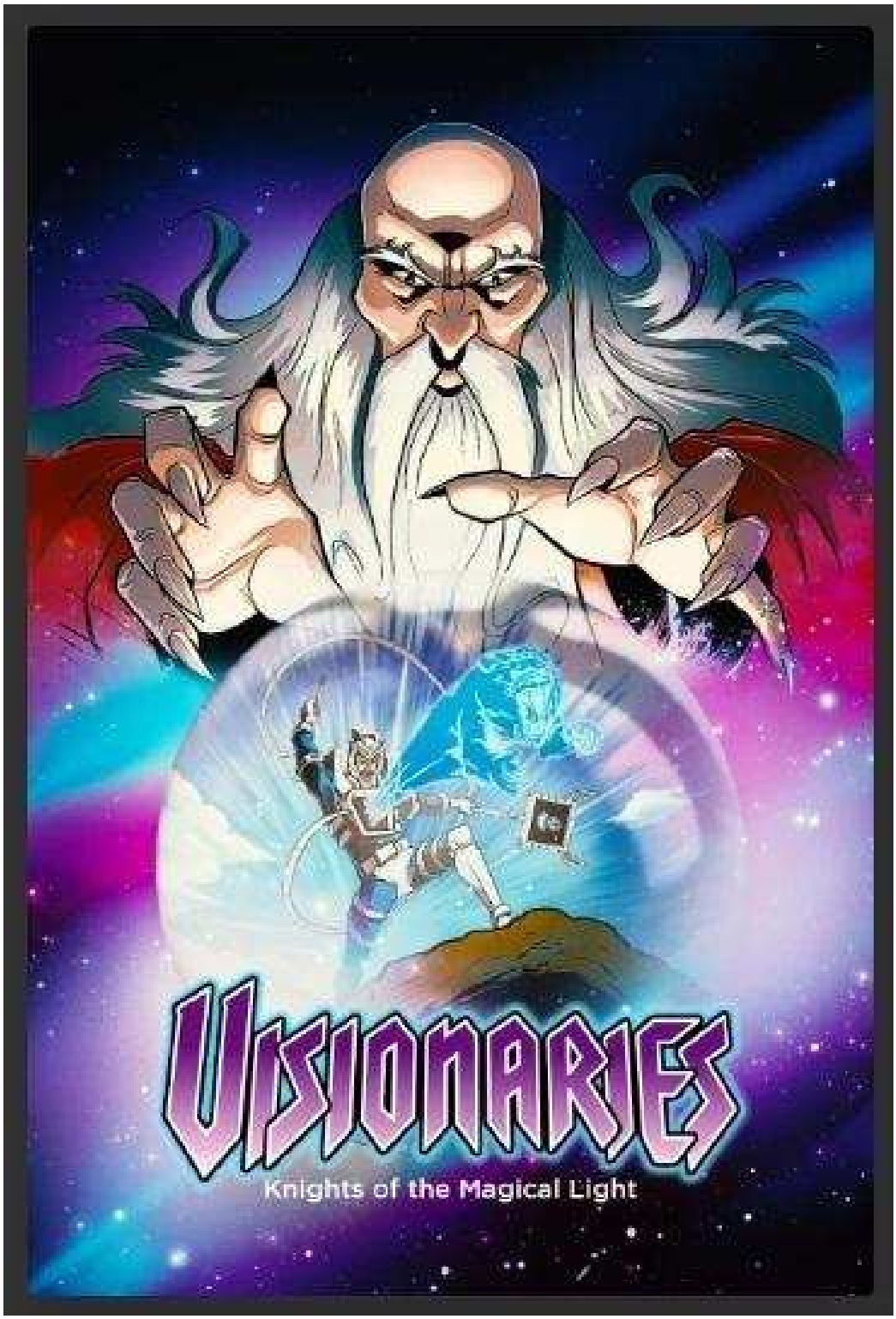
Visionaries: Knights of the Magical Light

Version 1.0.1



Welcome to the world of Prysmos, it is a time when magic is more powerful than science and only those who control the magic control destiny. Years past it was a prosperous world of science and technology, where the people, having mastered all sources of energy on their planet, lived lives of peace and comfort for 700 thousand years, but this was not to last for the realignment of the three blazing suns signaled the end of the age of science and technology and the beginning of a new age of magic. The old order fell, and over the course of time the people adapted, reverting to a life of knights, castles, and feudal farmers. The good kingdoms formed a confederacy led by Leoric, in at least one continuity the mayor of New Valarak before the end of the Age of Technology. The evil kingdoms fell under the brutal hand of Darkstorm. It was then that the mysterious wizard named Merklynn told the knights of a mysterious shrine filled with magic. The bravest among them set out to test their skills, but only a few survived and became visionaries vested with animal totems and power staves.

You arrive as they have just been granted these powers. Perhaps even at the foot of Mount Iron as a 15th visionary as Merklynn dismisses the gathered knights having granted them their powers for reasons of his own.

To help you buy all the accessories you might need to perfect your own action figure take these:

+1000 Commercial Points

Good luck and good jumping.

Location:

You may appear anywhere on Prysmos. Maybe choose somewhere that's actually shown in the show? If you're inserting as a knight or Merklynn you'll appear at the foot of Mount Iron as Merklynn has just informed them that the male knights who lack staffs will get some power to compensate.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Ancient Sorcerer: This new Age of Magic is not the first Age of Magic. You are an ancient sorcerer having survived in some form of stasis since the previous Age of Magic. You might not possess much in the way of magical power on your own, but you are a survivor of the fabulous prior Age of Magic. As a note most of the sorcerers in this world need a shrine and an orb to connect them to it to perform any substantial magic.

Spectral Knight: You are one of the good and honorable knights from the lands of Prysmos. Perhaps you are from New Valarak and already allied with Leoric, or maybe like Cryotek you're from another city.

Darkling Lord: You are one of the ambitious and greedy knights from the lands of Prysmos. Perhaps like Mortdred you are a loyal (or not so loyal) servant of Darkstorm, or perhaps like Reekon you're more of a mercenary seeking wealth and comfort by the edge of your awkward melee weapon of choice.

Drop-In: Eh what's this? You don't want to be a native of Prysmos? Well alright, taking this option means you just appear on Prysmos without explanation. You have no memories of this world to help you, and no connections good or bad. Or I guess if you really want to have a background in this world you could be a peasant.

