power. People that command armies can destroy cities and have even larger egos. You know and understand how to control and manipulate them to your ends both individually or play them off each other for better effect.

Sharum

100cp Scouting Power Level: You know when someone is better than you is worse and just full of shit. Or even trying to hight their strength. The closer the power level is, the more detailed. If you are close you might know their power grows .001% on full moons and can be countered by making him sneeze. If you are in the same weight class you would know he is better than you .2%. This is all relative and will result in hard numbers, not percentages.

200cp Fashionable Necromancy: You have done the new thing you are piloting undead mindless murder machines called vampires. You project your consciousness into the mind of the undead resulting in potential brain death if you are killed in the undead without ejecting fast enuff.

400cp WarHound: You have been trained as a single combatant and as a general from when you were young. You have been cultivated to be a great hero general. You have been trained to be a great tactician and strategist from the cradle. You have both the ability and charisma to build an army from scratch. You can walk into a city alone and come out as a ruler of the city within days of entering.

600cp Lingering Power: You gain a staggering amount of power in comparison to full-fledged mages and talent to go with that power. When you cast a spell you can overcharge it to produce greater results. This is just a side product of this technique. The effect lingers in a lesser state but will last for years at the constant effect level needed on the input of the caster. It can't be dispelled; the spell will just come back within hours, maybe a day at most, to continue from where it left off.

Items

Items are discounted for their race and origin, the 100cp items are free instead of a discount.

Pure Human

100cp magic scanner: You get a magic scanner that weighs 50 lbs and is equal to a lab that was set up for the sole purpose of magic analysis. So basically you have a state-of-the-art magic scanner. But it is crap compared to someone that can see magic.

200cp Sealed Spells: This is an object that produces an effect and are power off ambient magic think a headed rock or an amulet that puts off the light

400cp Membership Pendant: This is a piece of jewelry that proves you are a member of the leadership of a very secret organization. Can be used for any organization. You are only a leader on paper. No one will know you but anything they do to check your credentials will check out you just will not know any password or anything.

600cp Magic Nuke: The bomb you are given is not actively a nuke just equated to one. You are given a bomb that will reach a range of 100km radius. All of the magic that will be in the range will be sucked into the device. As a result of draining the magic from everything in range. All living beings that have magic are likely to die if they are in the range of the bomb. The bomb can be reused after releasing the stored magic. Given the amount of magic that will be stored in the device the magic can only be released all at once into the environment and will equate to a magic flair even during tech.

New Magic

100cp 100 Acres Woods: You get 10 acres of woodland that you can do anything with just 2 things to note. 1 this is a magical forest so keep that in mind. Second, if you try to clear the forest or industrialize it. All of the structure and stuff will be destroyed and overgrown in days of beginning.

200cp Magic Focus: Focuses are not a thing that this world uses; what this does is gives you a device that lets you record a minor spell too and in doing so the device will let you use the spell a few times a day without casting a spell or touching your reserves. Think something like hovering your full coffee mug to you 10 times a day or punching a guy in the nose 2 times a day.

400cp Djinn Box: You will get the notes that were used to construct an extra-dimensional prison for a sand storm. The principles used to construct the container and rituals are explained and the use of the reagents are explained in depth. The only issue this is a base of the invoking of the Hebrew god to seal a djinn in the bones of his family. This requires faith, reagents, and principles that may not work for your purposes. But you can use this research as a jumping-off point to create extra dimensional seals similar to this device. This both gives you a head start and speeds up the research needed to adapt this to another system and circumstances.

600cp Cauldron of plenty: You get a black cast iron cauldron that is half the size of a human and equally as wide. This cauldron has several effects if a food is cooked will become magical it will only be slightly but it will help provide nourishment and heal the eater. If magical food is cooked then the magical effects are doubled. For 6 hours after cooking the food, the cauldron will continue to provide the food endlessly until the time has elapsed. After which all food

not eaten will disappear. If a potion is made in this cauldron then firstly you can scale the recipe up to as much as will fit in the cauldron with no effect on the potency or issues with the scale of the recipe will come up. All potions made in the cauldron are 3 times as strong and 1/10 the dosage to the cauldron provides 10 doses for the ingredients of 1.

Old Magic

100cp Emergency Escape: Vile of water from a very clean pure and safe lake in the middle of nowhere. You get a new vile every week.

200cp Magic Sword: This is a sword made of an unknown material it seems to be metallic. There are a few things to know about this sword. It is sentient but has a personality. It likes to kill the undead and will do so by liquefying all flesh that touches the blade doubly for undead flesh. The sword was very magical and very good for cutting through magic. Lastly, the sword needs to be fed once a week in several assorted minerals or undead being it is not picky what.

400cp IP Office: you get your own PI Office that makes enuff to keep it afloat in addition to anything you need to be done. Comes with 6 people to man the office and equipment for each of the high quality to the world you are one.