Age and Gender:

As a Spectral Knight or Darkling Lord you are at any age in the prime of your life, unless you take Sun Imp. As an Ancient Sorcerer or a Sun Imp you have survived since the last Age of Magic having had your life suspended through the Age of Technology only to have reawakened recently with the birth of the new Age of Magic; your physical age is adult or older. As a Drop-In your age is the same as at the end of the last jump.

As a Spectral Knight, Darkling Lord, or Ancient Sorcerer your gender is yours to choose. As a Drop-In your gender is the same as at the end of the last jump.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Aristocratic Features (50): You have the looks to be a main character, admittedly one in a children's cartoon so you're not necessarily that attractive, but you're a definite step above average. Like a 7 or 8 out of 10 minimum. This also guarantees you never suffer from helmet or hat hair, and spending all day in an - apparently insulating - suit of armor won't leave you any sweatier or grosser than you would be without wearing it.

Blinding Speed and Dexterity (100): Like the knight Witterquick you possess extraordinary speed and dexterity. Even in full knightly armor you could outrun an Olympic sprinter or compete with an Olympic gymnast, and you'll only be better without it.

Brute Strength (100): Like the knights Cryotek and Cindarr you possess impressive strength and power. Enough to bring down stalactites with a single blow, or lift, and throw, grown and armored men with one hand. By the standards of Prysmos this might just be 'peak human', though you'd easily surpass real life strong men and break weight lifting records. You are also an expert climber.

Feryl Nose (100): Like the youngest of the Spectral Knights, you possess a strangely keen nose. While not quite the equal of a bloodhound's, your sense of olfaction is still comparable to a dog's just not one bred for keen noses, enough to smell fear, or track people by scent.

Sneaky Lizard (100): Like the mercenary knight Reekon you possess the skills of an expert thief, both in the Age of Technology and the new age. You are skilled at stealth, sizing up targets, infiltration, and hacking and disabling security systems.

Fox's Cunning (200): Like the knight Ector you seem to have been a particularly talented detective. You have the skills to have been one of the best police detectives in the world during the Age of Technology. Beyond mere skills, though, you seem to have a bit of a sixth sense for ambushes and traps. Not completely infallible but you'll get a hunch about them more often than not.

I Control the Magic I am the Magic (300 CP): You are strangely adept at using powers that you have stolen. If you stole a wizard's magic, say by taking their grimoire, and magic orb, you'd immediately know how to use their magic as if you had spent decades learning and mastering it. This applies to any powers you have stolen from another allowing you to instinctively wield them as if you had used them for years, even decades for a lesser, normal individual. This applies to a lesser extent to powers and abilities you have merely copied, maybe weeks or even a year for an ordinary individual. Unfortunately while this will help you know how to use the power, it doesn't help you know what to do with it, and while it would help you cast a spell it won't necessarily tell you what the spell will do; so you could cast the great forbidden spell, but maybe you should make certain what the sacred secret spell does before you actually do.

Sun Imp (300 CP/400 CP): You are a sun imp. These creatures exist only to cause mischief, and each of them possesses a unique magical power, or related magical powers. The pig imp can turn the ground into the wet, muddy muck of a pig sty and make pigs stampede. Nightmare has the power to hypnotize with his ax, putting people to sleep by tapping them on the head with it, and can even put them in a trance where they are receptive to suggestion through sustained eye contact; though this was on Mortdred who is not particularly smart or strong willed. Growl has a sonic yowl which can shatter glass and can command and control cats, even sapient ones or people who have magically turned into a cat (and this includes lions as cats). One imp is able to control fish and even reanimate them and cause them to fly. The hair imp is able to cause people's hair to grow to extraordinary lengths and control it, pulling them about and even lifting them into the air by telekinetically manipulating their hair.

You get a magical power of a similar scale and potency to one of the sun imps other than their apparent leader Aplaxus, as he appears to be a wizard as well as a sun imp. If you want his power to reverse a spell's target, making a spell to target the caster target you instead or one that targeted someone other than the caster target them instead.

And unlike a wizard you don't need a shrine, or an orb, for these magical feats. However your weakness is in your name. You see it's the sun's light that gives you your magical powers, and your imp magic's effects end at sunset, and become unusable if in absolute darkness. As a final note all sun imps may turn into small, furry, mammal-like animals about the size of a groundhog.

Vehicle Empowerment (300/500): You possess an ability like that shared by Feryl, Reekon, Ector, and Mortdredd. By touching a vehicle you are able to imbue it with your magical power, allowing it to use your magic in place of its ordinary power source, and gaining holographic screens on its surface from which your magic can extend itself. Any guns on the vehicle become beam weapons which fire bolts of sorcerous force. While powered this way it requires someone with magic of their own to pilot it, not moving for ordinary individuals, but the holographic screens will only grow arms that throw magic balls, or otherwise extend your magical power from them when you are piloting it. In addition when you're in the position normally taken to control or command a vehicle affected by this you can control it with mental will alone almost as if it were a part of your body. This is surprisingly energy efficient, powering a flying vehicle with energy blasts that can blast holes in castle walls not showing a noticeable drain on a knight of the magical light when maintaining their totem form in outright combat will drain them after a brief battle; however despite this you can only empower one vehicle in this way at a time.

For the higher price this goes beyond merely allowing you to move it as if it were a part of your body, or let your magical power flow through it. When you are piloting it the vehicle now counts as part of your body, and gains all of your perks and powers that would be appropriate. These will be increased somewhat to the vehicle's scale and size, though this will increase any energy demands they have, though at a slower rate than they will increase the actual power and scale of them.

End of the Age of Technology (800/1000/1200): The three blazing suns of Prysmos might not be following you along your chain, but the power of their alignment seems to be. At the start of a jump you can choose to cause an effect which puts an end to all forms of electrical power, and anything powered by electricity. Lightning can still happen, and it won't affect organic creatures, but electrical powered technology will fail completely across the entire setting. In addition if the setting does not already possess magic this event will lead to the birth of magical power across the setting; people won't immediately be using it necessarily, but it will be there and magical creatures will begin to develop. This perk won't necessarily keep it gone, it is simply a once and done effect upon your entry which changes the laws of reality so that electricity doesn't work, but it won't return naturally within the duration of the jump.