600cp The Skeleton: A 9-foot skeleton that is made of metallic bones and is saturated with magic. You could use it for regenerating crafting materials or harness the magic and turn it into a less than pleasant genus loci.

Mythical Blood

100cp Blood Sample: You get a sample of blood from any race of the world and any person you come in physical contact with. I Will update in other worlds and retroactively for the race alone.

200cp Blood Inheritance: You have a journal that explains all of your bloodline capabilities and how to train them.

400cp Bloodline Key: If you are a member of a race and someone of your race has made a gathering place. This key will let you bypass the wards and access the gathering places of your race. You can use any doorway to access any public gathering place of your race.

600cp Ancient Turtle: You have access to an island turtle that has a cottage on its back. The turtle can be entered and survived if done so the conversations within the turtle will be kept private due to the innate magic of the turtle. The cottage comes with a flying pestle and mortar. The cottage is also capable of moving itself due to its chicken legs. The cottage is a magical workshop and amplifier for things like potions, curses, and blessings.

Independent

100cp Auto Sign: You have a folder that will fill out any paperwork if it is placed within the folder.

200cp Slayer Sword: You have a masterwork sword made in such a way to make it magically tough and sharp.

400cp Bullet Station: This is a workbench that has all the tools you need to make your bullets for any gun and occasion. Need a silver-coated armor piercing 50 caliber bullet easily. Need a

subsonic 9mm that is made of glass and will explode into a cloud of iron filings done. Come replenishing materials every week.

600cp Independent Investigator: You get a super investigator once a year you can summon an investigator and give them a thing they need to investigate and depending on the size they will get back to you in 1, 3 days, or 7 days later.

Law Enforcement

100cp Standard law enforcement gear: A core protective gear, basic weapons, and support equipment.

200cp Armory: You will be given 1 of every weapon that law enforcement would have access to without needing to jump through hoops. Will come with 55 loads of ammunition that regens every day and will update every jump.

400cp Giant slayers: a quiver of 12 Level 5 Galahad warheads. These are magical crossbow bolts designed to kill the most magically defended creature. They will punch through magic defenses and shred actual armor before it will explode in the target. Acting as 10 claymores mined.

600cp Branch of the Knights of Merciful Aid: You have a branch of the government that deals with the supernatural world with overwhelming force and very well-trained members. That enforces their human supremacy on every job they take. The branch you have access to has 12 members whose contents you may choose as in specialization, not members. They will be integrated into whatever world you are in as a branch of law enforcement if only a small one. You will be given a position of authority in the hierarchy but will not have to do anything. Everything will be

handled by the other members. You can choose what jobs they take, expand their members and prioritize duties.

The Pack

100cp Silvered change: Cage 8 foot cubed coated in the elemental bane of the occupants. Able to contain anywhere a beast that will fit indefinitely guaranteed.

200cp Shifting charm: This is a charm that reduces the pain that will be caused by silver and will give people control over the shapeshifting.

400cp Panacea: This is about a supply of a gallon of panacea a week. A drug for shapeshifters that will make most of their issues with going loop and infinite mortality less of one. It normally cuts risk in something like half. This removes it entirely.

600cp Fortress: You get a giant fortress made with modern materials and techniques. It comes with supplies for a year-long siege and supplies to fight a modern war both magically and technologically. You can summon this into a new world when to replace an existing one you own or just in vacant land. Does not come with people to man the fortress.

Sharum

100cp Ancient vampire: You get a vampire that will docile follow you around the vampire is equal to one a century old. This vampire can't do anything but follow instructions like follow and stay. Its ability to be valiant was removed from it completely. Now for it to live or even function it needs to be piloted.

200cp Kings Coin: You get 100 pounds of a special form of electrum in whatever form you wish you will get a shipment of it again every

month. There is nothing magical about this metal to be clear. It is just a rare form of electrum.

400cp IronWolfs: You can summon a Battalion of 500 shapeshifters that are trained and equipped for specialized roles and trained. To use some amount of magic and modern technology. To fight effectively in a magical world or modern one. In both man and shifted form.

600cp The Tower: You get a tower that will follow you to other jumps. It will be the tallest building in the area it appears in. This tower will work as a center of operation. It works as a battery for any energy you possess and can use that power to broadcast any effect you can produce over the area you can see from the top of the tower. The more powerful and wider the reach the more power-consuming. Can hold enough energy to protect from a god-level threat that will assault the tower for 24 hours straight. The power is provided by the jumper in some way.

Companion

50 Import: You can import up to 8 and they each get 800cp

50 Canon: You can try to get a canon character as a companion this will give you a fair chance.

Drawbacks

+100 Standing Out: When someone is looking for someone or something you will stand out in some sort of negative way. So you will constantly be mugged and pulled over by police.