For an additional 200 CP this no longer only applies to electrical power. All forms of post-industrial technology that are not based on magic, and even pre-industrial ones that would be beyond what we see as the middle ages - such as gunpowder, and steam engines - will fail to function. You can choose to only affect electricity, or set the tech level

affected at something later up to post-WWI if you want to leave the options of diesel, steam, and guns. This will affect all Clarketech which is not actually magical.

For an additional 200 CP that does not require the previous additional add-on, despite the massive disruption that would be expected of reversing 7000 years of being a post-scarcity civilization and forcing people to learn trades they haven't practiced in a hundred generations, you'll find that settings you affect this way will quickly adapt to it, and specifically towards a feudal social system similar to that of western Europe during the age of knights and castles such that within a few years it has become a feudal world. This will alo speed the development of magic and magical creatures, ensuring that within a few years sorcerers are crawling out of the woodwork and you can find dragons and unicorns.

Ancient Sorcerer Perks

No Questions Asked (100): People are oddly accepting of Merklynn, even in the comics where we get to see him at the end of the Age of Technology. Oh, a robot suspects he's drunk when he arrives at a floating restaurant and claims not to have arrived via aircar, but when he claims to have magic people take it at face value after a minor display of his magic. They don't panic about his magical status, they let him teleport them out, or they investigate his offer of magical power.

Now you have a bit of the same. This won't guarantee people believe things you say, but should you demonstrate powers people will accept them without panicking or freaking out, merely accepting it as a thing that can happen, and rarely ask questions about it unless particularly inquisitive, or interested in learning or obtaining such powers themselves.

Dream Sending (200): Not one of Merklynn's tricks this time. In fact it didn't show up at all in the show, but was the power of a comic only villain. Like the witch Sirena you are able to send dreams to influence certain receptive minds. You don't have total control over the dreamscape, but you can send images into it, and appear within it, guiding their dreams. Your targets will understand intuitively there's something real to the dreams, and that they are something real sending them a message, and have a sharp, vivid memory of these dreams, but they will not necessarily know from who or what depending upon what you make the dream appear to be.

Dealing with Both Sides (400): Merklynn routinely aids both the Spectral Knights and their sworn enemies the Darkling Lords. And while both groups hold it against him that he seems to be trying to use them as tools, neither side particularly holds his aiding their enemies against him. Now you find people are the same towards you. People don't object to you helping your enemies or hold your prior service of their enemies against you as long as you are willing to help them and do not show obvious and consistent favoritism for one side over the other. If you directly fight someone they'll fight back against you, and if you're trying to free their prisoners they might try and stop you, but as long as you act as their ally in the same way - fighting for them if they pay, freeing them when they're in similar trouble, etc - people will not hold a grudge over it, or consider you an enemy when you are not acting as an enemy at the moment. This does of course require you to actually be working to help their enemy (even as a mercenary), and not directly hostile towards them; in other words helping their enemy fight them because they're paying you will be forgiven, but helping their enemy fight them because you want them dead will not benefit from this perk even if they don't know the difference.

Actually a Sorcerer (600): Like Merklynn, or the enchantress Heskador, you are actually a sorcerer with skill and power in magic. You'll need a shrine or other external magical power source and an orb to act as focus to make the most of it, but even without those you could perform some feats of magic. This magic can cover a fairly wide range of things, though you do not know all the magic spells available in the setting. Still you can almost certainly shoot bolts of magical power, scry on distant locations, project your image, and teleport, as well as knowing some other magic, perhaps even how to create certain potions or magical items, and having the potential to learn or discover more. Without a shrine you will have to rely on your own magical power which means doing these things will drain you fairly quickly, and without an orb you'll have to work even harder to properly control it, but with both you would be the equal to Merklynn.

Spectral Knight Perks

Knightly Package (100): You are a knight, one who would have the potential to pass Merklynn's trial. This improves your body to the general level of the Spectral Knights and Darkling Lords; you won't match Cryotek or Cindarr's strength, or Witterquick's speed, but you could match any of the rest in their general physical fitness. You'll find this level of heroic fitness to be easily maintained, or regained if you allow yourself to atrophy. Likewise you have a level of combat experience and skill with medieval weapons, or machine parts awkwardly used as such, comparable to the Spectral Knights and Darkling Lords.

As a final benefit you find that armor seems to encumber you less than it should.

Defend Thyself (200): A great monster is attacking you, something terrible, and too powerful to defeat. Do you run from it? No. You charge, battle cry on your lips.

When you go on the offensive it puts fear into other beings. This fear makes them second guess their confidence, and believe you are a threat even if you've not shown any powers that could harm them. Cowardly foes may simply break and run, even if they have powers or defenses that they'd normally trust to be absolute. Even less cowardly foes may grow hesitant or panicked. This will lose effectiveness on a target with repeated use, or if they meet your challenge and realize they have nothing to fear from you.

The Circle of Light (400): When you are working towards altruistic and noble purposes all your powers improve by a small, but noticeable amount, especially your teamwork with allies. Don't expect to defeat a foe that's entire levels of power greater than you with just this, but if you were fighting the good fight to protect others you'd win a mirror match 9 out of 10 times.

Worthy (600): Your actions of altruism, bravery, or general goodness seem to be contagious. Particularly evil individuals will be harder to affect, but when you act good others around you will grow more good as well. This effect is strongest on those you directly help, though even just those who merely observe your deeds will be affected. Conversely it is weakest against those who you are directly opposing; bravely fighting someone won't make them wish to emulate you, at least not any more than they would without this perk.

Darkling Lord Perks

Knightly Package (100): You are a knight, one who would have the potential to pass Merklynn's trial. This improves your body to the general level of the Spectral Knights and Darkling Lords; you won't match Cryotek or Cindarr's strength, or Witterquick's speed, but you could match any of the rest in their general physical fitness. You'll find this level of heroic fitness to be easily maintained, or regained if you allow yourself to atrophy. Likewise you have a level of combat experience and skill with medieval weapons, or machine parts awkwardly used as such, comparable to the Spectral Knights and Darkling Lords.

As a final benefit you find that armor seems to encumber you less than it should.

As One Liar to Another (200): You are a highly skilled liar, able to hide your tells, and to effectively think of lies on the spot. But beyond that, as a prolific and pathological liar you are able to tell when others lie. It would take a truly masterful liar to lie to you, and even then they'd have to be on the top of their game.

Gullible Fools (400): Knowing how to lie is only the beginning. But people around you seem to be gullible fools. If people do not know you well they'll for some reason trust your words, giving them more credence than they should without evidence. This won't affect people who know well that you are a liar, though if you (somehow) manage to get a reputation for honesty this would only become more effective. This is most effective when you play off of people's fears and try and convince them that someone else is their enemy, but all else being equal in a he said she said situation people will believe you over your opponent.

But He is Bound to Honor his Promise I am Not (600 CP): For some reason people keep their promises and verbal contracts with you even if they know you're plotting to betray them with certainty. While the sufficiently treacherous might still betray you, even they will be strangely inclined to keep their bargains and word; if a chronic backstabber mercenary swore his service to you he would serve loyally as long as you treated and paid him decently, and for the more honorable you'd not even need to do that. Better yet, for some reason even if they know you're the type to break your oath people will not take precautions, at least not until you've broken oaths with them personally, and even then it'll take a few before they really start treating it as a foregone conclusion.

Drop-In Perks

A Useful Trade (100): If you're going to live in the new middle ages you're going to need some means of making a living. Pick a medieval livelihood such as farmer, blacksmith, painter, poet, or botanist. You have the equivalent of at least a decade of training and experience in the field. Which given the Age of Technology ended only a few years ago, surprisingly only puts you about equal with everyone else.

Improvised Technology (200): Two large palm-like leaves, a vine, and a pair of sticks should not make a functional hang-glider. Hamster wheel powered catapults are absurd. And yet when it's you these work better than they should. You have the ability to improvise devices from sticks, stones, and natural materials in less time than it should really take, and have them function better than they should. The leaves and vine hang-glider won't be as effective as an actual hang-glider, but it will be quick and relatively easy. If you do take the time to build proper structures and actually engineer things, you'll find that things you build with pre-industrial technology from simple, natural materials functions better than it should.

Off-Screen Repairs (400): It seems like every other episode the walls of one of the two main castles are badly damaged or destroyed, but it's fine by the next week. Now you carry this aspect with you. Unless you are intentionally attempting to destroy it, damage inflicted to buildings, structures, or the terrain inflicted during battles you are participating in will be repaired within 1 week as good as new as if it had never happened. Yes, planets, dimensions, and the fabric of spacetime count as terrain.

Changing of Ages (600): During the Age of Technology Leoric was the elected mayor of New Valarak, and Ector was one of its top police detectives with Reekon as a famous thief he'd chased for years. Robot slaves were also so common that whole cities were full of people who had never worked a day in their lives. And yet most of the people of Prysmos adapted to the change with surprising speed and success. Oh undoubtedly countless individuals died, but within a few years people had fallen into seemingly hereditary feudalism as if they'd been there for generations.

Now you carry this same insanely quick adaptation to new ways of life, and loss of power. Within days you could be accustomed to the loss of a limb, or a sense, as if you had lived with it for years, and you'll always be able to adapt yourself to new lifestyles. This applies to a lesser extent to any civilization you're deeply involved in. If you were a member of a Kardashev Type 1 Civilization and suddenly all technology ceased to function it'd not be in for good times but within a few years people would be living their

lives as if they had grown up in a pre-industrial society instead of merely scrambling to recover skills mostly abandoned generations ago. While best at helping make do with loss of power, this will also help it adapt to other changes whatever they may be. This won't exactly help you change society, as it's more about helping society adapt to external change, but it will ensure it is able to change quickly and in ways that help it function so if you change the conditions society exists in it will change to adapt to them more easily.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here, though you may not combine Power Staffs with each other, or Magical Vehicles with each other.

If you buy an item with upgrades additional copies with those upgrades will have their upgrade prices discounted.

Impractical Melee Weapon (50 CP): The weapons several of the knights wield look ridiculous. Awkwardly shaped axes, sickles with oversized saw teeth, four pointed 'daggers', double headed hooks. You now have such an impractical and weirdly shaped weapon. Despite being absolutely impractical you will find this weapon to be every bit as effective as if it had been designed as a melee weapon in a sane manner. This weapon will also always remain strong enough for you to effectively use it as a weapon, always sturdy enough for you to swing it with the full force expected of a weapon no matter how strong you become. If it does somehow break or is lost it will be replaced as good as new within 24 hours.

Whip (50 CP): This is a long whip. It is oddly responsive in your hand, easier to control and use than normal for a whip. It also strikes with more force, especially cutting force, than would be expected, able to cut clean through a rope with a single lash, or hit with cutting force similar to a sword's. If it is destroyed or lost it will be replaced as good as new within 24 hours.

Magical Weapon (100 CP): This is a hand held device that looks like a sword hilt with two prongs coming out. It is able to focus your magical energy in between the prongs and create a sphere of energy which it fires outwards. For a visionary this would be enough to knock an armored man from his feet and possibly unconscious, though they'd not be firing it in quick succession. The more magical power you expend the more powerful this blast would be, so if you have more magic you could inflict more damage, or fire more small blasts in quick succession. If it is destroyed or lost it will be replaced as good as new within 24 hours.

Magical Vehicle (100+ CP; 1 free with Vehicle Empowerment): This grants you a small vehicle like Ectar's Lancer Cycle. This will be a one man vehicle, though it may be able to seat two, and will have a magically powered energy gun mounted on it strong enough to damage stone castle walls. It can be ground based, or if you wanted could be a boat. Whatever you choose it cannot be driven by someone without magical power as it draws on its pilot's magical power to fuel itself, though it is highly energy efficient at least compared to other magic shown in this world. When you pilot it, however, it is able to project magical energy from panels on its sides, either as additional balls of energy, or defensive hands capable of on occasion deflecting attacks.

The Vehicle Empowerment perk will give you a basic vehicle for free, but you must pay for any desired upgrades. Regardless of upgrades the vehicle does not need fuel instead running on magical power, and will automatically repair and maintain itself as well as replacing itself if lost or destroyed within 1 week.

For an **additional 50 CP** this can be an airborne vehicle like Mortdredd's Sky Claw, or a submarine instead of a ground/sea surface vehicle.

For a separate **additional 50 CP** it is a larger vehicle on the scale of the Capture Chariot. This will give it at least 3 cannons, including 2 gunnery turrets for additional crew, able to carry at least 4 comfortably, and increase the power of its weapons by a noticeable amount. If a non-aerial vehicle it will also be sturdy enough to crash straight through a wall without serious damage, though you should probably avoid trying it with a castle's main wall.