+200 Blood bond: you have been sworn to protect someone using blood magic. You will reflexively try to protect them and put yourself in front of danger. Locking them in a tower or putting them in a coma is a normal reflex.

+300 Inherited Bane: you have some magic creature in your blood you go to the short end of the stick and pick 3 things that burn you like acid or stop you from using all powers. The first 2 are things that can happen at least 12 times a year. So a knife forge on a full moon type thing. That last has to be something common like silver or iron.

+400 Trials of Depravity: Your powers and abilities for this jump are not accessible until you have filled a quota of depravity. You must commit 3 disgusting acts, 3 horrific acts, and 3 scary acts. These trials are personal but are known to include defiling children's income and the modulation and consumption of family members.

+600 Djinn Mistake: You have been sealed into an artifact and all of your powers are currently sealed. You are bound to the laws of this world which means all of your powers are magic. So no magic during tech and the like. To escape you must fulfill 3 wishes for a person using their reserves of magic. The weaker the person, the

lesser the wishes you can grant. As long as they think they have been fulfilled you are ok. So illusion and mind control is ok. You can only use suggestions on people so the strong-willed can resist. You can only use full mind control on someone when you have granted them 3 wishes. With each wish you gain more of that person. When you grant 3 wishes you steal the person's magical reserves and double them. You need 1000 people worth of magic. The more you grant wishes the larger wishes you can grant and alter the world around you. People can range from no magic to 100 times that of the normal person you can send the amount of magic someone has. Get out before the decade ends or your chain ends.

+600 Blood Cult: You have joined a cult that worships a bloodline. You have been part of the cult's sins when you were young, you are the first as a proof of concept. So you have been trained as an assassin and indoctrinated to kill or die trying to kill a member of this family is the only way to heaven. Did I Mention you have been bound to the bloodline so you must obey every order of the head of the family and any member can usurp his control and make you obey them easily?

Notes

Capstone Boosts

More brains than sense:

You do not make technology anymore you now only make magitech. Anything you make will come enchanted and as a mechanical marvel. If not planned or proposed the enchantments are crowded and inefficient but only assist in the function of the thing you are making. Magic engines and the like are finger painting in comparison to your craft.

Modern Ritual:

There is no limit to the scale of the feng shui you can accomplish like this in the age of cheap and mass things. You find scaling rituals to cover larger numbers or scales. the bigger they grow the more you can cut corners for the ritual up to a point. The more corners you cut the worse the result but it is an option.

Family of Monsters:

You are ageless and can change your apparent age to anything. Your claim will now override and overpower any other claim of being equal to you. Oh yes and for burning claims that are usurped because your land does not just gain in power when you give it the power it will grow you claim more the power the more the claim grows. This also grows your capacity massively.

Apex Predator:

You are no longer just whatever minor creature you were before you are now a true dragon, not a drake or lesser lizard you may have been before you have the advantage of the creature you chose easily, just none of the weaknesses. They are over-written

by draconic ones. You are now capable of shapeshifting and you have a personal plane that is equal to your power.

As a dragon you are a large lizard of your proffered shape that discovered in sales of great armor requires great magic to even pierce the scales of a dragon. You also get weaponized such as fire, water, lightning, darkness, etc nothing conceptual or strange like space or death. This also lets you generate/control it in addition to the more powerful breath-form. This also comes with a Venum with a deadly effect and strange side effects like making people into hairy monsters in small doses.

The thing that allows you to go from your plane and back is the same thing that generates your plane. You now have an object that you bathe in power in some way whether you eat it or bleed on it. You empower it somehow and it will grow and strengthen your plan. You can call it to you with a thought as long as it is in your plane. If removed you and wish it back assuming it is not being magically contained. This represents more of your draconic power and your plain. The best way to kill a dragon is to destroy its artifact.

The Tongue of Babel:

You know enough of the language to string together sentences and occasionally poems and the ability to puzzle out the rest of the language given time.

Knight _____:

You are not just a knight, you are the night you have no equal in your chosen fields. You are so good you have expanded to 4 other fields to dominate just because you were bored.

The Game of Power:

You will never be seen as the mastermind the idea may come up but there will always be a reason it could not be you. They will never find you to be the culprit of your manipulations. At worst you are an innocent patsy. This makes the subtlety that you can wield with your manipulations increase drastically. The closer to the action you are the better this works but you could Through 100 layers of misdirection if you are part of the manipulation directly. But are limited to only 10 when you are not even on the same planet as the person you are manipulating let alone ever spoken to them.

Lingering Power:

Your spells don't last for years, they are permanent and they don't reduce in power ever. The spell is dispelled, yes beast no spell is just a natural part of the thing the spell was cast on. That rock was always on fire right. Did I mention you can put as much power into a spell as you want when charging? The only issue is time.