For another **additional 50 CP** only available for a larger vehicle the additional gunnery turrets may detach either as self-deployed single seated ground vehicles or, even if you did not buy the aerial upgrade, flying ones.

Power Staff (Varies): 4 of the Darkling Lords and 4 of the Spectral Knights were given magical staves. These staves designed to carry a banner, instead have holograms at their tops. By holding the staff and saying a rhyming spell you are able to invoke the staff's magical power summoning a creature of colored energy to perform a magical task.

These staves hold limited power, however. In the show this gave them a single use before needing to be taken back to Merklynn's shrine to recharge, but since you're paying CP for them it will only require 1 week to recharge, though if you have another source of magical power you may be able to recharge them from it.

The price of this staff varies. You may buy a canon staff for the price listed in its description. Alternatively you may create a staff of your own with a similar power level to a canon staff, though you will have to pay an **additional 100 CP** over the price of a similarly powerful canon staff, or **additional 50 CP** if it is on the level of Might. Regardless of the staff, because you paid for it you will have an instinctive knowledge of the activation phrase when you touch it. Other individuals with magical power can also use the staff, and given how Cryotek dominated the other knights put together with these staves when he had increased magical power it may be possible that their effects and power will scale with the user's own magical strength.

- Might (50 CP): By chanting this staff's spell you summon forth an archer which will fire a powerful magical arrow strong enough to destroy a castle tower, or a magical vehicle in a single shot.
- Destruction (100 CP): By chanting this staff's spell you summon a towering creature, once called a goblin, with a somewhat dog-like head, and a blade. Able to be as tall as a castle, it possesses a great deal of physical power, capable of tearing through a castle's outer walls with ease, and fighting likewise powerful monsters. It will destroy a designated target, or at least try to, though it can sometimes be distracted by assailants and it is not invincible or truly unstoppable, and has only a limited time active.
- Invulnerability (100 CP): By chanting this staff's spell you create a forcefield of glowing energy around you. It lasts only for a brief time, but it is powerful enough to stop any attack shown in this series.
- Lightspeed (100 CP): By chanting this staff's spell you summon a whirlwind of energy which will carry you to a destination at great speed; though far from actual lightspeed.
- Decay (200 CP): By chanting this staff's spell you summon a winged panther like creature which attacks a target, causing them to age into infirmity with a touch, and can be sent after multiple targets. Attacks can destroy this creature before it finishes its task however. You can also summon it to reverse its own effect, even when the staff is out of power.
- Fear (200 CP): By chanting this staff's spell you summon a strange spider-like creature, with a more human-like face coming from its back. This creature is capable of causing terrible hallucinations in an individual that it touches, showing them images of horrible fear which seem certain and real, even if they know about the effect, and filling them with an unnatural feeling of panic able to turn even the bravest knights into screaming cowards through its magic. If you have a specific fearful scenario you wish to show someone you can instruct it on what scenario to

show them, and if it, for example, touched someone sleeping it could give them a nightmare which they'd be convinced on some deep level was a premonition or clairvoyant showing of actual events. This spider is more resistant to being damaged than Decay's creation, splitting if it would be cut, though it will disappear after pursuing a single target. It is also surprisingly able to affect non-thinking magical automatons, though instead of hallucinations it simply short circuits them causing them to shut down.

- Knowledge (300 CP): By chanting this staff's spell you summon a djinn-like individual. This being is a sage of great knowledge, seemingly just able to know things, though its knowledge is not truly omniscient. Still it should be able to give you information on almost any subject asked of it, even ancient and lost knowledge. It deals only in facts and knowledge, not presuppositions or people's inner thoughts however, and cannot tell you of the future.
- Wisdom (300 CP): By chanting this staff's spell you summon a magical owl. This owl will offer you cryptic advice as to how to deal with a problem you are considering. This owl appears to know the future, because the advice will often hinge on a future event. Of course it is up to you to recognize when the owl's advice applies.

Alternatively you can buy one of the power staves from the comics. These do not summon entities. Instead they channel the magical power through the wielder. In addition they do not require a shrine or a similar large source of magical power to recharge, but seem to be able to be used multiple times, even in the same day, albeit not in quick succession. The effects of these staffs are often similar, but not always identical to cartoon staffs.

As with the cartoon staves you are able to purchase a canon staff or one of a similar power, but a non-canon staff has a 100 CP surcharge over a comparable canon staff. If you buy a canon staff in both its cartoon and comic variation you get the cheaper of the two at a discount, unless it is Might where it remains 50 CP.

- Decay (100 CP): One of the more wildly different staves. Instead of aging living creatures, this staff projects a beam of energy that weakens and corrodes an object where it is struck as if with a great deal of time and exposure to the elements.
- Fear (100 CP): When you use this spell waves of fear flow out from the banner in a wide arc. This magical fright will fill those within it with dread and terror, though a stout hearted and brave knight, such as any of the Spectral Knights, can resist this terror with effort; made easier if they are aware and prepared.

- Destruction (200 CP): When you use this spell the ground shakes and explodes, creating a widespread burst of destruction in a large arc in front of you as the ground tears apart, walls rend asunder, and the air blasts back loose objects and individuals in its wake.
- Lightspeed (200 CP): You gain low end comic book super speed for a time, substantially increasing your speed for a short period.
- Might (200 CP): When you use this spell energy erupts from your chest in a wie arc, creating a widespread burst of destruction as the energy blasts apart and burns what is in its path.
- Invulnerability (300 CP): When you use this spell you become completely invulnerable to ordinary medieval weapons for a time, and most blows as hitting you is likened to striking an unyielding steel wall. Its upper limits are less shown than its cartoon counterpart, but it is unlikely that any staff, or magical vehicle could harm you while this effect is active.
- Knowledge (400 CP): When you use this spell your mind is instantly filled with information to help answer a concern you possess. This is in effect the same as its cartoon counterpart, but you receive the information directly instead of having to go through an intermediary.
- Wisdom (600 CP): This staff did not actually show up in the comic book. Presumably it is similar to the staff of Knowledge, granting you the awareness you would usually ask its summoned creation for. However as you do not have to deal with its cryptic advise, and simply gain flashes of the future it has an increased usefulness compared to its cartoon counterpart.

Shield of Plague (400): This magical shield, possesses a panel in its center upon which its magical symbol will form. A copy of Virulina's shield from the comics, it is capable of striking down entire groups with plagues that you can specify targets of, at least to a general group such as 'the dwellers in a certain village', not affecting unspecific targets. It possesses power enough to create a plague that will sweep an entire village, incapacitating them with disease before killing them within hours, and focused on a single individual it could bring down a knight in mere moments. Distance from the spell will slow the illness, and it is possible to create herbal remedies to it, so be wary of virologists. The shield can also cure its own plagues.

Ancient Sorcerer Items

Magical Food Refresher (100): This is a simple, thick wand about a cubit in length. If you wave it over spoilt food while focusing on making it work, it will restore the food to freshness.

Orb (200): A wizard's orb. Used in this world to connect a sorcerer to their shrine and power source, allowing them to use its phenomenal magical might. Yours doesn't come with a shrine. Instead yours serves as an all-in-one magical focus and helps you control your magical abilities granting you greater finesse and energy efficiency when you are using it.

It is still a conduit, though, for magical energies, and it can link to any external magical power source you possess allowing you to access it regardless of distance or dimension as if you were there with it.

Mountain Obstacle Course (400): This is your very own, rocky mountain peak. Like Merklynn's Iron Mountain it's not particularly rich in life or resources, being but a great, stony crag, but like Merklynn's Iron Mountain it possesses a maze-like complex full of traps and challenges. It's more of a test than a security measure, though, as a skilled knight of this world could make it through it even potentially while competing with other such knights. Still it will scale to the setting so that the obstacle course weeds out the lower range of adventurers and warriors within it; it will never inherently scale to stop the upper range of those in a world. There is also a switch to turn off the obstacles if you don't want to have to run through hallways filled with guillotine blades to make it in and out of your mountain hold.

This item doesn't include living quarters on its own. Just a hollow space at the center. You could use it to store stuff to carry between jumps if you wanted, though maybe you'll import another property into the center of this maze?

Shrine (600): A wizard's shrine is a source of great magical power, and now you have one of your own. This stone structure is built around a pool of magical power and energy, which you are able to tap into to fuel your powers. While not necessarily infinite it will always contain more magical power than you naturally possess, and recharge itself at rates quicker than you yourself could. Of course other individuals could siphon power from this pool, so it is best to defend it, and if it is destroyed it will slowly repair itself over the course of a decade, though it will be refreshed at the start of jump.

In addition to the shrine's magical pool, the structure has been attuned to your magic, and has certain features which you can easily activate through the use of spells, knowledge of which will be included with this purchase. These are spells designed to directly affect the structure of the shrine itself, like animating the pool so that it can form hands and fists to grab and pummel enemies with, or filling a portion of the shrine with water while opening a trap door to flush people down and out of the shrine.

Spectral Knight Items

Totem Armor (100): This is a suit of armor like those worn by the Spectral Knights or Darkling Lords. It is surprisingly lightweight and comfortable, encumbering you less than might be expected of makeshift plate armor made from pieces of machines which failed with the end of the Age of Technology. Though maybe that's why. The materials seem to be alloys made by a Kardashev type 1 civilization, lighter than steel and harder, strong enough to withstand small arms fire - unless it hits a chink in the armor so do be careful of daggers still - and resistant enough to heat to give you a chance of surviving passing through an incinerator or crematorium.

The true value of this armor, though, is that it allows you, and only you, to transform into a totem animal when worn. In theory your totem animal represents your own soul, but since you're paying for this you can choose any real world animal from the size of a titan beetle (about 6.5 inches) to a rhino or large polar bear; you can also choose similarly sized animals from Prysmos. You may choose an animal outside of this size range but it will be enlarged or reduced in size to this range.

By default you will have the cartoon version of this armor. Your animal form will be empowered by your magical power, but also limited in time by your magical power. The more power your form possesses the less time you can maintain it. If you were to turn into an ordinary iguana you might be able to maintain the form for hours, but something like a magically supercharged bear or lion you might only have a few minutes. Unlike the power staves, though, this armor will recharge on its own, or perhaps it's better to say you will.

Alternatively you may have a version based on the comics. While still seemingly strengthened by your magical power, albeit to a lesser extent, the time limit seems to be removed, but instead you will have to deal with your mind becoming more and more influenced by animal instinct, and even reverting towards animal the more power you pour in or time you spend in it. Despite this you are able to talk as an animal with this option, unlike the cartoon version.

For an **additional 50 CP** (not included in the free portion of this item) you may choose any animal you have encountered from this jump or others.

Magic Seeds (200): In these sacks are various plant seeds. These seeds will grow to full size and ready to harvest their fruits and edible portions within mere minutes of being planted even in poor soil. You receive enough seeds to feed a city-state with their harvest, and the seeds will replenish each year.

Crystal of Detection (400): This is a large, red crystal. When placed within a building, complex, or even a city it will warn you when those with hostile intentions cross its boundary, including telling you where, how, and a general impression of who. Unlike the canon version yours is not disrupted by people wearing polyester, though it is still possible for magic to obfuscate entry or fool it, so while it can help with security it does not replace a security force.

Shield of Healing (600): Galadria's magical shield from the comics. In its center is a small panel which can show its magical glyph and symbol. When you chant its spell, however, it will release a bright light which heals those bathed in it. Unfortunately it draws on your own stamina and vitality to do so, but even after taking a serious wound you could heal dozens of people from their burns and injuries and restore a large but badly burned and blasted tree to full health and vigor.

Darkling Lord Items

Totem Armor (100): This is a suit of armor like those worn by the Spectral Knights or Darkling Lords. It is surprisingly lightweight and comfortable, encumbering you less than might be expected of makeshift plate armor made from pieces of machines which failed with the end of the Age of Technology. Though maybe that's why. The materials seem to be alloys made by a Kardashev type 1 civilization, lighter than steel and harder, strong enough to withstand small arms fire - unless it hits a chink in the armor so do be careful of daggers still - and resistant enough to heat to give you a chance of surviving passing through an incinerator or crematorium.

The true value of this armor, though, is that it allows you, and only you, to transform into a totem animal when worn. In theory your totem animal represents your own soul, but since you're paying for this you can choose any real world animal from the size of a titan beetle (about 6.5 inches) to a rhino or large polar bear; you can also choose similarly sized animals from Prysmos. You may choose an animal outside of this size range but it will be enlarged or reduced in size to this range.

By default you will have the cartoon version of this armor. Your animal form will be empowered by your magical power, but also limited in time by your magical power. The more power your form possesses the less time you can maintain it. If you were to turn into an ordinary iguana you might be able to maintain the form for hours, but something like a magically supercharged bear or lion you might only have a few minutes. Unlike the power staves, though, this armor will recharge on its own, or perhaps it's better to say you will.

Alternatively you may have a version based on the comics. While still seemingly strengthened by your magical power, albeit to a lesser extent, the time limit seems to be removed, but instead you will have to deal with your mind becoming more and more influenced by animal instinct, and even reverting towards animal the more power you pour in or time you spend in it. Despite this you are able to talk as an animal with this option, unlike the cartoon version.

For an **additional 50 CP** (not included in the free portion of this item) you may choose any animal you have encountered from this jump or others.

Merklynn's Key (200): Not truly a key so much as a small, key sized magical device. When used it will teleport the user, and if you are the user your Companions as well, to a safe location chosen at the start of each jump. Once used the key will disappear, but you will get a new one to replace it within 1 month.

Cloak of Concealment (400): Despite the name this is a polyester jacket and not a cloak. It does, however, have the benefit of preventing the wearer from triggering magical detection systems, and hiding them from spells or magic which would look for them. Does nothing to hide them from a creature's senses, though, even if they are magically augmented.

Dagger Assault (600): This is a large, ground-based Magical Vehicle, like the general item, larger even than an upgraded Magical Vehicle, possessing 2 guns in addition to 3 detachable turret weapons which can be piloted individually, though only 1 of these is able to fly. It is also tougher and stronger, able to drive even through the main wall of a castle without taking substantial damage.

But you're not really paying for the magical vehicle so much as its most unique feature. It possesses what is called the magical dungeon. This trunk-like space, large enough to fit 2 grown men fighting each other in a close grapple, is capable of draining the magical power from any individual or object placed inside of it. It is then capable of storing this energy, and either restoring it to the original possessor if they are placed within it, or putting it into another individual. This latter is potentially quite dangerous, and can lead to mental instability and madness, so tread with care.

Drop-In Items

Jumper's Toyline (100): Hey look it's you, and your companions, in toy form. It will also include toys of certain other important figures you encountered in your jumps, and you'll get a new set of toys to represent each jump you go to. There will even be vehicles and playsets. In addition to the toys you'll find a children's cartoon of your adventures, at least an episode or two, maybe as many as 13, for each previous jump you have visited, and gaining more for each new jump you visit. This will be a Saturday morning 80s children's cartoon version of your adventures, and does emphasize being an 80s children's cartoon over accuracy to your time in jumps.

Land Ship (200): This seems to be an age of sail pirate ship on wheels driven by sails. Somehow this is able to travel across unpaved ground, and up rocky hills without difficulty, needing no more wind than a ship would need to sail over sea even when going over ground that reasonably it shouldn't be able to traverse at all. While not as tough as a magical vehicle, it is much larger, able to carry an entire crew of pirates with sleeping quarters for them. Unlike the canon version yours comes with cannons, and a resupplying stockpile of gunpowder and wicks since gunpowder doesn't actually require electricity.

Dragon (400): This is a great reptilian beast with claws large enough to make a grown man look like an action figure in comparison to it. It's only as smart as an animal should be, but its size gives it a great deal of power, and it is able to breathe forth destructive gouts of flames. You may choose whether to have a two-headed dragon which lacks wings, or a wyvern style dragon whose forelimbs double as wings and is able to fly, or pay an **additional 50 C**P to have a two-headed wyvern style dragon. Whatever you choose it is considered a pet/follower.

Robot Slaves (600): During the Age of Technology there were entire cities who had never needed to work because their robot slaves did everything required for them, even in harsh jungle environments. You now have a staff of such robot slaves. Made with antigravity tech, these are general purpose robots capable of functioning as a production workforce or general purpose servants. You unfortunately don't have military robots, or those which would have been made for specialized tasks, and these robots are not exceptionally smart or creative; they will follow orders and can learn basic tasks, but don't expect them to be smarter than an average human laborer.

You get 10 such robots, and enough additional robots to serve as basic service staff at any CP backed properties you possess.

Companions:

In case it needs to be said Companions cannot buy companions.

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 400 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 400 CP. For 200 CP you can import or create up to 8 companions with 400 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 400 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

You may pay the price to import 1 or more companions a 2nd time to increase the CP that the companions gain to 600 CP instead. This follows the same price scheme as importing them in the first place and you can choose to import some companions with 600 CP and only pay the increased price for some without sacrificing the discounts for importing multiple companions (i.e. if you imported 3 companions and wanted to give 1 the increased CP you would only pay 150 CP, the 100 CP to import the 3 and 50 to import the 1 a second time).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Knightly Order (100 CP): Create or import 6 companions with the same origin as you. They each gain 600 CP.

Born Bootlicker (100 CP): This is an individual who is absolutely loyal to you, with a morality which is based primarily on obeying and glorifying you. In fact their entire personality seems to be built around stroking your ego and licking your metaphorical boot. Still they possess the **Knightly Package**, and (upgraded) **Vehicle Empowerment** perks, as well as **Totem Armor**, and a **Magical Vehicle** with a single 50 CP upgrade.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Continuity Toggle (Toggle): There are a few different versions of the Visionaries and their world. The cartoon and comics are similar but also clearly distinct and with this toggle you can choose which to end up in. Even the IDW Transformers vs Visionaries continuity would be an option, though the jump was not designed for it.

Self-Insert (Toggle): If you have the proper origin and bought a character's Totem Armor and Power Staff (if they have one), or either Vehicle Empowerment or their specific magic vehicle in the case of those characters who have their own vehicle (that would be a basic one for Ector, a land based one with free-moving side cars for Feryl, an aerial one for Mortdredd, and the Dagger Assault for Reekon), or in the case of the female knights merely their Totem Armor you may self-insert as that character. If you have Actually a Sorcerer, the Orb, and the Shrine items you may self-insert as Merklynn.

Animal Lover (+100 CP): You can't stand to see animals hurt. You would break off a heated battle to save a cat, even if it meant sacrificing a temporary power up that could turn the tide of battle. You most certainly will not intentionally cause harm to an animal even to save yourself. This doesn't apply to knights turned into animals by magic, but it does apply to magical animals such as dragons and unicorns, and even sun imps.

Cowardice as a Defensive Technique (+100 CP): If someone was to try and sum you up in one word it would be coward. Your heart has been stricken weak with fear, causing you to overestimate your foes, to flee from battle at the first sign that you might could possibly lose it, and to generally lack the will to face danger.

Cursed Never to Tell the Truth (+100 CP): You are completely incapable of telling the truth. Every word out of your mouth will be a lie, and not just a lie, but one close to a reverse of the truth. So good news is that people will eventually be able to figure out what you mean by realizing it's the opposite. Bad news is that you tend to lie in obvious ways.

Never Go Back Nothing's Worse than Retreat (+100 CP): You are brave. Stupidly brave in fact. You have a tendency to ignore danger, and do not feel fear or hesitation in any situation, causing you to take unnecessary risks and poorly gauge the danger of situations.

Taken with Cowardice as a Defensive Technique you will throw yourself into situations which are legitimately dangerous to you, and find yourself faltering and fleeing from those you could safely overcome.

Power of Wisdom (+100 CP): You have been aged to an advanced age, your body wizened and shriveled with time, your hair white if it remains at all. You also suffer all the normal infirmities of old age: you will tire easily; you are no longer as fast or as strong as you were; your hearing and eyesight are fading; you ache all over; and you are starting to have memory troubles.

The Age of Technology is Over (+100 CP/+200 CP): All your technology, including magitech, doesn't function even if it is not based on electricity. An exception is magic vehicles purchased here which will still function. But any technological items that would be out of place in the middle ages will fail. This also applies to technology you might attempt to build or create. And this applies equally to all of your companions as well as yourself.

For the higher value you also lose all access to out of jump items and are unable to access your warehouse until the last day of the jump.

If Mouthing Fowl Syllables is the Prerequisite of this New Age I Want Nothing of It (+200 CP): It may be the age of magic, but you are completely without magic. This also applies to things which are indistinguishable from magic or equivalent supernatural power sources such as psychic powers, Clarketech, the Force, ki, chakra, etc. Anything that could be dubbed magic or its equivalent will fail you for the duration.

Marvelous Multiverse (+200 CP): The comic was published by Marvel, and the toys made by Hasbro who now make Marvel toys so that's excuse enough to justify this drawback. Prysmos is now part of the Marvel Multiverse and you can expect to encounter threats on it on the scale and nature of the Marvel multiverse's, superhuman beings with great power, shapeshifting alien sorcerers, magical beings from other dimensions, and more. Worse, some of these will require you to deal with them, coming for you directly.

That is Why You Have No Friends (+200 CP): Your companions and followers will not join you in this jump. You can still pay to import companions to give them CP, origins, and purchases, but you will not encounter or benefit from them in any way during this jump; maybe they simply got the purchases, maybe they're over there far enough away you never meet them having their own adventures. Either way they can probably count themselves lucky as you now have a tendency to treat your allies the same way that the

Darkling Lords treat theirs, your relationships skewing heavily towards the abusive and dysfunctional.

Trapped in an Animal Form (+200 CP): You're stuck in the form of an animal, that of your totem armor if you purchased it. You cannot change your form, nor can you talk while in it.

Apocalypse Rising (+300 CP): It's almost as if you spoke the sacred secret spell as you are plagued by plagues. Earthquakes, meteor storms, floods, hordes of monsters, and more; natural, and supernatural, disasters seem to concentrate around you and harass you. While they won't be quite as constant as with the sacred secret spell, you'll be lucky to go a day without a disaster striking at you, or powerful monsters rising from the ground to attack you, and you're more likely to have multiple in a day than a day with none. And some of the things that will attack you would simply be completely unfair with just the powers of this world.

Canceled (+300 CP): So this series lasted only one season, and a short one at that. Now you need to change it. You need to ensure that the Spectral Knights have enough adventures for 10 whole seasons, spaced over the course of at least 10 years, and you must do so while keeping their adventures entertaining and child appropriate enough to be a successful children's cartoon. Fail and you fail the jump.

Sorcery Squared (+300 CP; incompatible with If Mouthing Fowl Syllables is the Prerequisite of this New Age I Want Nothing of It): Something has gone wrong with your entry into this jump. Your powers have been increased significantly, especially your magical powers which are at least twice as strong. Unfortunately this massive boost to your power has driven you mad with power, twisting your personality, and sending you onto the path of world domination. You'll refuse to give up this power willingly, and it will take allies and those who care about you to save you from your own power by finding a way to separate it from you and depower you, while you do everything in your power to prevent them from succeeding. Once depowered you'll return to normal, but if you aren't depowered by the end of the jump you will choose to stay to rule Prysmos forever.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I tried to go off of the cartoon using the comics to fill in gaps. They are different continuities and have some different rules, though, but neither lasted long enough to firmly establish their rules anyway.

I did not include IDW's Transformers vs Visionaries because of a variety of reasons. First and foremost is that the original cartoon and comic were fairly close; if power staves hadn't worked differently you could squint and say things worked the same. The IDW run I only read the first issue, but it is a very, wildly different continuity and take.

How magical energy actually works is vague. But there were multiple references to Merklynn needing his orb/shrine (and he seems loathe to leave his shrine) for his power, and a mention about other wizards that they would need one to use their magic in full. Exactly what the relationship between the vehicles and totem armors and their users magical power is even more unclear, but both the cartoon and comics said that only a knight could make their vehicles move, even though it did not have to be the knight whose vehicle it was, and that the vehicles had certain knights' magical power in them. For the rest it comes down to head canon and implications. Totem armor transformation did run out due to running out of magical power in the show, and Cryotek was able to dominate the other knights in battle when his magical power was increased, though the power staves didn't really show a measurable thing that could be pointed to as firmly being increased in power and not just everyone else being incompetent; but narratively the implication seemed to be he was more powerful. Similarly the comics show, again Cryotek, temporarily boosted in magical power and he seems to be somewhat stronger as a bear but it affects his mind more directly. The comics also show two knights using their power staves together, which seems to simply empower Destruction's effect further and not blend it or include Lightspeed's effect in any way, so perhaps he just loaned his magical power?

Actually a Sorcerer+Orb+Shrine will make you the equal to Merklynn in power, though not necessarily in knowledge.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed how the companion import switched between 600 and (intended) 400 CP for lower price tier (400 CP covers most of the knights).